



AFTERMATH™

Campaign Pack C1: CITY STATE

Chicago & the Illinois River Valley



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CITY STATE:

The Illinois Region

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CITY STATE

A Campaign Starter Pack for *Aftermath!*

This package is meant for the eyes of the gamemaster only. The gamemaster may always feel free to alter information to any extent that seems desirable. Thus, even if players should obtain copies of this booklet (and they are likely to do so), they will not necessarily be able to predict how a given campaign will work. Indeed, the gamemaster might deliberately set out to give the players access to the booklet, treating the information herein as rumors or supposed knowledge which might — or might not — really be true.

The campaign module is intended to cover a very large area, in this case the northeastern portion of the State of Illinois. It is not limited to a single town or city and its immediate environs; rather, it is designed to present a broad region with great variation in locales and dangers. Because the area is so large (the City of Chicago alone could easily be the subject of a major book far larger than this entire pack), many details are omitted or given minimal treatment; it is impossible to give entries on each individual suburban community or each major building or installation in the city. Instead the overviews — social, political, historical, and economic — are emphasized, together with enough material to run a few beginning adventures in limited areas. These should serve as both starting points and inspirations to gamemasters, who can carry out the process of filling in details by following the example of those areas which are presented in some depth.

The module as written covers Chicago and surrounding areas, with emphasis on the Illinois River Valley from Peoria up to Chicago proper (by way of a canal and the Chicago River). This artery of communications and trade is considered crucial to the whole thrust of this booklet, and is covered in more detail than other city environs; it serves as the focal point for descriptions and adventures which revolve around groups of river traders. Such traders make excellent player-characters for adventures or campaigns.

Gamemasters need not feel themselves limited by this campaign pack to the Chicago area, however. The true intention of *Aftermath!* is to focus attention on the gamemaster's own home town or area, for by such means, the gamemaster can use places that he knows well, local terrain and landmarks, and other familiar elements to give the adventures he runs greater realism and more of a sense of immediacy. There is no reason why the Chicago area should be the only possible setting for the sort of campaign described here; it would be easy enough for gamemasters to transfer the background and other key elements of this campaign pack to any other setting. Ambitious gamemasters could start with only the barest outlines of the Breakdown, and develop the history of a chosen region from there; those with less time or energy can adopt many of the elements described in this booklet, merely transferring their locations to logical points in the area of choice while leaving the descriptions largely intact. Obviously, some areas may require changes — a campaign set around Amarillo, Texas isn't as likely to involve river traders, for instance, but their place could be taken by overland caravaners. The possibilities for adventure may vary from one region to another, but the gamemaster will have little difficulty in relocating a given campaign from one region to another, provided imagination and some careful thought go into the process.

GAME ADAPTATIONS

The background for this campaign makes certain key assumptions in the areas of pre-Breakdown technology and post-Breakdown events

which will influence some aspects of *Aftermath!* This campaign pack does not posit a nuclear holocaust as the cause of the collapse, and, indeed, postulates a partial, rather than total, breakdown of civilization. Thus matters are not quite so different from our own society as is common in some other *Aftermath!* situations.

Specifically, the gamemaster should ignore certain sections of Book Three of the game rules when using the background in this module.

Mutant animals are eliminated. Without the excuse of a nuclear holocaust, and with a timespan of only forty years separating our world from that of the Breakdown, there is no time for any sort of major mutation to appear.

The concept of Eternabatteries and Accumulators is eliminated. Batteries are found in the same charge configurations as before, but can be recharged only under limited circumstances. Basically, power sources remain unchanged from contemporary sources.

Cybernetics will be limited to a fairly primitive level even in cases where technology survives unscathed after the Breakdown. Again, only minor improvements on contemporary capabilities are considered available.

High Tech Weapons such as Lasers, Lazab, Electroweapons, and Tasers are not generally available save as experimental models.

Mutated human characters do not exist, for the same reasons as noted for mutated animals. Of course, the gamemaster may allow psychic/psionic type powers (on an extraordinarily limited scale), if he believes in and wishes to allow such powers among ordinary people.

These various rules deletions are those intended for play of the campaign as envisioned by the author. However, a gamemaster's world is his own to create and run, and if any particular set of rules is desired, the gamemaster should feel free to retain them. In some cases, though, the addition of these concepts may have further repercussions on the game background that should be carefully considered by the gamemaster; adaptations resulting from these basic changes should be applied as necessary to keep things on an even keel.

THE BREAKDOWN

Civilization does not end with a bang, as so many doomsayers had predicted for so long. Rather, it dies slowly, collapsing under the weight of too much technology dependent upon too narrow a base of resources. When world fuel reserves unexpectedly dried up in a matter of weeks, the wheels of progress seized up world-wide, and civilization skidded to a disastrous halt. This was the Breakdown, the catastrophe that set mankind into a new Dark Age as the twentieth century came to a close.

The origins of the Breakdown can be pinpointed to a single, quite routine environmental crisis which had quite unexpected consequences. In the late summer of 1996, two giant supertankers collided in the Gulf of Mexico. It was a clear day, and there was no reason why the collision should have occurred, but it did (a case not unlike another maritime collision between a U.S. Navy warship and a private freighter, though that earlier incident was far less disastrous). However the catastrophe began, though, its end was tragic. One of the tankers caught fire, and the other ruptured a storage tank. Within a matter of hours the flames overcame both ships and crews, and the largest oilspill of the century was spreading from the scene of the disaster. Observers said that the burning waters of the Texas coast were "a sight out of Hell". And the oil slick, some of it still burning, threatened to wreak havoc with the coastline south of Galveston.

It was one of the worst threats to the ecology ever recorded, and naturally environmentalist crusaders mobilized to demand that the government take action — though at first no one could say just what kind of action they expected. Their cause soon found a firm rallying point. A few days after the collision at sea, an "investigative Journalist" for an Atlanta television station went on the air with a report which maintained that a team of scientists working under a secret U.S. Army research contract had developed a genetically engineered strain of bacteria especially designed to consume petroleum products. This "petrophage", as it was called, had reportedly been classified as a military secret, and the project kept under wraps (despite the crisis in the Gulf) to keep it a secret. The military potential of the petrophage was, of course, enormous; introduced into an enemy country, it could eliminate the nation's ability to wage war effectively, and shut down industries and essential civilian services, as well.

The media seized upon the petrophage story, confirmed it despite Pentagon attempts to hide the facts, and led a popular movement which demanded employment of the petrophage as a "tool of peace, not a weapon of war" in the cleaning up of the Gulf oil spill. Environmentalists and concerned citizens' groups agitated for an immediate use of the petrophage in the Gulf; belated protests from the original research team, claiming that the petrophage was still experimental and untested, went largely unheard. The traditional bull-headedness of contemporary journalism won the day, with subtly slanted stories harping on the "plot" to keep the bacteria from being used even in the face of an ecological disaster.

Even then, wiser heads might have prevailed. But 1996 was an election year, and the incumbent President (who in the words of one post-Breakdown wit "didn't know a bacterium from a baseball bat") could see all too clearly that he was sitting on a time bomb that could cost him his political life. His chances of reelection were dim in the face of all this adverse publicity; the spectre of Jimmy Carter's defeat after the mishandled Iranian hostage crisis was a vivid lesson and a grim warning against vacillation.

And so the President took action. He ordered immediate deployment of the petrophage bacteria in the Gulf, overriding protests from advisors in the hopes of redeeming his image in front of the American public. A vial of bacteria was introduced into the heart of the slick, and the nation waited and watched to see what would happen.

The bacteria flourished in the slick, consuming crude oil and reproducing at an incredible rate. Within two days, it was plain that the battle was won; within a week, there was nothing left of the oil slick. It had been completely consumed; even some contaminated beaches near Galveston were cleaned up without effort or exertion. The environmentalists were vindicated, and so, it seemed, was the President, though he lost the election anyway because his action was perceived as having been forced upon him, and not as a result of foresight or concern for the environment.

But things didn't end there.

The petrophage was, in theory, tailored to consume nothing but petroleum; in the absence of oil, it was supposed to die off. This happened under laboratory conditions, certainly. But not all of the bacteria released into the slick died when the clean-up was complete. Some, hardier than expected, proved capable of living on various pollutants in the water, many of which were based upon oily waste. The mysterious improvement in the pollution levels in Galveston Bay during the winter of '96 should have been a clue, but this datum was largely overlooked until it was too late; recently introduced pollution control standards were given the credit instead. The passage of time saw the gradual spread of the hardiest of the petrophage bacteria; no one can be sure how many petty incidents of boats or ships running out of fuel unexpectedly or suddenly losing pressure in engine lubricants could be blamed on the bacteria that were slowly finding niches all over the globe.

The first major sign that the petrophage was still active came, predictably enough, in Galveston, where a heavy rain accidentally contaminated an oil storage tank. Oil from the tank was refined and sold to gas stations in Louisiana and Arkansas before the petrophages had done their work; ships offloading into that same tank picked up bacterial passengers in their (largely empty) storage compartments as well. One truck reached a gas station without any gas left to pump; then the storage tank itself was found to be empty when it should have been full. The tanker, returning from Venezuela with a load of crude, also came up dry. And within a matter of days, new reports began to come in from all over the world. The petrophage was back — and with a vengeance.

It was a plague that ran like wildfire, but its victims were not people but gas stations, oil tanks, automobiles, and the like. The same research team in Atlanta that had invented the strain introduced an agent that slowed their creation's progress, but they could not

stop it. Countries imposed quarantine restrictions on travel, and then gas rationing programs, but to no avail. Real panic set in when oil fields in the Middle East began drying up; the petrophage bacteria were actually finding their way into the underground oil fields and wiping out petroleum before it could even be pumped to the surface. The North Slope of Alaska suffered the same kind of crisis after the Alaska Pipeline was contaminated.

Civilization still depended on oil. The development of alternative energy sources had been too slow, too half-hearted; solar power was still in its infancy, and coal and natural gas didn't account for enough of the world's energy to make much of a difference. Even nuclear power plants still relied on petroleum products for lubrication, and on gas-burning trucks and cars for supply and equipment transportation. Though a synthetic lubricant immune to consumption by the petrophage was rushed into production in the late spring of 1997, and a synthetic gasoline was being tested, it was too late.

Every major city in the world was precariously balanced on the edge of starvation; food resources in any given city would feed the population for no more than a week or two at best without continual shipments from the outside. Power plants, too, began to go off line, sometimes because the generator failed or ran out of fuel, and sometimes because technicians deserted their posts in the face of growing unrest and uncertainty.

The crisis fed itself. Power shutdowns meant blackouts, which brought out rioters and looters. That was an accepted part of urban life. But when looters started fires that couldn't be put out because fire engines could no longer roll, when mobs of people roamed the streets pillaging stores and homes, and neither police nor National Guard showed up to stop them... when the blackouts went on and on, and power still didn't get restored, the panic rose to fever pitch.

While the early riots were simple outbreaks of sporadic looting, the second wave of riots was far more serious. People had come to depend on the government for protection and help, and now the government was failing them. Rioting erupted anew as tens of thousands of people besieged government offices, clamoring for a solution to the crisis, and feeble attempts by remaining police and military units (those who were not already among the rioters) to restore order led to shootings and the mass violence of which only a mob is capable. During this second stage, all vestiges of authority began to break down, and people in the big cities perished in droves. Though there was trouble outside the cities as well, it was initially less of a problem, but the suburbs and small towns did not remain safe for long.

The third stage of the Breakdown came as food reserves dwindled to nothing. The weak died; the strong or the smart survived. In the cities, those who had the best chance of surviving were those with the least 'civilized' backgrounds — the street gangs and ghetto dwellers who had the strength, the cunning, and the lack of scruples to find food in a world gone mad. A few pockets of decent people survived, mostly those rich enough and powerful enough to secure themselves from attacks by the gangs, but many others were killed in fights or died because there was no food to be had. The gangs began to look outward.

Conditioned for generations to expect free handouts and government services, the dwellers of the inner cities felt somehow betrayed now. The affluent suburbs beckoned; if government wasn't paying welfare checks and granting food stamps, the rich people outside the cities could pay directly. The gangs, and the mobs of city people who by now were following them in the hopes of protection and survival, came boiling out of the cities like army ants, sweeping everything away. So the suburbs and towns near the large urban areas were quickly overwhelmed as well; only distant rural areas, where self reliance and local food sources softened the impact of the disaster, were left relatively intact.

From early riots to suburban street fighting, the Breakdown took only weeks to run its course. The same pattern repeated itself in the big cities all around the globe, with variations. Old tensions flared into wars in some regions, but they were curiously short-lived as limited fuel supplies forced the armies to return to the tactics of the 18th century, and manufacturing capabilities were exhausted before issues could be settled in the field. Everywhere, communications and transportation alike collapsed, and national governments lost all power and influence.

In the wake of these disasters, a new kind of government began to emerge — the government of the City States.

AFTER THE BREAKDOWN

Chicago is typical of the post-Breakdown city-states, and its history demonstrates how the new society arose everywhere (with local variations, of course). The Plaza Riots of June, 1997, were directed against the city, state, and federal government offices at Daley Center, the State of Illinois Building, and the Dirksen Federal Building. Although

many government officials escaped the rioters under police protection, the rioters set fires which raged for days, virtually gutting the Loop from the Chicago River as far as the southern end of Grant Park. The heart of the city was gone, and the gangs began to emerge as the new power of the city.

At the core, though, the gangs were parasites. They were far more effective at forcing others to provide for their needs, through violence or terror, than they were in supporting themselves directly. Raids into outlying areas could not support them forever, and the various gangs could not hope to set themselves up over any particular stretch of farmland and expect to stay in control for long; others would see to that. Inter-gang rivalry intensified the struggle for survival.

But a pattern emerged over and over in cities across the United States. Though the gang members were best adapted to survive outside the bounds of pre-Breakdown society, they found that they needed that society, or one like it, if they were to be more than animals picking over the ruins. Smarter gang leaders, and especially those who had already played a part in city politics (and such had become more and more common since the 1960's), began to realize that some new kind of hierarchy must exist if their people were to avoid collapse into complete anarchy. In that new social structure, the gangs must dominate, they reasoned; now was the chance to take what "rightfully" belonged to the minorities and the poor. Yet the gangs could not govern; they lacked the skills to organize and supervise anything more than a few square blocks of home turf. A body was needed that could administer the supplies of food needed to keep the city from starving, and to mediate between the gangs.

Different cities found different solutions, but in Chicago, the answer proved to lie in the remnants of pre-Breakdown city government. Several past mayors had made use of gangs to help keep the political "machine" running, and the politicians and bureaucrats who survived the Plaza Riots and the subsequent troubles did have the knowledge to organize the new order. Thus, tentatively at first, but later with more confidence, the Chicago gangs began to put out feelers to one another and to the enclaves of surviving governmental groups in the city. Within a few months of the breakdown, cooperation had already begun; those gangs who resisted (including the remnants of the city police) were quickly put down by the forces of the coalition. Plundered food was hoarded and distributed 'equally', which meant that the government and the gangs got the lion's share, while survivors not directly part of these privileged classes got only what their masters deemed necessary for their continued survival. The amount varied in proportion to the useful work they could perform.

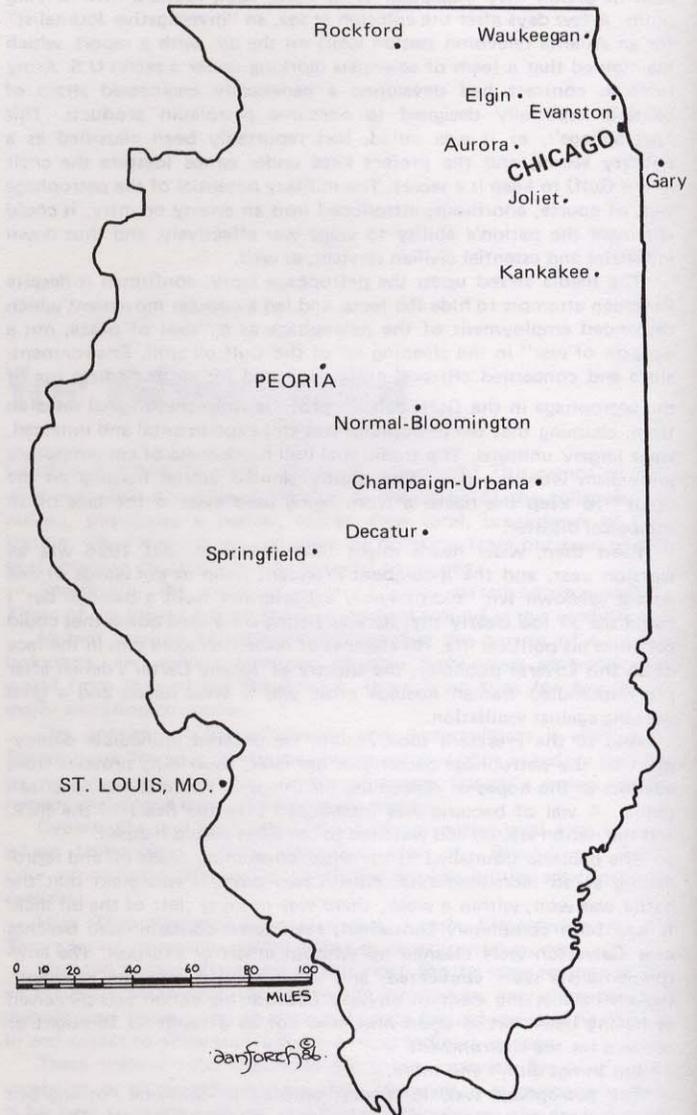
The first winter nearly destroyed Chicago despite the preparations made against disaster. Those who lived to see 1998 were tough and capable, or they were very lucky. Disease further thinned out the ranks of survivors, especially after cannibalism became a common practice among various groups not affiliated with the main government. The government's supplies were adequate — barely — to keep this final loss of humanity at bay. And the new year saw Chicago, weak but still in control, unveil a new plan for survival.

Where desperation had led to raids into the regions around the city the year before, now planning brought about a scheme for conquest. The suburbs, with a few half-starved survivors still trying to stay alive in small cooperative communities, were no match in strength for the new Chicago. The police, the gangs, and the mobs which formed to carry out the bidding of the gangs in exchange for food and other necessities combined to form an effective, if unwieldy, army; they would move outward, subjugate an area, and set the people they had conquered to work clearing away ruins and planting new farmlands.

As with any imperial state where the leadership depended on success to maintain position, expansion was critical to survival. Each new conquest meant more food, which could free up more people for "nonproductive" (i.e. non-farm-related) jobs; this kindled a renewal of limited manufacturing which in turn supported a continued war effort as well as increasing the general standard of living. But there was never really enough food, not enough to support the number of people who survived in any kind of comfort. Inefficiency, corruption, and resistance to the new regime made reconstruction efforts slow and unwieldy at best. Later, expansion brought Chicago face-to-face with other city-states where similar solutions were reached, leading to wars between aggressive, expanding spheres of influence in which each coveted the usable land between them.

So it was that civilization did not totally collapse. The cities still survived, though with far fewer people; ruled by coalitions of gangs in an almost feudal fashion. Like the early medieval kings, the various city governments served a useful purpose in keeping the city-states from tearing themselves up internally (with varying degrees of success), and in providing a modicum of continuity and stability in the administration of city-wide services. Other city people were a small but

FORMER STATE OF ILLINOIS



expanding middle class, important for their manufacturing capabilities; as prosperity increased, so did the powers of this group, but only as long as they were necessary to the gang leaders, who, like feudal barons, personally ruled over their own relatively small domains. Finally, the suburbs were now small garrison towns surrounded by farms worked by a slave class, most of them left over from the powerful and wealthy middle or upper class capitalists of the pre-Breakdown civilization.

Beyond the spheres of each city state were the rural communities, those least affected by the Breakdown. Though many had died here, and life was harsh, these small towns preserved the best in pre-Breakdown ideals. But these communities lived in the shadows of the city states, and faced besides the danger of outlaw bands, internal disorder, natural disasters, and other threats to security and life.

THE CAMPAIGN SETTING

City State takes place almost thirty years after the Breakdown. The patterns of social development discussed above have led to a fairly stable, but fragile, civilization in and around most major cities, including Chicago. The rural communities, too, share a fairly common culture; most are fiercely independent, distrustful of outsiders, but far more democratic than the sham-democracies of the cities. Chicago's sphere of influence covers a circle roughly fifty miles in radius, and includes the smaller cities of Gary, Aurora, Joliet, and Kankakee, each conquered in wars during the years since the Breakdown. In the north, Chicago territories clash with those controlled by Milwaukee along the old Wisconsin border.

It should be noted that the petrophage did not affect plastics and other products with a petroleum base that had been similarly changed. Synthetic lubricants exist in sufficient supplies to keep the machinery of the post-Breakdown world running.

In terms of technology, much has, of course, been lost. Electrical power is still scarce, though some nuclear generators have been put back on-line using synthetic lubricants; the absence of trained technicians makes restoration of the old equipment a slow, often dangerous, task. Wind and muscle power is the general rule most places; steam engines have also made a comeback in some areas, and some internal combustion engines have been converted to the use of alcohol. Overland transportation rarely uses vehicles more advanced than a horse-drawn wagon, since both the technology and fuel are scarce. Railroad lines have been put into order in some places, including the Chicago area, but are reserved for city business — sending troops out to the

garrison towns, or food back into the city. Air transportation is non-existent, though there are periodic rumors of a few aircraft still in operation, always in places far, far away.

Water routes have again become practical transportation links. Gasoline powered boats have been converted to alcohol use, while newer construction features steam engines; some river boats simply float downstream with the current, more like large rafts than true vessels. The rivers are valuable as trade lanes, and there are many groups and communities which exist solely by river or lake trade. Those individuals who come from the rural communities are tough, self-reliant, adventurous, and practical, frontiersmen who pit skill and courage against the elements, against the potential hostility of isolationist farming towns, and against the all-too-real dangers posed by bandits, outlaws, and the soldiers of the big city-states.

Chicago

The city of Chicago proper is a large area, roughly following the old city boundaries, which have now been subdivided into about twenty districts. Most of these districts are formed along the portions of the city staked out by various gangs as "home territory". These gangs bear little resemblance now to the pre-Breakdown street gangs of old Chicago; since the collapse gangs have amalgamated, vanished, regrouped, and shifted to the point where the surviving groups are now fairly stable, and influence a somewhat wider area, than was ever the case in the Twentieth Century.

Although divided among the gangs, Chicago still functions as a coherent whole. It is typical of the neo-feudalism of post-Breakdown America in that the gangs exercise absolute authority over their own limited areas while still coordinating their activities through a government which is separate from (and in many ways subordinate to) the gangs themselves. Fighting between individual gangs takes place on occasion, but for the most part, the city's attention is turned outward, to the administration of a growing realm beyond the old city boundaries.

The regions which make up the city of Chicago are described in discussions of city-wide groups or factors of importance.

THE OLD LOOP

Chicago's Loop, formerly the heart of the city, is now a burned out blight in the center of the great metropolitan area. From the Chicago River in the north to the southern end of Grant Park in the south, and from the river to the shores of Lake Michigan, the city is an unreclaimed tumble of destroyed buildings and ruined streets. Some people live here; a handful of survivors and children of survivors who have found the ruins a haven of sorts from the organized city outside. Their exact number is unknown, but small.

Many of these survivors have made their way by preying upon the people in the city outside, raiding out of the blight to seize food and other supplies. Many have been known to resort to cannibalism to stay alive, and all who live there (regardless of diet) are branded by the government as cannibals. These scavengers are despised and feared by their neighbors, who long since destroyed the cannibals who cropped up elsewhere in the city. The dangers of the Old Loop ruins (and, to a certain extent, the policies of the government, which finds the scavengers a useful scapegoat in times of trouble) have prevented the area from being reclaimed. Most routes into the Old Loop area have been blocked, either by the removal of bridges (on the river side) or by the creation of street-blocking barricades along Cermak Road on the southern perimeter.

Criminals are sometimes driven into the Old Loop area across a temporary bridge to the north, which forces them to cross the entire district or wait until night to swim back — either option extremely risky at best.

LOCATION: The Old Loop extends north from Cermak Road, and is bounded by the Chicago River and the Lake.

POLITICAL ORGANIZATION: Unknown; raiding groups have ranged in size from individuals to bands of 10-20. It is believed that the scavengers have no loyalties beyond immediate family ties, though higher groups may exist.

RESOURCES: None; in more than a quarter of a century, even scavenging for useful materials among the ruins is no longer a likely way

to find worthwhile items. All products are obtained by raids into city territory, which generally net very little worthwhile plunder.

POPULATION: Unknown, but probably less than 100, all told.

ARMED FORCES: No organized forces. Any inhabitants encountered are likely to fight (even women and children) in search of food and equipment.

SPECIAL INSTALLATIONS: Some structures, notably the Adler Planetarium, the Field Museum, the Art Institute Building, and the Grant Park underground parking garage, are still relatively intact; these are believed to be strongpoints held by some families or bands. The Illinois Naval Reserve Armory on the lakefront was long since plundered of all usable weapons and equipment by city forces, though there are stories of hidden storage rooms which were never penetrated.

TRANSPORTATION: All transport is on foot.

GENERAL REACTIONS: -20.

GENERAL NOTES: In actual fact, some of the people who survive in the Old Loop are fairly decent sorts, political "exiles" forced into the area by the government who discovered that the raiders were not all cannibals and scavengers. The gamemaster should feel free to introduce the possibility of a larger, more pleasant community than was presented above, living off stored food and a communal farm in old Grant Park, though even so, there should not be more than 250 people, all told.

PIER DISTRICT

LOCATION: Bounded on the west and south by the Chicago River, to the north by North Avenue, and to the east by Lake Michigan.

POLITICAL ORGANIZATION: This portion of the city is not held by any gang; by agreement between all the gangs, the area is reserved as "government land", housing the people who are associated with the administration of the city-state and its domains. For more details, see the section on Government and Politics.

RESOURCES: None. Foraging picked the area clean of usable goods long ago, and nothing is grown or manufactured here. All support comes from shipments from outside, particularly from the Lake or by river from the interior.

POPULATION: Less than 1000 permanent residents, plus varying numbers of transients (police, etc.).

ARMED FORCES: The populace of this area does not have actual military forces as such. The Chicago Police, who are discussed in a separate section, are responsible for maintaining order here.

SPECIAL INSTALLATIONS: The main center of government is at Marina Towers, which also contains docking facilities for trading vessels from down river.

The Merchandise Mart now holds barracks for up to 1000 Chicago Police, and serves as both a headquarters and a training center for these personnel.

Navy Pier is used as the main dock by trading vessels — mostly sailboats — which ply the waters of Lake Michigan. A handful of pre-Breakdown warships are also maintained there, none of them in operating condition.

The Filtration Plant Complex, now in ruins, still holds usable pumping equipment which is occasionally requisitioned for use elsewhere.

The Chicago River Controlling Works consists of two locks connecting the river to the Lake, and a new hydroelectric plant adjacent to the locks to provide power for the locks and nearby facilities.

TRANSPORTATION: Ground transport is primarily by foot or by worker-drawn wagons. A handful of automobiles converted to run on alcohol are also available. Several sailing vessels are tied up at Navy Pier or near the old Filtration Plant. The Marina under the Marina Towers government building is the base for a sizable (30 boats) fleet of alcohol-powered trading vessels, mostly old pleasure boats rigged to tow small barges.

GENERAL REACTIONS: +15.

GENERAL NOTES: This is the only area free of the justice of the gangs, and thus a place where only a select elite live. Shipments of food and other merchandise support a population which is almost entirely given over to bureaucratic or administrative functions (plus the families of these people). Control over the population is very strict, with ration cards and other documentation being used to ensure that the citizens who draw government largesse are entitled to it. Naturally, corruption and black marketeering are rife.

LINCOLN PARK

LOCATION: Bounded by the Chicago River (north branch) to the west, North Avenue to the south, Foster Avenue on the north, and Lake Michigan to the east.

POLITICAL ORGANIZATION: Dominated by the Long Knives Gang, one of the more powerful groups in the city.

RESOURCES: Areas of farmland along the lake and in cleared areas inland provide some food, worked by peasant farmers brought in from the suburbs. The major resource of this area, however, is in manpower; Lincoln Park is a major recruiting ground for the Police, and also supplies personnel to support a flourishing Lake Michigan boat trade based at Montrose and Diversey Harbors.

POPULATION: 6,000 total. Of these, only about 300 can claim membership in the Long Knives Gang, the rest being middle class workers, serfs, or dependents.

ARMED FORCES: The gang numbers 300, who serve as overlords and officers for a militia force which can number anywhere up to 2,000 at need (if quality isn't a matter of concern). These forces are rarely well organized, and only gang members and a chosen elite among the militia (a trusted company of 200) are regularly permitted firearms. The rest make do with makeshift weapons and sheer, brute force.

SPECIAL INSTALLATIONS: Sail-powered trading vessels berth in Montrose and Diversey Harbors. The Academy of Science building has been preserved as a sort of technical training center for promising youths of the middle class from all over Chicago. Wrigley Field is used as a meeting place by the populace when summoned to war or other important events by the gang leadership.

TRANSPORTATION: Entirely on foot or man-powered wagons on land. There is a fleet of 10 large, flat-bottomed sailing barges based at Montrose Harbor, and 12 more at Diversey Harbor, plus a variety of alcohol-fueled powerboats (mostly preserved recreational vessels) in each. The latter are of limited utility on the Lake by comparison to the sailing craft, due to fuel shortages and performance problems.

GENERAL REACTION: +5 to most people. However, individuals from neighboring Horner Park receive a -15, due to a long-standing rivalry between the two areas over access to the industrial centers along the Chicago River.

GENERAL NOTES: On the whole, Lincoln Park and the Long Knives are among the best of Chicago's gang-dominated neighborhoods. Limits to the food supply, which made support of the large population a problem, are offset by Lincoln Park's contributions in support of the government; shrewd manipulation has gained the Long Knives a powerful voice in city government.

ROGERS PARK

LOCATION: Bounded to the south by Foster Avenue, to the west by the North Shore Channel, to the north by Howard Street, and to the east by Lake Michigan.

POLITICAL ORGANIZATION: Rogers Park district is dominated by the Animals, a rather weak gang sustained only by its alliance with the Long Knives to the south.

RESOURCES: Like the Long Knives, the Animals lack worthwhile resources locally, but make up for this by their control over the neighboring districts (outside the city) of Skokie and Lincolnwood, each of which contains significant industrial bases. This enables the Animals to trade with the agricultural gangs on an even basis.

POPULATION: The total population of Rogers Park is only about 3500, of whom no more than 200 are members of the gang. Many of

these are absent in outlying territories at any given time.

ARMED FORCES: All 200 members of the gang form a fighting force which is backed up by militia drafts of up to 1000 low-quality troops. Armaments vary from excellent for the gang members to non-existent for many of the militia men.

SPECIAL INSTALLATIONS: None.

TRANSPORTATION: On land, foot or man-powered wagons only. On water, two alcohol-fueled cabin cruisers (plus barges) for limited coastal supply transport and patrol work.

GENERAL REACTIONS: To most groups, +0; to people from Long Knives territory, usually +15; to people coming in from Horner Park, -10.

GENERAL NOTES: The Animals have a reputation for clever political maneuvering, but no real power or influence. Their territory is among the poorest in post-Breakdown Chicago.

HORNER PARK

LOCATION: Area is bounded by Devon Avenue in the north, the Edens Expressway to the west, the Kennedy Expressway to the southwest, and the Chicago River/North Shore Channel to the east.

POLITICAL ORGANIZATION: Horner Park is ruled by members of the Angels gang. This gang is considered to be one of the most militant, truculent groups in Chicago. They have few friends, and are tolerated only because of a long-standing connection with the Mayor's Office. (The original Mayor of the Thorne line represented the Horner Park area, and had gang connections among groups which eventually combined to become the Angels.)

RESOURCES: Horner Park boasts some farming in park areas and reclaimed lots, but imports the bulk of its food. The Angels have maintained a long-standing claim to industrial areas in the angle between the Kennedy Expressway and the Chicago River (a claim disputed by the Long Knives across the river), but in fact have done little to support the revival of this industry.

POPULATION: Roughly 7500, of whom a full 10% (750) are gang members.

ARMED FORCES: There are seven companies of gang-member fighting men, plus the elite leaders' guards numbering 50 or more. When needed, each company of gang troops are augmented by up to 500 militia. The Angels have an excellent store of firearms, and can fully arm all of their militia if they so desire.

SPECIAL INSTALLATIONS: Headquarters of the Angels is at the site of the old Northeastern Illinois State University.

TRANSPORTATION: Entirely limited to foot and man-powered wagons in theory, but the Angels do have some thirty motorcycles adapted to alcohol fuel available for special use.

GENERAL REACTIONS: To most outsiders, -10; towards the Animals, the Long Knives, and their followers, -15. Anyone offering to sell weapons, ammunition, alcohol fuel, or motorcycle parts receives a +10 reaction.

GENERAL NOTES: The Angels are nicknamed "the Angels of Death" by other gangs; they are tough, ruthless, and love to fight. Their forces often volunteer for military service.

HARWOOD HEIGHTS

LOCATION: Harwood Heights is unevenly bounded by (roughly) Devon Avenue in the north, Canfield and Nagle Roads to the west, Montrose Avenue to the south, and the Edens Expressway to the east.

POLITICAL ORGANIZATION: The Lords dominate this portion of the city. They are a large and well-organized gang with extensive land holdings in outlying sections.

RESOURCES: Farming land centered around an old country club (and including adjacent reclaimed land) forms the backbone of local resources, but the bulk of the area's wealth comes from extensive holdings beyond the city proper.

POPULATION: With 10,000 people, Harwood Heights is one of the larger northside communities in the city-state. About 500 of these are gang members, with an additional 500 belonging to smaller associated gangs answerable to the Lords, but permitted to run individual neighborhoods in their own way.

ARMED FORCES: All gang members are armed; beyond this, fully 2000 militia can be raised at need to augment the gangs, though there are few firearms available for these people.

SPECIAL INSTALLATIONS: None of note.

TRANSPORTATION: Foot and foot-drawn vehicles only.

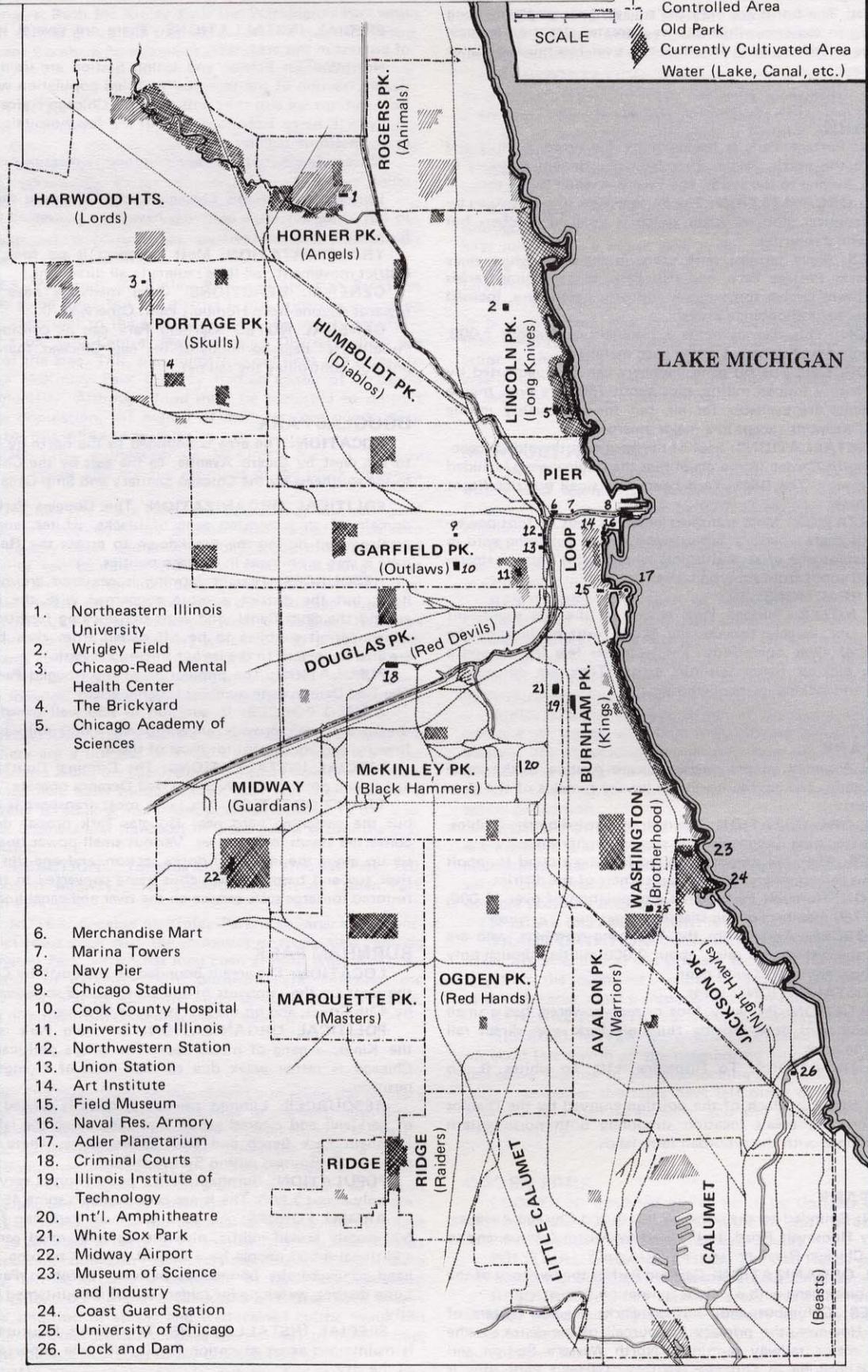
GENERAL REACTIONS: No modifier.

GENERAL NOTES: The Lords were one of the most aggressive gangs in the early days of the breakdown, expanding rapidly into many outlying areas and grabbing control of many of the suburban territories

Chicago Gangs

- Special Installation
- Railroad Line
- - - Boundary of Gang Controlled Area
- ▨ Old Park
- ▩ Currently Cultivated Area
- Water (Lake, Canal, etc.)

SCALE



1. Northeastern Illinois University
2. Wrigley Field
3. Chicago-Read Mental Health Center
4. The Brickyard
5. Chicago Academy of Sciences
6. Merchandise Mart
7. Marina Towers
8. Navy Pier
9. Chicago Stadium
10. Cook County Hospital
11. University of Illinois
12. Northwestern Station
13. Union Station
14. Art Institute
15. Field Museum
16. Naval Res. Armory
17. Adler Planetarium
18. Criminal Courts
19. Illinois Institute of Technology
20. Int'l. Amphitheatre
21. White Sox Park
22. Midway Airport
23. Museum of Science and Industry
24. Coast Guard Station
25. University of Chicago
26. Lock and Dam

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before the unified city government began to establish guidelines for the assignment of land control. They were thus in the enviable position of dominating early political debates which set up the existing balance of power, which made the district extremely influential.

Internally, the area is one of the more advanced of the neo-feudal districts of Chicago, with a more decentralized control over the population than most. The Lords are only the single strongest gang among several operating in the area, which allows a greater attention to local matters without stretching gang loyalties out over too much distance and too many people.

PORTAGE PARK

LOCATION: Portage Park is bounded by Montrose Avenue and Park Avenue to the north, Nagle, Thatcher, and Harlem Avenues to the west, North Avenue to the south, and Cicero Avenue to the east.

POLITICAL ORGANIZATION: The Portage Park district is ruled by the Skulls, a fanatical all-black gang which is small in numbers but very aggressive and dangerous.

RESOURCES: Slave farmers raise crops in the areas which once held Hansen Park, Portage Park, and Riis Park, plus reclaimed areas around these. There is also some minor industry based here, focused around the Brick Yard Shopping Center.

POPULATION: This district holds a population of about 7,000, mostly slaves; only 50 of these are actual gang members.

ARMED FORCES: The 50 gang members can be augmented by 150 additional highly trained militia, plus about 750 very poor militia forces. Armaments are available for all, but the low-quality militia are rarely issued weapons except in a major emergency.

SPECIAL INSTALLATIONS: Base of the gang is at the old Chicago-Read Mental Health Center (some claim that the original gang included refugees from there). The Brick Yard contains a small but significant manufacturing base.

TRANSPORTATION: Most transport relies on foot or foot-powered methods, but there is also a fairly large railroad switching yard in Portage Park used as one of several points where trains (largely steam-powered) unload goods from suburban areas.

GENERAL REACTIONS: -10.

GENERAL NOTES: Portage Park is one of the less significant regions of the city, largely because the Skulls insist on limiting the size and scope of their operations. The gang has few friends and a reputation for picking fights without cause. They are considered highly unstable and lacking in staying power.

HUMBOLT PARK

LOCATION: Bounded on the west by Cicero Avenue, to the south by Chicago Avenue, and to the northeast by the remains of the Kennedy Expressway.

POLITICAL ORGANIZATION: The district is ruled by the Diablos, a primarily Hispanic gang of considerable size and importance.

RESOURCES: The area supports limited farming around Humbolt Park proper, plus some industry in scattered corners of the district.

POPULATION: Humbolt Park boasts a population of over 11,000, including some 750 members of the Diablos gang.

ARMED FORCES: Aside from the 750 gang members, who are heavily armed, the district can raise about 3,000 militia, though only about half of these are trusted with guns.

SPECIAL INSTALLATIONS: None.

TRANSPORTATION: Primarily foot or man-powered, but a small railway switching yard does provide Humbolt Park with direct rail access to outlying areas.

GENERAL REACTIONS: To Hispanics, +10. To whites, 0. To blacks, -15.

GENERAL NOTES: Much of the position enjoyed by the Diablos gang stems from the area's location straddling both northwestern and western rail links with the suburban farm lands.

GARFIELD PARK

LOCATION: Bounded to the north by North and Chicago Avenues, to the south by Roosevelt Road, to the west by Austin Avenue, and to the east by the Chicago River.

POLITICAL ORGANIZATION: Garfield Park is the territory of the Outlaws, an all-black gang with a vicious reputation.

RESOURCES: Columbus and Garfield Parks are the centers of some farming. However, the primary "resource" of the district is the fact that two major railway terminals, North Western Station and Union Station, both lie in Outlaws territory. Garfield Park thus is closely connected with the business of restoring and operating the

trains that keep Chicago's life-blood flowing in from outside.

POPULATION: The district's population is roughly 12,000; about 600 of these belong to the Outlaws.

ARMED FORCES: The Outlaws themselves are heavily armed, and can raise 3000 militia at need. They have a stock of weapons sufficient to arm as much of this force as they wish to at any given time.

SPECIAL INSTALLATIONS: There are several important points of interest in this area.

NorthWestern Station and Union Station are train depots where a sizable fraction of the technically skilled population works. These two train stations are also the sights of major Chicago Police barracks.

Cook County Hospital is one of the few hospitals still functioning in the metropolitan area.

Chicago Stadium is used as a community meeting center and rallying point.

University of Illinois Chicago Circle Campus is mostly given over to farmland, but some buildings have been converted to slave quarters for peasant farm workers.

TRANSPORTATION: Most transport is on foot, but for out-of-district movement, rail lines radiate in all directions.

GENERAL REACTIONS: Gang members have a -10 reaction towards anyone from Humbolt Park. Otherwise, 0.

GENERAL NOTES: Garfield Park can be considered one of the "wealthiest" neighborhoods of the new Chicago, thanks to its unique position controlling the rail net.

DOUGLAS PARK

LOCATION: The area is bounded to the north by Roosevelt Road, to the west by Cicero Avenue, to the east by the Chicago River, and to the southeast by the Chicago Sanitary and Ship Canal.

POLITICAL ORGANIZATION: The Douglas Park district is the domain of an integrated gang of blacks, whites, and hispanics who amalgamated during the Breakdown to create the Red Demons. This gang is very prominent in Chicago politics.

RESOURCES: Peasant farming is centered around Douglas Park itself, but the district is more concerned with the industries based around the Ship Canal, and with the docking facilities off the Canal which permit supplies to be off-loaded from river boats. Rail lines are also important to the layout of Douglas Park.

POPULATION: The population of the Douglas Park area is 9,000. The Red Demon gang numbers roughly 950.

ARMED FORCES: In addition to 950 well-armed gang members, the district can provide an additional 3,000 militia members, with firearms and equipment for most of them.

SPECIAL INSTALLATIONS: The Criminal Courts Building serves as a strong point from which the Red Demons operate.

TRANSPORTATION: On land, most transport is strictly on foot, but the switching yard near Douglas Park proper does have several converted steam locomotives. Various small power boats (with barges) tie up along the industrial docks section, and one slip contains an old river tug and barge tow which is being converted to steam power and restored for large scale service on the river and canal line.

BURNHAM PARK

LOCATION: The area is bounded on the north by Cermak Road, on the west by the remnants of the Dan Ryan Expressway, on the south by 47th Street, and on the east by Lake Michigan.

POLITICAL ORGANIZATION: Burnham Park is dominated by the Kings, a gang of mixed race. The gang's political power base in Chicago is rather weak due to their lack of strength and strategic position.

RESOURCES: Limited peasant farming is carried on in the strip of parkland and cleared ground that runs along the lake inland of the Burnham Park Beach and Lake Shore Drive. There is little else in the way of resources within Burnham Park.

POPULATION: Burnham Park's population is very small, numbering only about 3,000. The Kings gang numbers some 45 people.

ARMED FORCES: All told, Burnham Park can field only about 500 poorly armed militia, plus the 45 well-armed gang members. An additional 4-500 people have limited military training, but are kept on hand to guard the boundaries between Burnham Park and the Old Loop district, watching for raiders out of that untamed part of the city.

SPECIAL INSTALLATIONS: The Illinois Institute of Technology is maintained as an education facility of some importance to this part of the city.

TRANSPORTATION: Two rail lines run through Burnham Park,

and are crucial as a source of food and other necessities. All transport within the district itself is conducted by foot or man-drawn vehicles.

GENERAL REACTIONS: Towards anyone coming out of the Old Loop, -35; all others, -10.

GENERAL NOTES: The people at Burnham Park are generally envious of the gangs which surround them, and can be rather truculent with strangers. Both Mc Kinley Park and Washington Park covet the district, but neither group will tolerate the other's expansion there, so for the moment Burnham Park remains intact.

MC KINLEY PARK

LOCATION: McKinley Park is bounded to the north by the Sanitary and Ship Canal, to the west by Pulaski Road, to the south by 55th Street, and to the east by the old Dan Ryan Expressway.

POLITICAL ORGANIZATION: The region is controlled by the Black Hammers, which is a gang composed primarily of blacks, but containing other ethnic groups, as well. The gang is less fanatic than many of its neighbors, is fairly stable, and commands a considerable amount of power in city government.

RESOURCES: Parklands (McKinley Park and Sherman Park) are used to provide some food, but the district is not primarily a farming area. Far more important to the area's survival is the major manufacturing base (the old city Central Manufacturing District) which lies near the core of the area. This, plus numerous rail lines and access to the canal make McKinley Park the key trading center of Chicago's southern communities. Although food must be imported to support the area's large population, the export of manufactured goods more than makes up for this influx of produce.

POPULATION: The population of McKinley Park is roughly 12,000, of which about 250 are full members of the Black Hammers gang.

ARMED FORCES: The Black Hammers, 250 strong, have very good armaments, and are augmented by another 250 trusted militia who are permitted equally good equipment. Fully 5,000 more militia of indifferent quality can be raised in time of need, and though these cannot be as well armed as the hard core of the district's forces, they are generally much better outfitted than most other Chicago militias.

SPECIAL INSTALLATIONS: Headquarters for the Black Hammers is the old International Amphitheater, which is also provided with quarters for a large contingent of Chicago Police.

White Sox Park, an old baseball stadium, is used for rallies, meetings, and as a location for negotiations — sometimes violent ones — with the other gangs.

TRANSPORTATION: Rail lines are very prominent through the district, and there are a number of dock areas where river craft can off-load merchandise along the canal, but the district does not maintain any vessels of its own. Most transport is on foot, but there are also a significant number of alcohol and steam powered vehicles in the area, used for official business and transport of trade goods within the confines of the district.

GENERAL REACTION: Towards citizens of Douglas Park, -10. Towards citizens of Midway, +10. Towards citizens of Ogden Park and Washington Park, -25.

GENERAL NOTES: Because McKinley Park is so large and important, the district must cope with the jealousies of rivals. Chief among these is Washington Park, which has long been at odds with McKinley over the question of expansion into Burnham Park. However, the strength of the area, and its economic importance to the South Side, have prevented disputes from becoming overly serious.

MIDWAY

LOCATION: The boundaries of this district run along the Sanitary and Ship Canal to the north, Harlem Avenue to the east, 65th Street (and then Marquette Road) in the south, and Pulaski Road in the east.

POLITICAL ORGANIZATION: The Guardians gang, a mixed ethnic group, dominates the Midway area. Though weak in numbers, the Guardians command a great deal of prestige and power as a result of their early acquisition of several suburban slave communities.

RESOURCES: Although the old grounds of Midway Airport have been torn up to produce a fairly large area of farmland, the Midway area's most important commodity is military manpower. The Guardians gang originally formed around a company of National Guardsmen and their equipment during the Breakdown, and they have always maintained the tradition of strong and well-trained militia manpower ever since. The Midway district supplies mercenaries to other gangs, as well as a large number of troops to the Chicago Police.

POPULATION: The population claimed by Midway is around 10,000, but only half of this number actually resides there at any given

time. The remainder serve as soldiers in various other portions of the city. The gang itself numbers 750 men.

ARMED FORCES: Total armed forces in the district amount to 7500 people, roughly three-quarters of the population of the area. At least 5,00 of these, however, are generally employed elsewhere. All are very well-armed.

SPECIAL INSTALLATIONS: Some of the hangars and other buildings around Midway Airport have been retained as barracks, training centers, and a central headquarters for the district.

TRANSPORTATION: Midway contains both rail and water ties to the rest of the city-state, but most movement within the district is on foot. There is virtually nothing left of the old airport, which was torn up to make farmland when it became clear that airports were of no value to post-Breakdown Chicago.

GENERAL REACTIONS: To all areas, +10. To potential mercenaries, +20.

GENERAL NOTES: Midway is unique among the districts of Chicago, in that the Guardians, though accorded the status of a "gang", have never been a street gang in the true sense of the word. The 750 people of the Guardians 'gang' are merely the leadership of the military/mercenary forces in the area.

Wandering mercenaries are welcome to "settle" (i.e. claim residence) in Midway; those who successfully complete 20 years of service are then permitted to retire to a home in the district. The 'civilian' population is small and of little importance overall; most of the district's wealth comes from being hired by other gangs, or by the city itself, to augment ordinary militia forces.

MARQUETTE PARK

LOCATION: Marquette Park is bounded on the north by 55th Street (and Marquette Road), on the west by Cicero Avenue and Pulaski Road, on the south by 87th Street, and on the east by Western Avenue.

POLITICAL ORGANIZATION: Marquette Park's gang is known as the Masters, a primarily black group with a fairly sizable power base in Chicago politics.

RESOURCES: The heart of Marquette Park is an old city park converted into farming land (and expanded by subsequent reclamation of adjacent land). The district is not self-sufficient, but does have a better agricultural base than many. There is also a fairly good industrial center at one end of the district, extending into the neighboring suburb of Bedford Park (dominated by Marquette).

POPULATION: The population of Marquette Park is in the neighborhood of 5,000, of whom only 25 are actually members of the Masters. The population is noticeably lower now than it was at the time of the early allocation of suburban holdings, so that Marquette Park holds a disproportionate amount of power and land in relation to actual population.

ARMED FORCES: The gang, plus an army of about 1,000 militia, are available and well-armed when force is needed. Marquette Park also enjoys excellent relations with Midway, which is a major reason why such a smaller community has not fallen prey to the ambitions of more powerful neighbors.

SPECIAL INSTALLATION: None.

TRANSPORTATION: Fairly major rail lines run through Marquette Park, which is one of the primary terminals for materials entering the city from the southwest — another reason for the district's prominence. Within the area, most transportation is on foot.

GENERAL REACTIONS: Towards Midway, +15; all others, +5.

GENERAL NOTES: Marquette Park's leadership attempts to remain on good terms with all the neighboring gangs, and has one of the least repressive regimes in the interlocking structure of Chicago. Unfortunately, manpower shortages have left many of their suburban holdings exposed to rebel harassment, and the power of Marquette Park is fading rapidly.

OGDEN PARK

LOCATION: Bounded on the north by Garfield Boulevard, on the west by Western Avenue, on the south by 95th Street, and on the east by the remnants of the Dan Ryan Expressway.

POLITICAL ORGANIZATION: The Red Hands gang, a particularly militant group of primarily Hispanic antecedents, dominate the region.

RESOURCES: Small farming areas mark the sites of several old Chicago parks, but Ogden Park actually has very few local resources. This is made up for by the district's suburban power base, which is quite extensive.

POPULATION: The population of the Ogden Park area tops 15,000, though many of these are employed for long periods in suburban

territories. The Red Hands themselves are numerous (and fanatic); the gang numbers over 500 people.

ARMED FORCES: The members of the Red Hands are well-trained and fairly well-equipped, and are backed up by 5,000 rather poorly-furnished militia.

SPECIAL INSTALLATIONS: None.

TRANSPORTATION: Ogden Park has important north-south rail lines within its boundaries, but lacks the resources for any significant transport more sophisticated than footpower.

GENERAL REACTIONS: Towards Washington Park, +15. Towards McKinley Park, -20. Others, 0.

GENERAL NOTES: The leadership of the Red Hands is, surprisingly enough, very closely tied to an alliance with the black Brotherhood of Washington Park. Their support of the Brotherhood's position is one of the things that makes Washington Park a strong factor in city politics.

WASHINGTON PARK

LOCATION: Bounded on the north by 47th Street, on the west by the Dan Ryan Expressway, on the south by the Chicago Skyway, and to the east by Lake Michigan and Lake Park Avenue.

POLITICAL ORGANIZATION: Washington Park is controlled by the Brotherhood, an all-black gang notable more for ambition than for actual power.

RESOURCES: A large part of this district is made up of parkland converted to agriculture, and this farmland is the primary resource of Washington Park. There is virtually no industry, and the area is one of the poorest in Chicago.

POPULATION: Supporting less than 2,000 people, Washington Park's population base is very poor. About 500 of these are gang members; the remainder are peasant farmers and workers or their families.

ARMED FORCES: The 500 well-armed members of the Brotherhood are the only major armed group in this district. The gang discourages possession of weapons by anyone not a part of the Brotherhood.

SPECIAL INSTALLATIONS: Headquarters for the gang is the campus of the University of Chicago, though much of it has been burned and looted.

TRANSPORTATION: Although commanding both lake and rail routes, Washington Park lacks effective transport terminals; although facilities for the unloading of imports are available, they are of inferior utility.

GENERAL REACTIONS: Towards Ogden Park, +15. Towards McKinley Park, -20. Towards others, 0.

GENERAL NOTES: Washington Park is a region which badly needs to expand its influence in order to amount to anything. Hemmed in by powerful Jackson Park to the south and the weak but protected district of Burnham Park to the north, the Brotherhood has never been in a position to achieve the kind of power they desire. Their own faults seriously hamper them as well; the Brotherhood is essentially too lazy and too dependent on handouts to get what they need. This shows in the lack of adequate facilities, the failure to establish new industry, and the contempt in which peasant laborers are held by their masters, which limits the support the Brotherhood can count on in a crisis. They do, however, have a strong alliance with the Red Hands in Ogden Park, which compensates for some of their other handicaps.

JACKSON PARK

LOCATION: Bounded on the north by 55th Street, on the west by Island Avenue, on the southwest by the Chicago Skyway, and on the east by Lake Michigan.

POLITICAL ORGANIZATION: The Night Hawks are the major gang (there are a few lesser ones, but these owe allegiance to the Night Hawks) in control of Jackson Park. Wealthy and powerful, the gang has a strong voice in city politics, but also has many enemies.

RESOURCES: Jackson Park proper, at the northern end of the district, has been converted into farmland on a limited scale; there is also some manufacturing in the Calumet Harbor area. The true wealth and importance of Jackson Park comes, however, from trade rather than local resources. There are several sheltered basins, formerly yacht clubs, which now support sailing lake traders, and the Calumet River is one end of the crucial Illinois River route. Jackson Park is noted as one of the most trade-oriented parts of the city-state, and has grown prosperous through judicious use of this advantage.

POPULATION: The population of Jackson Park is upwards of 7500, including a wide range of peasant farmers and fishermen, laborers, and middle-class manufacturing and mercantile workers. The

Night Hawks (and affiliated gangs) comprise just over 1,000 people.

ARMED FORCES: In addition to the well-armed Night Hawk gang members, there are about 1500 fairly well-trained militiamen available in the area. Another thousand or so are less well-trained, and include trader and fishing boat crews who are armed and trained for trouble out on the open lake.

SPECIAL INSTALLATIONS: Jackson Park has several points of interest. The old Museum of Science and Industry is now Headquarters for the Night Hawks. A makeshift lock, dam, and hydroelectric plant at the mouth of the Calumet River provides power to southeastern Chicago. Finally, an old Coast Guard station in Calumet Park has been converted into a city-managed docking facility for twenty-odd boats in the service of the Chicago Police, used for scouting and enforcement along the lake shore.

TRANSPORTATION: Rail lines connect Jackson Park with territories to the south and the east, but water trade is of far more importance. There are perhaps fifty boats, mostly sail-powered but some using alcohol or steam engines, which are used for trade, fishing, or both. These are the real life-blood of Jackson Park and southern Chicago. Inside the district, travel on foot is the rule.

GENERAL REACTIONS: Towards Washington Park and Ogden Park, -15. Towards Avalon Park, -10. Towards Calumet, -20. Others, 0.

GENERAL NOTES: The wealth and success of Jackson Park has led to clashes between the Night Hawks and the Brotherhood/Red Hands alliance. Trade problems along the Calumet River have led to disputes with the Calumet Beasts gang. By and large, Jackson Park exists as a very advanced community hemmed in by less prosperous — and less civilized — neighbors, which hampers the Night Hawks in many ways.

AVALON PARK

LOCATION: Bounded to the west by the Dan Ryan Expressway, to the south by the Calumet Expressway and 103rd and 106th Streets, and to the northeast by the Chicago Skyway.

POLITICAL ORGANIZATION: This district belongs to the Warriors, another all-black fanatic gang with great ambition and a growing voice in city affairs.

RESOURCES: The agricultural resources of Avalon Park are extremely limited, though land is being slowly cleared and put into cultivation where possible. Manufacturing is likewise limited; for the most part Avalon Park is another poor but heavily populated (comparatively) area which can contribute manpower more than anything else. Extensive suburban holdings round out the Warriors' power, and support an inner-city populace which is made up mostly of soldiers, laborers, or families constantly on the edge of starvation.

POPULATION: The population of Avalon Park is close to 10,000 people, far more numerous than the area's meager resources (even with the help of trade) can support. The death rate for Avalon Park is still the highest in the city-state of Chicago. The Warriors number 300 in all.

ARMED FORCES: At times, up to 7000 people (including women and children) have answered calls to arms, knowing that campaigns outside the city yield food and a decent chance of winning conquered land or other worthwhile rewards. Unfortunately, only the gang members can be issued arms of any worth; the rest are an ill-armed, virtually untrained rabble.

SPECIAL INSTALLATIONS: None.

TRANSPORTATION: Avalon Park has several major rail heads and some dock facilities along the Calumet River, but lacks the economic strength to permit much active participation in trade. Within the district, travel on foot is the rule, as usual. There are even fewer converted vehicles here than are found in other parts of the city.

GENERAL REACTIONS: Towards Jackson Park, -20. Others, -5.

GENERAL NOTES: The people of Avalon Park are decidedly poor, and bitter because of it. Even without outside holdings, the Warriors are no real competition for wealthy and influential gangs like the Night Hawks or the Long Knives. Their determination to change things, however, has made them a surprisingly vocal and increasingly important part of city politics, and the Warriors are at the forefront of any expansion programs involving the southern frontiers.

CALUMET

LOCATION: Bounded on the north by 103rd and 106th Streets, on the west by the Calumet Expressway, on the south by the old city boundary line, and on the east by the old Indiana State Line.

POLITICAL ORGANIZATION: The district of Calumet is dominated by the Beasts, a small, violent gang, primarily black.

RESOURCES: Calumet is primarily an industrial and trading com-

munity with scant agriculture. Food is brought in from farmlands in the suburbs to the south.

POPULATION: Calumet's population is only about 3500 currently, but it is growing steadily as manufacturing becomes a more viable option. The Beasts number between 40 and 50 strong.

ARMED FORCES: The Beasts are the only citizens of Calumet permitted to bear arms of any kind. Calumet often hires extra manpower from Avalon Park for extra protection when the need is great.

SPECIAL INSTALLATIONS: A recently restored lock on the Little Calumet River has opened trade inland, and also provides power to the manufacturing district on a regular if somewhat limited basis.

TRANSPORTATION: Lake Calumet Harbor supports some 30 antiquated power boats which serve as barge tows for trade between the river and lake. There are also a large number of rail lines running into Calumet, making it a major terminus for shipments coming in from the south. Within the district, foot transport is still the rule.

GENERAL REACTION: To all others, -5.

GENERAL NOTES: Calumet is of little importance in city politics at present, but with the growth of industry already becoming noticeable throughout the city-state, is slowly emerging as a power of the future. Control of the southern trade routes is expected to make Calumet emerge as a major leader within the next decade.

LITTLE CALUMET

LOCATION: Bounded on the north and west by Route 57, to the north and east by the Calumet Expressway, and to the south by an irregular line marking the original boundary of the city of Chicago.

POLITICAL ORGANIZATION: Little Calumet is governed by the Devils, a gang of mixed ethnic background.

RESOURCES: Little Calumet is very low on resources, and imports almost everything it needs to survive. It is thus extremely poor, and like other poor areas must furnish manpower elsewhere in lieu of trade goods of any value.

POPULATION: The population of Little Calumet hovers in the neighborhood of 2500. The Devils number less than 50 individuals.

ARMED FORCES: In addition to the well-armed, highly capable Devils, there are 750 indifferently armed militia rabble available to defend Little Calumet.

SPECIAL INSTALLATIONS: None.

TRANSPORTATION: Little Calumet contains several crucial rail nexuses, and borders on the Little Calumet River and Cal-Sag Channel running inland, but is poor in trade vessels and vehicles nonetheless. Foot transport is standard inside the district.

GENERAL REACTIONS: Toward Calumet, -10. Others, at 0.

GENERAL NOTES: Little Calumet has little to recommend it—no resources or potential resources worth exploiting, insufficient manpower to become a major exporter of people, and a leadership which seems unable to cope with the poor conditions here. The area is ripe for internal rebellion or a takeover by a stronger, more determined neighbor, but has nothing really to make such a takeover tempting.

RIDGE

LOCATION: Bounded on the north by 95th Street and the old city limits, on the west and south by the irregular line of the city limits, and on the east by Route 57.

POLITICAL ORGANIZATION: The Ridge district is controlled by the Raiders, a large but poor gang of mixed race which has comparatively little power in city politics.

RESOURCES: Ridge has very few local resources. The old site of the Ridge Country Club (plus additional cleared land nearby) has been converted to very limited agriculture, but otherwise the area has little to offer in the way of worthwhile available material.

POPULATION: The population of this district is roughly 2500. Of these, nearly 750 are members of the Raiders gang.

ARMED FORCES: Only the Raiders are permitted to bear arms.

SPECIAL INSTALLATIONS: None.

TRANSPORTATION: Rail lines do link Ridge with other communities, but only to a limited extent. Even much of the food and water and other imported material must be brought in by man-hauled wagons from adjacent districts.

GENERAL REACTIONS: 0 towards all.

GENERAL NOTES: Ridge is another of the extremely poor, rapidly declining sections of the city. It lacks the resources, position, or manpower to make it an important factor in city politics, which means that the Raiders receive few of the spoils of city progress. The gang itself, though large, lacks the initiative to change their lot, although there is a vocal minority within the gang that has been agitating for change.

THE CITY GOVERNMENT

Government of Chicago's territory is based on two main pillars. Local control is vested in the gangs, who run their own areas as they see fit. Gang hierarchies are generally organized around the rule of the strongest (or, rarely, the smartest). No outside interference in a gang's handling of its own territory is tolerated, and gangs retain the right to fight one another if they so desire.

Administration and allocation of resources and trade, planning for expansion, and coordination of multi-gang activities are in the hands of the city government, which is loosely based on and descended from the city government of pre-Breakdown years. Fifty aldermen fill a city council presided over by the mayor, who is also responsible for appointing various city officials (Superintendent of Police, Superintendent of External Affairs, Superintendent of Resources and Trade, and so forth).

The mayor's office has become hereditary; the present mayor is the grandson of the mayor in power at the time of the breakdown. His control over city affairs is almost absolute, except that the gangs have their own veto over all the mayor's decisions. The mechanism for this veto is the city council.

Gang members do not themselves sit as aldermen; instead, the gangs appoint others to represent their views, usually educated men who are "professional politicians", and have no other value to the gang. These aldermen are expected to keep the interests of the gang alive in the council, and are subject to severe punishment, should they fail to carry out their duties to the satisfaction of the leadership.

Some gangs have more than one alderman on the council. An important district like McKinley Park or Jackson Park might have two or three representatives, while a poor area (Ridge, for instance) would have only one. The exact number shifts as power shifts; the city council itself votes to determine results of motions which involve shifts in the power base of the gangs, so that the balance of various alliances becomes crucial in maintaining power.

Most of the aldermen have other administrative duties as well. The various superintendencies are kept separate from the aldermen (because no gang would entrust control of a major element of city government to a representative of another gang), but other bureaucratic positions are filled by these people. Since the level of education among the government workers is considerably higher than is true outside the circles of government (a large percentage of the ordinary population can't even read or write), the administrative skills of these government personnel are placed at a premium — as long as they continue to do their jobs well.

Politics in the city-state is largely a struggle by individual gangs to gain more power, but there are also political battles for precedence and position on a higher level. Most importantly, there is an ongoing effort on the part of the city government to regain the power they need to rule the city-state without the support of the gangs. Mayor Thorne wages a continual battle to achieve personal power, but that battle is kept very much hidden from gang scrutiny as long as they have the power to break him. Others in city government recognize that there is no real hope of eliminating the neo-feudalism of the gangs, but do seek to shape the new system into something that can be effective without the brutality, corruption, and internal strife that currently riddles the city's life. There are even some gang members among the more enlightened gangs who back this cause.

A final factor in city politics is the populace itself. Though largely kept under control by the gangs, groups of citizens have been known to become quite vocal in expressing their own opinions. When food becomes scarce, or there are too many obvious signs of corruption in the distribution system, riots have been known to break out. If the gangs cannot disperse them, the police are called upon instead. Sometimes, the gangs encourage such riots, particularly if they can use them to cause trouble for a rival or gain some other advantage in their own quests for power. Other times, though, the gangs find riots threatening to their power base, and crush them without mercy.

THE CHICAGO POLICE

Although each district has its own militia forces, Chicago also has a permanent (and fairly large) "army" of its own, built on the framework of the Chicago Police Department. The police no longer serve as a law enforcement organization (what laws there are come under the authority — and enforcement — of the gangs). Instead, they provide security for the Pier District and other city administrative centers, a bodyguard for the mayor and other VIP's, and, most importantly, are the main element of Chicago's army of conquest.

Campaigns along the frontiers of the city-state are waged almost yearly, and while various gangs contribute militia forces to some campaigns, it is the Chicago Police who do the bulk of the fighting. They

fight on foot, armed with a variety of firearms, riot shields, and clubs; the police are, however, highly mobile, due to their use of steam-powered railroad trains to shuttle from place to place along the perimeter. There are about 10,000 police under arms throughout Chicago's sphere of control, and the ability to shift rapidly by train makes these forces particularly effective.

The mayor, and the police themselves, view the organization as Chicago's elite, but it is generally recognized that this is not so. Recruits into the city police include failed or outcast gang members, peasants hoping to improve their lot, even slave/serfs from the suburbs who have been driven out (because of lack of food) or have escaped. The police are not particular. Their level of training is good, but not equal to that available to most gang members. Though well equipped, the police lack any real *esprit de corps*. They are, in short, an adequate but not exceptional fighting force. Corruption in the upper ranks makes for favoritism, promotion by connections rather than merit, and a general lack of concern over things like leadership, logistics, or advanced training.

The police are organized into ten divisions of 1,000 men each, each division commanded by a Chief Inspector. There are seven combat divisions, two security divisions, and one Internal Affairs division.

Combat divisions are fielded intact, augmented by gang members, gang militia, or disorganized mobs, as the need arises. Divisions are organized into companies of 100, each commanded by a Captain, and companies are divided into ten squads of 10 men each commanded by sergeants. There are other, intermediate officers, but these are placed in charge of ad hoc formations or retained for staff duties as the situation dictates.

Security divisions are divided up. One division is responsible for city security; companies are stationed independently at various points (in the heart of the Pier District, at the old Coast Guard Station, at key railroad terminals, etc.) inside Chicago proper. The second division is even more spread out, with one or two squads stationed at individual vital points along the rail and river lines. There are a few full companies in some locations — one at the Great Lakes Naval Training Center, one at the old Joliet Correctional Facility, and so on, but for the most part, this division is widely dispersed to provide security outside the city proper. They are spread too thin to be of real effectiveness against concerted attack or uprising, but they have support from local gang forces.

The last division, the Internal Affairs unit, provides the bodyguard for the mayor and other major city officials; in addition, this division includes numerous undercover operatives and special units for infiltration, anti-subversion, and espionage activities; it is both an internal secret police force and external espionage/covert operations unit. Its members are much more highly trained than other police units, and there is a true *esprit de corps* present in its ranks.

The police are coordinated by a Superintendent, answerable to the mayor. Their main headquarters is in the old Merchandise Mart downtown. There are provisions throughout the city for many more police than are currently fielded; there is frequent talk of expanding the service, but this is an idea generally blocked by the gangs.

IMPORTANT CHARACTERS

Some of the important figures in Chicago politics are noted below, together with several "typical" characters from the police and gangs who can appear under almost any circumstances.

MAYOR HENRY M. THORNE (25)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 12 | 25 | 10 | 15 | 10 | 8 | 5 | 3 | 1 | 26 |



Skills: Literacy (English) (13), Gambling (14), Commerce (18), Post-Ruin Culture (4), Technology Use (7), Modern Pistol (11).

Armor: Ordinary clothing (HC 4-18, 21-28) and street shoes (LL 19-20).

Weapons: Pistol (P-32) with a 6-round magazine.

Notes: Born in the year of the Breakdown, Mayor Thorne has known no life but that of the city-states. His grandfather, and then his father, were both mayors before him, and Thorne governs strictly by family tradition, not by actual talent or ability.

Thorne is ambitious and vainglorious; he wants to extend the city-state to control as much land as possible, while at the same time finding a way to control or dispense with the gangs that keep him in power. To these ends he has attempted to build up the city police forces, conclude diplomatic agreements, and manipulate the city administrative functions in such a way as to centralize power in his office. His policies have made many members of his government uneasy, particularly the Vice-Mayor and Council Speaker, Robert Bannerman.

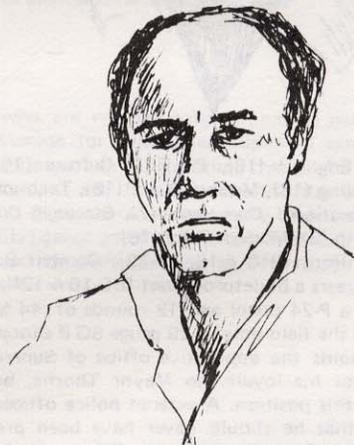
ROBERT BANNERMAN (44)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 30 | 30 | 15 | 10 | 10 | 10 | 5 | 2 | 32 | 32 |

Skills: Literacy (English) (20), Pre-Ruin Culture (18), Post-Ruin Culture (19), Commerce (20), First Aid (16), Basic Research (20), Technology Use (16), Swimming (10).

Armor: Ordinary clothing (HC 4-18, 21-28) and street shoes (LL 19-20).

Weapons: Pistol (P-32) with a 6-round magazine.



Notes: Born 19 years before the Breakdown, Robert Bannerman was a minor city functionary at the time things began to fall apart. Escaping riots and other disasters with his wife and baby daughter, Bannerman took refuge with other city government people, and so rode out the worst of the Breakdown in comparative safety. He rescued Thomas Thorne (later second mayor of the city-state) from a mob, and so became a close friend and confidante of the ruling mayors. Later, in recognition of his ability as a negotiator, the Long Knives gang chose him to represent them on the City Council.

Bannerman prospered in this position, and under his friend

Thomas Thorne rose to become the Council Spokesman and Vice-Mayor of Chicago, in effect the right-hand man to the Thornes. He continued to hold these posts under Henry Thorne, his old friend's son, but there was no love lost between these two; their policies and methods were almost always opposed. Still, the new Mayor could not ignore Bannerman's experience and political strength, especially since the Long Knives had emerged as one of the city's most powerful factions.

Robert Bannerman's wife died in a plague five years after the Breakdown; the Councilman raised his daughter Laurel alone after this. He is very close to his daughter, and would do almost anything for her; through his influence she has risen to hold a succession of important city posts, most recently that of Dock Manager at the government trading docks in Marina Towers.

The Councilman's opposition to the Mayor's policies has grown in recent years. He disagrees with Thorne's program of centralizing city government, preferring to attempt to make the best of gang rule and seek reforms within the current political system. Recently, Bannerman has begun to collaborate with the resistance movements in and around the city-state in an attempt to block Thorne's expansionist policies, while still supporting the Long Knives and other gangs (whose overthrow is central to resistance plans for reform). This precarious juggling act, complicated further by his continued outward show of loyalty to the city and the Mayor, has made Bannerman's position a difficult one.

GEORGE GRANGER

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 15 | 20 | 12 | 20 | 15 | 20 | 8 | 3 | 2 | 36 |



Skills: Literacy (English) (16), Pre-Ruin Culture (10), Post-Ruin Culture (10), Brawling (18), Modern Pistol (18), Technology Use (7), Tactics (15), Operational Command (7), Strategic Command (5), Automobile Driving (8), Modern Rifle (18).

Armor: Police Uniform (HC 4-18, 21-28); Combat Boots (LL 17-20); in the field, wears a bulletproof vest (BC 10 4-12).

Weapons: Carries a P-24 pistol and 12 rounds of .44 Magnum Ammunition, plus (in the field only) a 20 gauge SG 8 shotgun.

Notes: Granger holds the appointive office of Superintendent of Police by virtue of his loyalty to Mayor Thorne, but in fact is poorly suited for this position. A veteran police officer, it has been said of Granger that he should never have been promoted past Lieutenant, for he is far better suited to fighting in the front lines than he is to planning large-scale operations. His appointment was opposed by Bannerman, and in consequence Granger takes every possible opportunity to snub, embarrass, or block the Councilman.

Despite his lack of experience and ability, the city-state's forces are still able to overcome most opposition, partly because of their superior organization, and partly because Granger's subordinates make up for some of the Superintendent's faults. However, recent clashes between Chicago and Milwaukee along the old Wisconsin border have led to serious defeats for Chicago's forces, and Granger's lack of competence has become noticeable to even Thorne. The Mayor, however, has refused to dismiss him, largely because

this would give Bannerman too much clout.

Orphaned during the Breakdown, Granger rose slowly through the ranks of the police after joining them six years after the crisis and collapse. He was assigned to the special Mayoral Bodyguard detail, and earned his position as a henchman of Henry Thorne even before the young man entered high office. Scurrilous rumors claimed that Granger and young Thorne are involved in a homosexual relationship, but these stories are untrue.

WILLIAM "BLACK" BLAKE (32)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 30 | 30 | 10 | 20 | 20 | 15 | 10 | 3 | 3 | 35 |



Skills: Literacy (English) (14), Post-Ruin Culture (16), Technology Use (10), Tactics (20), Operational Command (10), Search (12), Stealth (10), Unarmed Combat (10), Modern Pistol (12), Interrogation (20), Encryption (6), Basic Research (12).

Armor: Street clothes (HC 4-18, 21-28), Boots (LL17-20). Sometimes wears a bulletproof vest (BC 5, 4-12) under his jacket.

Weapons: Carries a P-37 pistol with two 9-round magazines in a shoulder holster.

Notes: Head of the Internal Affairs division of the Chicago Police, Inspector Blake is responsible for security, espionage, and secret police activities carried out both within the city-state and in neighboring regions.

Blake earned his nickname, "Black Blake", as much because of his evil character as because of the color of his skin. Completely ruthless, he is the ideal man for the job of chief hatchet-man to the Mayor, and he is widely proclaimed the most dangerous man in Chicago. The Inspector is a Thorne appointee, but he has strong gang connections as well, and no one in the city can be sure what faction he is likely to back at any given time. Most people who know him dislike him, and all fear his long reach.

Blake's major weakness is his own devious nature; many of his plots are too complex, and he has no real allies (not even the Mayor) to help him, should he fall.

TYPICAL POLICE OFFICER

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 10 | 15 | 15 | 15 | 10 | 10 | 5 | 3 | 1 | 25 |

Skills: Brawling (14), Weapon and Shield (11), Throwing (11), Modern Pistol (14), Modern Rifle (11), Search (14), Stealth (11), Interrogation (11), Tactics (13), Operational Command (11), Technology Use (11), Automobile Driving or Powerboat Pilot (11).

Armor: Police Uniform (HC 4-18, 21-28), Combat Boots (LL17-20). In combat, add a bulletproof vest (BC 10, 4-12) and a riot shield, as necessary.

Weapons: Police officers are generally armed with pistols and nightsticks; they sometimes carry rifles or shotguns when heavy action is anticipated. Any weapon of the appropriate type may be carried; there is little in the way of standardization.

Notes: Individual police officers can have stats or skills changed as needed.

TYPICAL POLICEMEN

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 10 | 10 | 20 | 20 | 15 | 10 | 7 | 3 | 2 | 25 |

Skills: Brawling (14), Weapon and Shield (14), Modern Pistol (11), Modern Rifle (14), Autoweapon (11), Search (14), Stealth (14), Tactics (11), Technology Use (11), Automobile Driving or Powerboat Pilot (11), Seamanship (11).

Armor: Police Uniform (HC 4-18, 21-28) and Combat Boots (LL -20). In some situations add a Riot Shield.

Weapons: Most police on combat duty carry rifles or shotguns (any type desired). Police on riot control or security duties carry pistols only (any type desired). Regardless of their duties, corporals and sergeants carry pistols, and all police carry nightsticks.

Notes: Individual police characters may have stats or skills changed as the Gamemaster sees fit.

TYPICAL GANG LEADER

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 15 | 25 | 20 | 20 | 15 | 15 | 7 | 3 | 2 | 37 |



Skills: Brawling (17), Knife (17), Throwing (14), Modern Pistol (14), Modern Rifle (11), Gambling (14), Search (14), Stealth (14), Interrogation (17), Tactics (17), Operational Command (14), Technology Use (11), Motorcycle Driving or Automobile Driving (11).

Armor: Street clothes (HC 4-18, 21-28), Jacket (LL 4-18), boots (LL 17-20).

Weapons: Gang leaders can carry almost any type of weapon, from knives to brass knuckles to pistols to rifles. They always have first choice of available equipment, so their armaments will be the best possible of a given type, but actual choices vary as the Gamemaster desires.

Notes: This category includes not only actual leaders, but also their senior henchmen — up to 10% of the total size of the gang.

TYPICAL GANG MEMBER

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 10 | 15 | 15 | 15 | 20 | 15 | 10 | 3 | 3 | 30 |



Skills: Brawling (15), Flexible Weapon (15), Knife (15), Modern Pistol (11), Modern Rifle (11), Search (11), Stealth (15), Tactics (11), First Aid (11).

Armor: Street clothes (HC 4-18), 21-28) and boots (LL17-20); most wear jackets (LL 4-18) as well.

Weapons: As with gang leaders, gang members can carry a number of weapons. Their gear tends to be of lower quality than what a leader would carry, but they frequently carry more different items about them. The Gamemaster can choose the specific weapons carried by the gang members, as required.

Notes: Gang member (and leader) stats and skills can be altered as the Gamemaster desires when dealing with specific individuals; they may have additional skills, as well.

CITIZENS

Citizens who are neither police nor gang personnel should be treated as Average (or sometimes Superior) quality NPC's. They may have a variety of skills, including many of a technical or high-technical nature, at any level of expertise the Gamemaster deems is appropriate. Such characters generally wear street clothes (often of poor quality; gangs get first choice). They will be armed only if they are issued weapons by a gang, or if they improvise or find weapons on their own.

Beyond the City: Agricultural Holdings

The City of Chicago itself is only the core of the region which makes up the city-state of the same name. Surrounding the old city (which closely follows the original Chicago city limits) is a large area of suburbs, towns, and rural communities which are dominated by various gangs from the city itself.

These outlying regions are held for the sole purpose of supporting the city; they have no real individual identity of their own. Suburbs and towns have been reduced in size to hold just enough buildings and facilities to support the slave population, gang overlords, and police garrisons necessary to work the land around; beyond those bounds structures of all kinds have been torn down to create farms which can be worked to supply Chicago with food.

To detail each of the many communities ruled by Chicago would be a task requiring far more space than can be spared here. Instead, the sections that follow deal with general conditions in the outlying lands, and describe the broad areas of the environs rather than small communities. Details can be developed by the gamemaster or discussed in later adventure modules.

THE RAIL NET

Steam-powered trains (adapted from the old commuter and other railroad engines left in Chicago at the time of the Breakdown) are essential to the economy of the city. Rail lines radiating outward from the heart of town are crucial to the city's economy, transporting police and militia out to deal with trouble, and bringing produce of all kinds in to feed the City's population. No part of Chicago is self-sufficient; without the rail lines, the city would soon collapse under the weight of famine and disease.

Because the rail lines are so important, the old communities that lie along them remain as key links in the new order. These are the major garrison towns of the city-state, housing large peasant/slave populations, gang-controlled militia (over and above the numbers given in the descriptions of the various city districts) and gang representatives, and small contingents of police to guard the rail lines and depots. Such towns typically contain a railroad station (with barracks for the police garrison; generally up to 50 men, but usually only 20 or so are actually present unless there is a specific threat of sabotage or rebellion), several warehouse buildings (used to store grain, farm products, or manufactured goods brought out from the city) plus homes. Beyond the town lie farms, and beyond these are areas still being cleared of pre-Breakdown structures and obstacles, so that they may be put into operation as well.

There are other smaller communities which are not directly on specific rail lines; these lack police garrisons and warehouse space, and are usually forced to transport goods to some adjacent rail town to ship to Chicago. Finally, there are a few major towns, small cities in fact, which exist outside of Chicago, but within the city-state. These cities have their own gangs (the largest, Joliet, has two gangs, the others, one each), their own population of citizens devoted to manufacturing and other non-farm activities, but have administrative and defense tasks delegated to persons under the central authority of Chicago. These cities have a say in the government (since their gangs have representatives on the City Council), but are not strong enough to exercise a major effect on city politics.

The rail lines thus define the six major regions that surround Chicago. Of lesser importance to Chicago's immediate needs are the water routes which serve as a second set of communications, transportation, and trade routes, but these water routes are still of considerable interest to the Chicago government, as they have their own degree of usefulness.

WATER ROUTES

Much of the border of the city-state lies along water; the Fox and Kankakee Rivers form the western and southern boundaries of Chicago's territory, and Lake Michigan is another barrier to expansion. The Lake, and the Illinois River that connects it to the Mississippi River and the American heartland are both arteries of trade and transportation of note. Though not as essential to the city's survival as the rail net, The Lake and the River are still very useful.

The shores of Lake Michigan have several natural or artificial harbors available for the use of small ships or boats, and these are treated much like the garrison towns of the rail lines. Sailing craft and a few steam-powered powerboats operate out of these harbors, carrying food into, and manufactured goods out of, the heart of the city. Moreover, sailing ships can range much further across the Lake, linking Chicago with city-states on the shores of old Michigan and Wisconsin, and even with cities along other Great Lakes shores. Finally, fish are a major part of the city's food supply, at least during those seasons when ice is not a problem along the shore.

Towns along the Lake may have rail lines present, but need not be linked by rail to enjoy the status of a garrison town. Garrisons in such towns are used to protect the dock facilities and boats in the harbor, which are prime targets for resistance strikes, raiders from Milwaukee, and slave uprisings; in consequence, garrisons tend to be somewhat larger in these ports.

The Illinois River (and the Sanitary Ship Canal and Cal-Sag Channel which link the River to Lake Michigan within the Chicago city limits) is less useful as an avenue of food transport. Sailing vessels cannot use the river effectively, and steam-and-alcohol-fueled powerboats cannot operate on the river with the same efficiency as the trains can along the rail lines. There are some powerboats in operation within the city-state's bounds, hauling makeshift barges laden with needed cargoes between Joliet and Chicago, but by and large, the rail net is a better link for purposes on ensuring the city food supply.

The River does, however, serve a useful purpose. Boats operating over a wider range can bring in goods, from much further afield than can the railroads, since rail lines outside the territory of the city-state are not always open. Goods from as far away as New Orleans and beyond have made their way by slow, painful progress, up the River and into Chicago. Stocks of synthetic motor oil and various luxury items are the prime imports along the river route. Some river traders operate under city authority, but most are independents who owe no allegiance to any city; they are discussed in more detail in a separate section of this booklet.

Since the river is not a particularly important part of the food supply line, there are no major trade or garrison towns along its banks within city-state territory. However, the small city of Joliet does straddle the river near the southwestern frontier, and river traffic between Joliet and Chicago does flourish for nonessential items. Recently, several groups along the river have begun work to convert a number of old tugboats to steam power, so that large barge tows can be assembled on the Illinois. This would make shipment of food in large quantities along the river much more feasible. The project has been hampered, however, by the fact that tugboats take parts which are much harder to scavenge or build afresh than do smaller vessels, and by the problem of securing adequate fuel supplies for these behemoths. Once these problems are overcome, it is possible that Chicago's river traders will completely eclipse the small independents, who have hitherto controlled the trade.

FARMS

The outlying lands of the city-state are intended as farming lands, and are organized and run along very efficient lines.

Each suburb or community controlled by the city-state has been awarded as a holding to a specific gang, which runs the community as thoroughly as it dominates its own home district. The gang supplies (or recruits locally) militia forces to keep the area under control, and gang members to supervise local activities. The native population, with the exception of those who have managed to win higher positions, are treated strictly as slave labor.

Treatment of these serf-farmers varies according to the policies of the gang. Some are very well treated, accorded a voice in their own affairs, and permitted a certain degree of social mobility (into the militia, and up into the gang hierarchy from there, if service is exceptionally good). Others are so harshly handled as to make uprisings and work stoppages a regular affair; such groups tend to require infusions of new blood (such as prisoners captured in border conflicts, or sentenced to work for crimes against the gangs) fairly frequently, as the locals do not last long.

Farms are generally communal in nature, and quite large. A wide mix of crops are supported, especially corn, wheat, soybeans, and various other staples. Animals are also raised, with special care given to preserve (despite the scarcity of food) enough stock to continue food production.

Most farms are supervised by slaves with farming knowledge, who because of their usefulness are accorded a slightly higher status (in most areas) than their fellows. A knowledgeable slave farmer can command a high price in trade, and is valuable enough for many gangs to follow the barbaric practice of laming these servants to keep them from running away. Other slaves are kept as common laborers, doing heavy farm work (there are few pieces of heavy equipment in operating condition), clearing new acreage, and transporting products to and from the garrison town warehouses (or loading and unloading trains).

There are few vehicles in rural areas, although some cars and small trucks have been converted to alcohol fuel sources. Horses are more common, but not by much; so few survived the original Breakdown that they are only now beginning to make much in the way of a comeback. The economic dislocation which is likely to accompany the return of the horse as a major beast of burden could upset much of the delicate balance of neo-feudal Chicago; properly harnessed and used, horses can render slaves obsolete for some types of heavy labor, which will probably lead to a ruthless campaign of exterminating "useless" slaves in order to keep food supplies from being needlessly depleted. The long-term consequences of this situation are unguessable.

THE NORTH COMMUNITIES

LOCATION: Bounded by Rogers Park and Horner Park (in Chicago) to the south, Lake Michigan to the east, the old Wisconsin State Line in the north, and the remnants of the Tri-State Tollway to the west.

MAJOR COMMUNICATIONS LINES: The lakefront, three major railroad lines.

CITIES: Waukegan (pop. 21,000), dominated by the Black Skulls gang.

MAJOR COMMUNITIES: Evanston, Wilmette, Winnetka, Glencoe, Highland Park, Lake Bluff, Zion, Winthrop Harbor (lakefront and one rail line), Skokie, Northfield, Park City, Wadsworth (rail line), Morton Grove, Glenview, Northbrook, Deerfield, Rondout, Gurnee (rail line).

TOTAL POPULATION: (counting Waukegan); 165,000 people.

SPECIAL INSTALLATIONS: Northwestern University in Evanston is a training facility for Chicago Police and local militia troops about to go on campaign.

Fort Sheridan near Highland Park is an old Army post now permanently manned by two companies of Chicago Police and additional militia forces.

Great Lakes Naval Training Facility, a former naval base, is manned by a company of Chicago Police, plus additional militia forces, and has extensive harbor facilities for trading boats and vessels assigned to patrol the northern lakefront.

The Zion Nuclear Power Plant is one of the only power generators still operating in Chicago. Electric power is slowly being restored to essential services in the northern region, and is expected to be available in the city itself within a few more years.

Glenview Naval Air Station has been completely destroyed and converted to farmland.

NOTES: This is one of the most important areas outside Chicago, due to the excellent communications lines present in the region, and also to the fact that the frontier comes in direct contact with Milwaukee's southern regions. For the last five years, Chicago and Milwaukee have clashed along this border, and Chicago military presence is very strong in these parts.

THE NORTHWEST COMMUNITIES

LOCATION: Bounded by Harwood Heights, Portage Park, and Garfield Park (in Chicago) to the southeast; the Tri-State Tollway and Northwest Highway in the east, the Wisconsin State Line and the Chain of Lakes in the north, and the Fox River (with some crossings) in the west.

MAJOR COMMUNICATIONS LINES: Four major railroads leading out, plus three lateral lines connecting with adjacent areas.

CITIES: Arlington Heights (population 18,000), dominated by the Overlords gang; Elgin (population 16,000), dominated by the River Rats gang.

MAJOR COMMUNITIES: Libertyville, Round Lake, Fox Lake (rail line), Park Ridge, Des Plaines, Mount Prospect, Palatine, Barrington, Fox River Grove (rail line); Schiller Park, Rosemont, Wheeling, Mundelein, Lake Villa, Antioch (rail line).

TOTAL POPULATION (counting Arlington Heights and Elgin): 195,000 people.

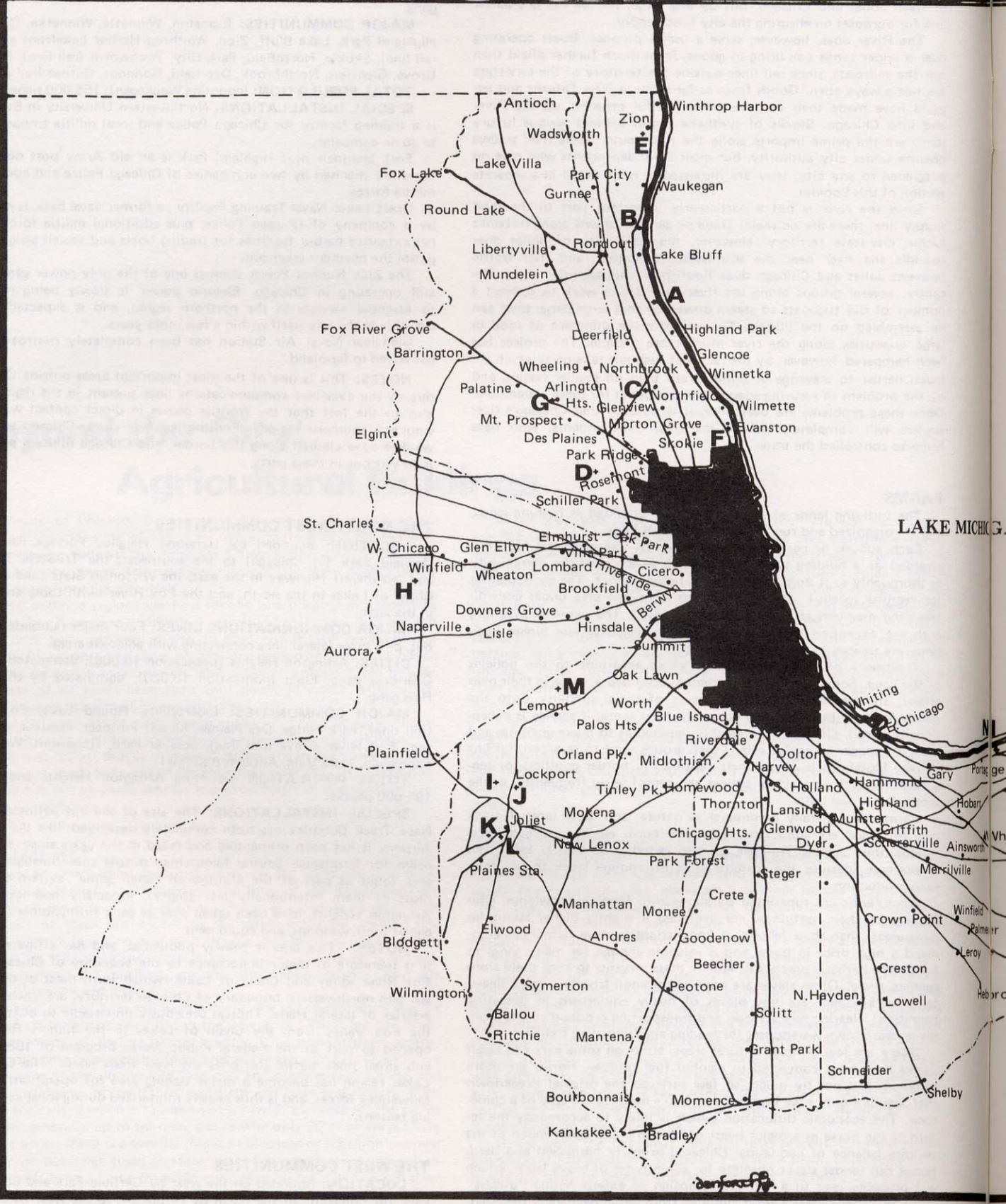
SPECIAL INSTALLATIONS: The site of the old Arlington Park Race Track Complex has been completely destroyed; like the O'Hare Airport, it has been dismantled and razed in the years since, to make room for farmlands. Several Minuteman missile silos throughout the area (built as part of the Minuteman "shell game" system of silos, most of them intentionally left empty), especially one located in Arlington Heights, have been taken over as gang strongpoints for storage of food, weapons, and equipment.

NOTES: This area is heavily populated, and has a fine rail net; it is therefore of major importance to the economy of Chicago. The Fox River valley and Chain of Lakes, which form most of the western and northwestern boundary of Chicago territory, are important as arteries of lateral trade. Though previously impassable to boat traffic, the Fox Valley from the Chain of Lakes to the Illinois River was opened as part of the Federal Public Works program of 1989-1995, and small boat traffic still plies the river trade north. The Chain of Lakes region has become a major staging area for operations against Milwaukee forces, and is thus heavily militarized during most campaigning seasons.

THE WEST COMMUNITIES

LOCATION: Bounded on the west by Garfield Park and Columbus Park (in Chicago), to the north by Route 20, to the west (with some crossings) by the Fox River, to the southwest by Route 126, and to the

CHICAGO FARM COMMUNITIES



denford

southeast by Route 55.

MAJOR COMMUNICATIONS LINES: Four major rail lines leading outward, plus three lateral lines connecting with adjacent areas.

CITIES: Aurora (pop. 24,000), dominated by the Claim Street gang.

MAJOR COMMUNITIES: Oak Park, River Forest, Melrose Park, Elmhurst, Villa Park, Lombard, Glen Ellyn, Wheaton, Winfield, West Chicago (rail line), Maywood, St. Charles (rail line); Cicero, Berwyn, Riverside, Brookfield, LaGrange, Western Springs, Hinsdale, Clarendon Hills, Downers Grove, Lisle, Naperville (rail line). A fourth rail line, strictly used for backup purposes runs through several of the communities listed above.

TOTAL POPULATION: (counting Aurora) 195,000 people.

SPECIAL INSTALLATIONS: The Fermi Laboratory area is notable as a free state within Chicago territory. The community of scientists and technicians living here trades technical knowledge for food and freedom from outside interference, and are believed by some to have weapons far beyond anything Chicago can bring to bear. The Mayor has always respected Fermi's independence, and relied on them for aid in reviving what little high-tech knowledge is available in Chicago.

NOTES: Though roughly equal in population to the northwest communities, the western area is much larger and much less effectively exploited. It should be noted that one other garrison community aside from those noted previously does exist. Plainfield is located on a lateral line, and is essentially a satellite of the city of Joliet in the Southwest area.

The borders of this whole region are ill-defined at best; this is particularly true of the stretch between the Fox River and Route 55 (the southwest boundary of the area). Most commonly, a country road (Route 126) is shown as the border, but in fact, Chicago claims everything up to Ottawa on the junction between the Fox and Illinois Rivers. A lack of sizable communities and of effective rail communications, has prevented this claim from being enforced, and the Illinois Valley communities below Joliet have never acknowledged these claims as true. They are described in a separate section of this booklet.

THE SOUTHWESTERN COMMUNITIES

LOCATION: Bounded by Midway, Marquette Park, Ogden Park, and Ridge (in Chicago) to the northeast, Route 55 to the northwest and west, the Kankakee River to the south, and Route 57 to the east.

MAJOR COMMUNICATIONS LINES: Three major lines lead outward from Chicago; there are also three major lateral rail lines connecting with adjacent areas.

CITIES: Joliet (population 19,000) is dominated by two gangs, the Statesville gang, and the Collins Street gang.

MAJOR COMMUNITIES: Summit, Lemont, Lockport (rail line and the Illinois River); Oak Lawn, Worth, Palos Heights, Orland Park, New Lenox, Manhattan, Symerton, Ballou, Ritchie (rail line); Blue Island, Midlothian, Tinley Park, Mokena (rail line); Elwood, Wilmington (rail line); Plaines Station, Blodgett (rail line); Andres (rail line).

TOTAL POPULATION: (counting Joliet) 175,000 people.

SPECIAL INSTALLATIONS: The Illinois State Penitentiary at Stateville near Joliet has been converted into the major headquarters of Chicago Police activities in that area; the grounds of the old prison farm have been extended to include the Lockport Lock and Dam, an essential part of the Illinois River system and the "main" port for Joliet.

Brandon Road Lock and Dam, on the southwest edge of Joliet, is another lock facility of importance, and is the gateway to the city-state for river traders.

The Joliet Arsenal, an old munitions factory and depot southwest of the city, was picked clean of usable weapons years ago. It is now slowly being dismantled.

Argonne Lab was destroyed by rioters early in the Breakdown, when rumors leaked out that scientists there had stockpiled a synthetic gasoline. If such a stockpile did exist (and wasn't destroyed by the fires that gutted most of the facilities), it has never been found.

NOTES: This region is rather sparsely populated, the majority of the people being concentrated either on the fringes of Chicago or in the area surrounding Joliet. Chicago forces only recently extended control as far as Kankakee, and there are still communities which do not recognize Chicago's authority over them. Desultory campaigning continues here, slowed by the drain on manpower caused by the war with Milwaukee.

Kankakee itself is counted as part of the southwest region, but it is in fact more closely tied to the southern area. Rail lines around Kankakee are only now being put into operation, and the area around this strong garrison town is still being brought under city control.

THE SOUTHERN COMMUNITIES

LOCATION: Bounded to the north by Ridge, Little Calumet, and Calumet (all in Chicago), to the west by Route 57, to the south by the Kankakee River (which is navigable up to Momence), and to the east by the old Illinois-Indiana state line.

MAJOR COMMUNICATIONS LINES: Three major railroads radiate outward from Chicago, plus five lateral rail lines connecting to adjacent areas.

CITIES: Park Forest/Chicago Heights (population 12,500), dominated by the Black Widow gang.

MAJOR COMMUNITIES: Riverdale, Harvey, Hazel Crest, Homewood, Monee, Peotone, Manteno, Bourbonnais (and into Kankakee) (rail line); South Holland, Thornton, Glenwood, Steger, Crete, Goodenow, Beecher, Solitt, Grant Park, Momence, Bradley (rail line); Dolton, Lansing (rail line).

TOTAL POPULATION: (counting Park Forest/Chicago Heights) 170,000 people.

SPECIAL INSTALLATIONS: None.

NOTES: As with the southwest, the southern communities are sparsely populated away from Chicago. The southernmost of these communities were only recently conquered, and are still disorganized to the extreme. The rail lines mentioned are not always operable; resistance fighting continues in the region around Kankakee, and rail lines are frequent targets of sabotage.

Ironically, the southwest and south areas of the city-state have the best farming land under Chicago control, but are so large and badly served by rail lines as to make their produce hard to obtain.

THE SOUTHEAST COMMUNITIES

LOCATION: Bounded on the northwest by Jackson Park, Avalon Park, and Calumet (in Chicago), to the west by the old Indiana state line, to the south by the Kankakee River Ditch (a shallow and unnavigable watercourse), to the east by the old La Porte county line, and to the north by Lake Michigan and the Michigan-Indiana border.

MAJOR COMMUNICATIONS LINES: Lake Michigan, plus 13 major rail lines radiating outward from Chicago or the Chicago area.

CITIES: Gary (population 22,000), dominated by the Black Death gang; Hammond (pop. 18,000), dominated by the Dark Wolves gang.

MAJOR COMMUNITIES: Dyer, St. John, North Hayden, Belshaw, Schneider (rail line); Munster, Schererville, Crown Point, Creston, Lowell, Shelby (rail line); Highland, Griffith, Leroy, Hebron (rail line); Winfield, Palmer, Boon Grove, Kouts, Wilders (rail line); Merrillville, Malden, La Crosse, Runnymede (rail line); Ainsworth, Valparaiso, Wanatah, Hanna, Thoraston (rail line); Hobart, Wheelar Haskell, Union Mills, Wellsboro (rail line); Crocker, Westville, Alida, Magee, Kingsbury, Stillwell, Kankakee, Mill Creek (rail line); Chesterton, Burdick, Otis, Dunham, Pinola, La Porte, Rolling Prairie, Hudson Lake (rail line); Whiting, East Chicago, Portage, Porter, Michigan City (rail line and lake shore). Other rail lines duplicate some of these routes in whole or in part.

TOTAL POPULATION: (including Gary and Hammond) 475,000 people.

SPECIAL INSTALLATIONS: The Port of Indiana is a major port complex on the Lake Michigan shores.

NOTES: It is often forgotten that the city-state of Chicago also extends to include all of the Lake Michigan shores up to the border of the state of Michigan, an area equal in size (and nearly equal in population) to the whole of Chicago's Illinois holdings. This area is comparatively peaceful, and rarely causes concern for the government of the city-state, although both Indianapolis and South Bend have threatened the frontiers from time to time in years gone by.

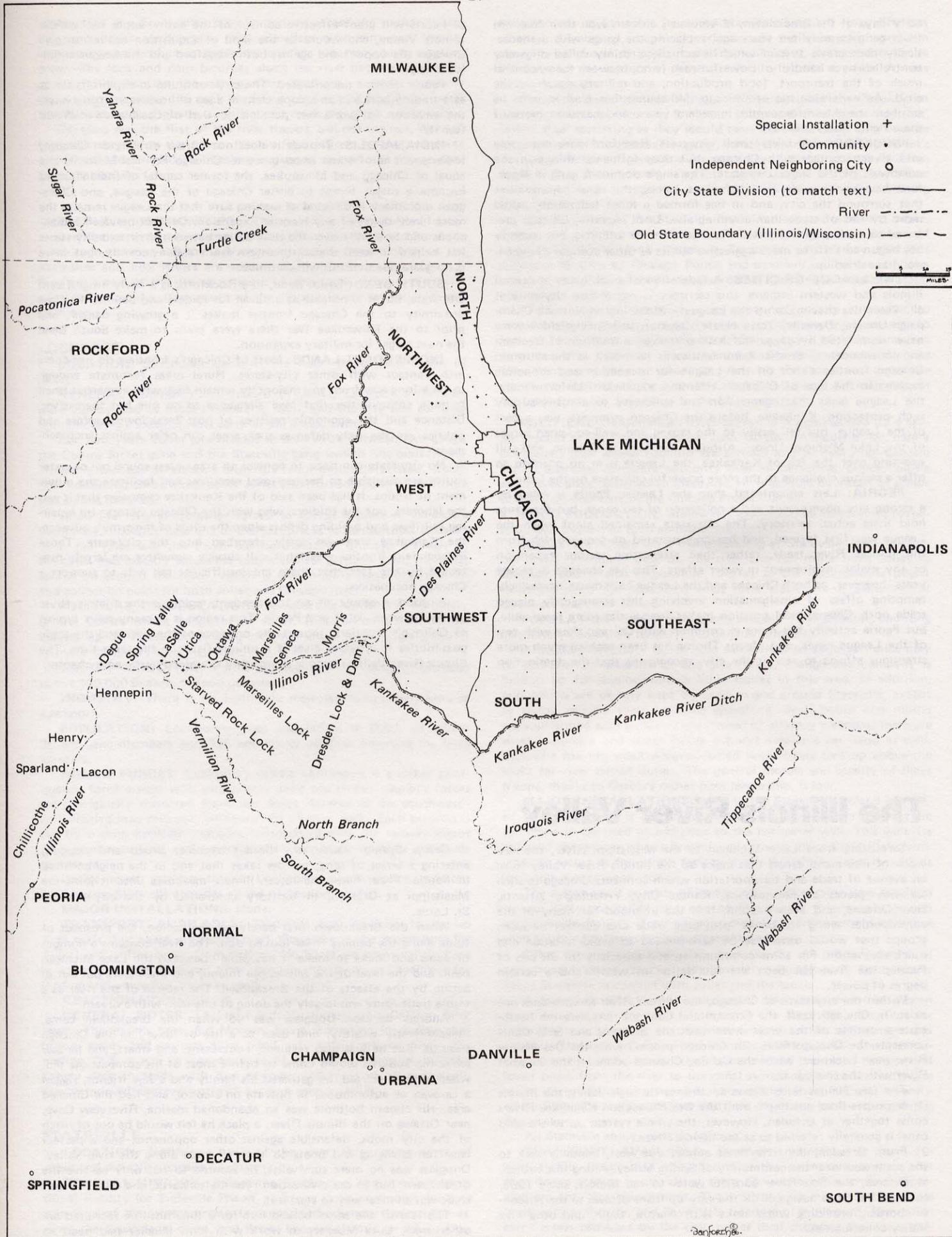
Gary and Hammond, the two cities in this area, were hard-hit by the Breakdown, and lost people far out of proportion with other areas. Gary, in particular, was so tied to industry (and already in chaos from economic and social woes before the Breakdown) that the collapse, when it came, was a devastating blow.

The southeast area of Chicago is the city's real breadbasket, much of it already farmland when the Breakdown came, but with good radial (though rather poor lateral) rail links to transport goods to and from the city.

CHICAGO'S NEIGHBORS

Chicago does not exist in isolation; several major and minor city-states are also present, controlling the territories that in some places come into direct contact with the Lake Michigan Union (as Mayor Thorne sometimes styles his domain).

MILWAUKEE: Milwaukee is the most important of the city-states near Chicago, and the most hostile. Although gang-controlled in the



Special Installation +
 Community •
 Independent Neighboring City ○
 City State Division (to match text) ———
 River - - - - -
 Old State Boundary (Illinois/Wisconsin) - - - - -



early days of the Breakdown, Milwaukee's citizens won their freedom from gang tyranny ten years ago, replacing the gangs with a theoretically democratic system which is actually a thinly veiled oligarchy controlled by a handful of powerful men (who, between them, control much of the transport, food production, and military power in the city). As expansionistic as Chicago, Milwaukee has clashed with its southern neighbor frequently in recent years, and has won more of these fights than it has lost.

ROCKFORD: A fairly small city-state, Rockford does not come into direct contact with Chicago, but does influence things in the northwest of the larger city-state. The single dominant gang in Rockford has won a wide circle of allies among the rural communities that surround the city, and so has formed a loose federation united more by ties of trade than anything else. Until recently, Chicago preferred to trade peacefully with Rockford and its satellites, but recently has begun to shift to more aggressive tactics as other avenues of expansion have dried up.

THE LEAGUE OF CITIES: A federation of small cities in central Illinois and western Indiana, this territory is not a true city-state at all. The cities that make up the League — Bloomington-Normal, Champaign-Urbana, Danville, Terre Haute, Decatur, and Springfield — were never dominated by gangs and have preserved a tradition of freedom and independence. Smaller communities as far north as the southern Chicago frontier count on the League for protection and economic support in the face of Chicago's relentless expansion. Unfortunately, the League lacks the organization and solidarity to actually supply such protection; Kankakee, before the Chicago conquest, was a part of the League, but fell easily to the strong and well-equipped forces of the Lake Michigan Union. Although opposed to Chicago, and still smarting over the fall of Kankakee, the League is in no position to offer a serious challenge to the more powerful city-state on the Lake.

PEORIA: Less enlightened than the League, Peoria is ruled by a strong city government and a collection of ten gangs, but the gangs hold little actual territory. The city-state remained aloof when the League was first formed, and has concentrated on growing rich from the Illinois River trade, rather than attempting serious expansion or any major involvement in wider affairs. This has changed in recent years, however, as both Chicago and the League have made increasingly tempting offers of amalgamation involving this strategically placed trade port. Geographical position makes League ties more reasonable, but Peoria actually has more in common with Chicago than with any of the League cities, and Mayor Thorne has been making much more strenuous efforts to recruit the city, recognizing that the domination

of Peoria will grant effective control of the entire upper half of the Illinois Valley, and would be the kind of acquisition needed to give Chicago the upper hand against both Rockford and the League simultaneously.

Peoria remains uncommitted. The city continues to exploit its status as a trading port and an independent in a sea of hostiles; in many ways, the situation in Peoria has parallels to that of Casablanca in World War II.

INDIANAPOLIS: Though it does not border directly on Chicago, Indianapolis is of some importance to Chicago Politics. Militarily the equal of Chicago and Milwaukee, the former capital of Indiana could become a major threat to either Chicago or the League, and Chicagoan diplomacy is directed at making sure that the League remains the more likely target of any Hoosier expansion. Conflict between Indianapolis and Louisville over the boundaries between their two city-states has helped to keep the southeastern front stable recently, but there is no guarantee that this will continue.

SOUTH BEND: South Bend, like Rockford, is a fairly insignificant city-state, but it is notable as a haven for raiders and bandits. Its close proximity to the Chicago frontier makes it a growing danger, and prior to the Milwaukee War there were plans to make South Bend the next target for military expansion.

INDEPENDENT LANDS: Most of Chicago's frontiers do not come into contact with other city-states. Rural areas fortunate enough to be a long way from any major city remain free, with numerous small farming communities that owe allegiance to no one but themselves. Distance and the economic realities of post-Breakdown warfare and politics are the only defenses such areas can offer against encroachment.

No city-state can hope to control an area unless sound rail or water routes are available to harness local resources and facilitate the movement of troops. It has been said of the Kankakee campaign that it was the laborers, not the soldiers, who won the Chicago victory: by repairing rail lines and building depots along the routs of the army's advance, the Kankakee area was easily absorbed into the city-state. Those independent frontier areas that still survive elsewhere are largely protected by the fact that there are insufficient rail nets to support a Chicago occupation.

A good example of an independent region is the Illinois River Valley between Joliet and Peoria. This region is in many ways typical of Chicago's frontiers, though the presence of the river and the trade possibilities it provides gives it a unique flavor at the same time. The Illinois River Valley region is thoroughly examined in the next chapter.

The Illinois River Valley

Stretching from Lake Michigan to the Mississippi River, the network of rivers and canals that make up the Illinois River Valley form an avenue of trade and transportation which connects Chicago to such far-away places as Minneapolis, Kansas City, Pittsburgh, Atlanta, New Orleans, and even beyond. It is the lifeblood for many of the communities along its banks, providing trade and contact between groups that would otherwise be hard-pressed to avoid isolation and quick stagnation. For some communities, and especially for the city of Peoria, the river has been the foundation of wealth and a certain degree of power.

Within the city-state of Chicago, the Illinois River as such does not exist. In Chicago itself, the Chicago and Calumet rivers are the north-eastern outlets of the great waterway; the Sanitary and Ship Canal connects the Chicago River (in Chicago proper) with the Des Plaines River near Lockport, while the Cal-Sag Channel connects the Calumet River with the ship canal.

The Des Plaines River flows southwest through Joliet; the Illinois River proper does not begin until the Des Plaines and Kankakee Rivers come together at Dresden. However, the whole system up to the ship canal is generally referred to as the Illinois River.

From Dresden, the river flows almost due west, bending back to the southwest near the community of Spring Valley. Along this stretch, at Ottawa, the Fox River adds its water to the Illinois; since 1995, the Fox has been navigable all the way up from Ottawa to the Wisconsin border, providing water links with Aurora, Elgin, and other Fox Valley communities.

Below Spring Valley, the Illinois becomes broad and sluggish, entering a series of long, narrow lakes that end in the neighborhood of Peoria. From here, the lower Illinois meanders until it joins the Mississippi at Grafton, in territory controlled by the city-state of St. Louis.

When the Breakdown first paralyzed civilization, the prospect of trade along the Illinois River looked dim. The river contains a number of dams and locks to make it navigable between the Lake Michigan basin and the level of the Mississippi Inland, and these were put out of action by the effects of the Breakdown. The rebirth of the river as a viable trade route was largely the doing of one man with a dream.

Andrew Jackson Douglass was 46 when the breakdown came, independently wealthy, and used to a life of luxury in the Chicago suburbs. But he was also resilient, competent, and smart, and he saw what the suburbs would come to before most of his compatriots did. When trouble started, he gathered his family and a few friends, rigged a caravan of automobiles to operate on alcohol, and fled the Chicago area. His chosen bolthole was an abandoned marina, Riverview Cove, near Ottawa on the Illinois River, a place he felt would be out of reach of the city mobs, defensible against other opponents, and a perfect base for salvaging old boats to use for trade along the river valley. Douglass was no mere survivalist; he wanted to not only survive the Breakdown, but to see civilization return afterwards, and felt that river trade was an ideal way to start out.

The loss of the locks balked him for a time until he recruited another man, Lutz Mueller, to work with him. Mueller had been an

engineer on the Fox Valley project, and welcomed the chance to put his expertise to work again. With Douglass organizing and Mueller completing the work, one lock after another was restored to working order. The lock and dam facilities along the river became small focal points for civilization themselves, since each was a ready source of hydroelectric power, and each became a regular port of call for boats that carried trading goods, supplies, and news along the whole valley.

Douglass was the first of the river traders, but not the last. Word of his work spread to the lower Illinois long before he ever ventured that far afield himself, and other engineers opened the lower river locks themselves.

THE RIVER COMMUNITIES: The sections that follow detail each of the important river communities, from Lockport and Stateville in Chicago territory all the way down to Peoria. Communities on the Kankakee and Fox Rivers are omitted from this discussion; Although they are a part of the overall network of river trade, they are distinctly subordinate to the main route of the Illinois in the overall scheme of things.

LOCKPORT

LOCATION: Southwest bank of the river, three miles north of Joliet.

GENERAL HISTORY: A suburb of Joliet, Lockport's fortunes were closely tied to those of the city itself, and the city was partially burned during a spate of riots early in the Breakdown.

For two years Joliet was divided in civil strife between two gangs, the Collins Street gang and the Stateville gang (which was built largely around a nucleus of escaped criminals from Stateville Prison). Lockport continued to be a mirror of Joliet's misfortunes, and at one time was all but deserted.

When the two Joliet gangs agreed to accept a place in Chicago's hegemony, Lockport was one of the first places to be resettled. Because both rail lines and the Canal led northeast to Chicago through it, the town was quickly converted into a typical garrison town. Farming sprang up around the town, which is now a fairly major distribution and collection point for both Joliet and Chicago itself.

POLITICAL ORGANIZATION: Lockport is under the authority of the Collins Street gang out of Joliet. It is run by a Town Boss, backed up by several other gang members and a force of gang militia to make the gang's authority stick.

FOOD PRODUCTION: Farms worked out of Lockport produce about 100,000 bushels of food per year.

INDUSTRY: There is no significant manufacturing of any kind in Lockport.

POPULATION: Lockport's total population is 2500, of whom 20 are gang members and 325 are militia used to supervise the farm laborers.

ARMED FORCES: Lockport's militia contingent is a rather poor-quality force armed with surprisingly good equipment --Joliet's forces were originally outfitted from the Joliet Arsenal to the southwest-- and divided into thirteen "platoons" of 25 men each. Each platoon is led by a gang member. Platoons stand guard over the railway depot and warehouse area, and supervise the slave labor working the fields each day.

Unlike most garrison towns, Lockport lacks a police garrison; neighboring Stateville provides all the protection needed.

MAJOR INSTALLATIONS: None.

TRANSPORT AVAILABLE: Lockport has facilities to tie up river craft, but these are rarely used (Stateville is the major port for Joliet) and suffer badly from neglect. No boats are permanently kept in Lockport. There are rail lines through the town, and facilities for loading and unloading trains at need.

REACTION MODIFIER: -5.

GENERAL NOTES: Lockport is fairly typical of a Chicago farm town. The town's boss, Sid Morgan, has a reputation for sadism that makes slaves and visitors alike tread very softly around him. His trading BCS is a 5 in consequence of this bad reputation, but few people dare to trade with him anyway, and most of his business is conducted with Stateville or with his own gang in Joliet.

STATEVILLE

LOCATION: Northwest bank of the river, three miles north of Joliet and directly opposite Lockport.

GENERAL HISTORY: Before the Breakdown, the Illinois Correctional Facility (or Stateville Prison, as it was more commonly known) was one of the largest prison facilities in the central United States. When the Breakdown came, and things became chaotic on the outside,

the prisoners at Stateville launched a series of violent riots. The last of these culminated, thanks to reduction in available guards and the generally confused situation in and around Joliet, in the death of the Warden and the capture of the entire facility by the convicts. A mass escape followed.

Many of the Stateville inmates recognized that the Breakdown was a golden opportunity for their kind, and they stuck together, rather than scattering as they would have normally done. They became the nucleus of the Stateville 'gang', which absorbed several of Joliet's less successful street gangs and forged a power base in post-Breakdown society. But though known by the name of the prison, they never operated out of or returned to the Stateville grounds after winning their freedom.

Despite the riots, the Stateville facilities were left relatively intact. During the period when Chicago and Joliet amalgamated, a band of anti-gang 'patriots' took refuge in Stateville, where they held out against a division of Chicago Police and auxiliary militia for almost a year. At last, though, they were overcome, and the police seized Stateville for their own.

The grounds of Stateville were expanded shortly thereafter to include land all the way up to the river. In this way, the area came to include rail lines leading northeast to Chicago out of Joliet, and also embraced the Lockport Dam and Lock. Stateville became the site for a permanent garrison meant to guarantee the security of the entire southwest frontier of the city-state, and also became the major depot for trade from the Joliet area to the Chicago area.

POLITICAL ORGANIZATION: Stateville is commanded by a senior captain of the Chicago Police, Juan Garcia. An indolent, fat, barely competent man whose passions are alcohol and womanizing, Captain Garcia exercises complete authority over all personnel, police, militia and slaves alike, assigned to Stateville. He is assisted by a staff of junior officers, all members of the Chicago Police Force.

FOOD PRODUCTION: Stateville's old prison farms produce roughly 35,000 bushels of food annually.

INDUSTRY: There is no manufacturing at Stateville, but the facility is a key trading post on the river and rail route from Joliet to Chicago, and is also responsible (thanks to the hydroelectric power from the dam) for producing what little electricity is available for Lockport and north Joliet.

POPULATION: Stateville supports roughly 1500 people, counting all military personnel, farmers, and general laborers.

ARMED FORCES: Up to two companies of Chicago Police may be stationed at Stateville at any given time, though one company is broken up for deployment in other duties in this area. In addition, 400 militia are usually kept on hand in and around Stateville, except as duties require their presence elsewhere. Both police and militia are well armed with a motley assortment of infantry weapons; there are several mortars and other heavy support weapons on hand as well. Stateville has ten small Alcohol-fueled powerboats tied up above the locks for river patrol duties. The general morale and quality of these troops, thanks to Garcia's rather poor leadership, is low.

MAJOR INSTALLATIONS: Most of the Stateville farmland is worked by slaves; there is also a quarry near the river where laborers dig for stone to be used in additions to the perimeter wall. This wall has replaced the fences of pre-Breakdown days to make Stateville's farmlands as secure as the prison facility itself, though in places it remains incomplete or in poor repair.

The prison itself consists of several cell blocks, most used for food storage. Only one cell block is occupied by people, the slaves employed on Stateville grounds. Treatment and overall conditions are much worse than anything suffered by incarcerated criminals.

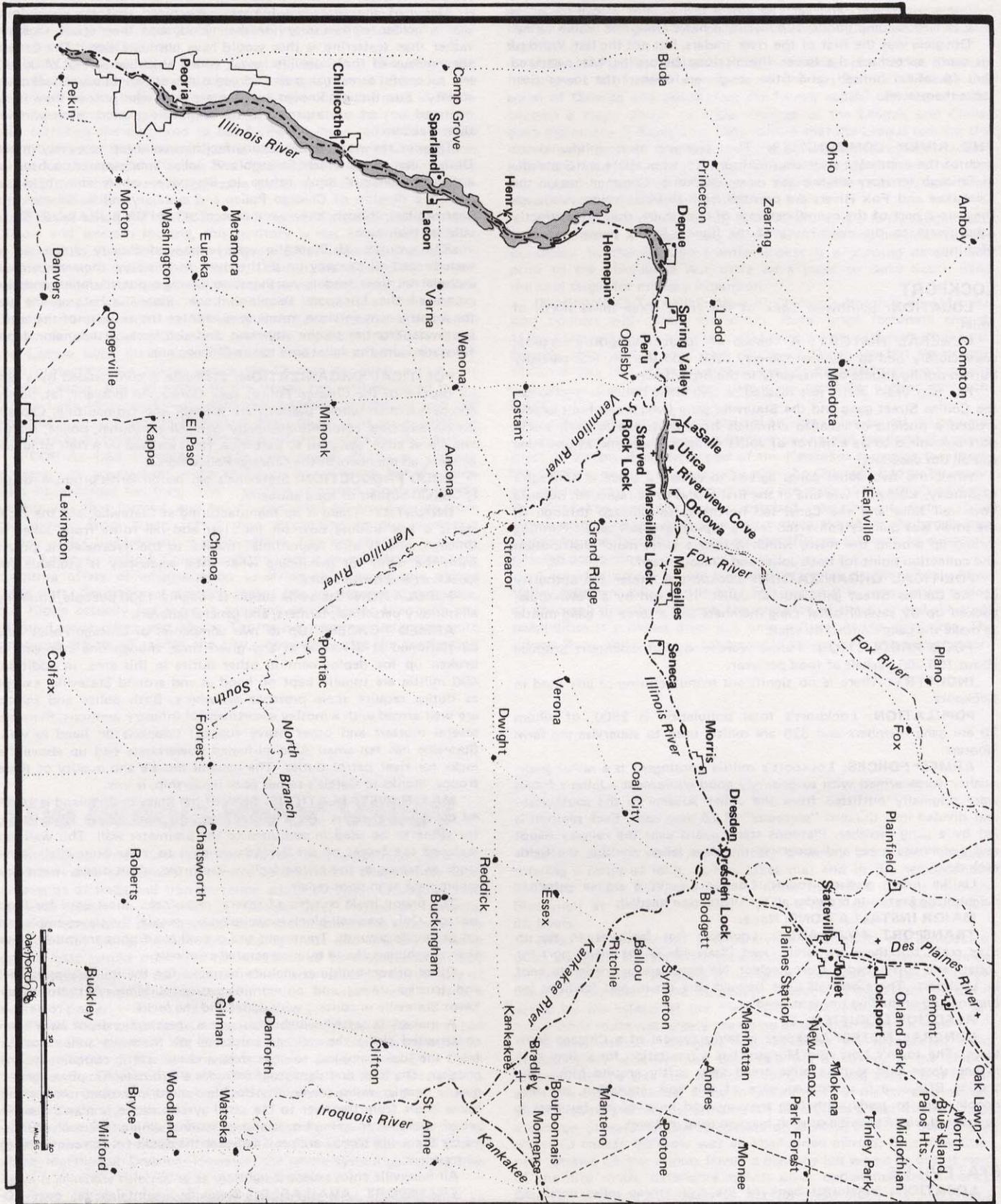
Other prison buildings include barracks for the military personnel and trusted slaves, and an administrative building. A radio tower keeps Stateville in contact with Joliet and the locks.

A makeshift set of warehouses and a small train depot have been constructed along the railroad tracks in the Stateville annex not far from the lock complex, so that river and rail traffic compliment one another. The lock and dam itself includes a hydroelectric power generator, a smaller radio tower, the double-doored lock used to raise and lower boats from the river to the canal system above, and an extensive set of docks. A rooming house and communal dining facilities supervised by Stateville troops are provided near the docks for the convenience of travelers.

All Stateville enjoys electric lighting.

TRANSPORT AVAILABLE: Stateville maintains its own 10-boat flotilla (mentioned above), and is the permanent home port to a dozen trading boats, all of them converted cabin cruisers, operated by the city government. The traders who run these boats are under city authority, and have little freedom of movement. They must carry crews provided by the city, rather than choosing their own per-

The River Valley



- Active Railroad Line
- Old (Inactive) Railroad Line
- ~~~~~ River
-  Lake
-  Community
-  Community Boundary
- + Special Installation



sonnel, and are closely supervised. Family members are sometimes used as insurance against desertion or unacceptable behavior on the part of these city traders.

Stateville has rail facilities, but no trains of its own. It does have a small stable of 30 horses, and also has a stock of 20 electric powered golf carts salvaged from a Joliet country club for use by officers only. All other transportation is on foot, or with man-powered wagons.

REACTION MODIFIER: +5; +10 with proper bribes to Garcia or his henchmen.

GENERAL NOTES: The Stateville facility, though large and imposing, is not considered a particularly dangerous one, thanks to Garcia's corruption and ineptitude. However, Captain Garcia is easily angered, and what he lacks in ability, he makes up for in ruthlessness. His character data is given below.

CAPTAIN JUAN GARCIA (52)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PLA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 8 | 20 | 20 | 15 | 8 | 20 | 4 | 3 | 1 | 40 |



Skills: Literary (English) (8), Foreign Language (Spanish) (13), Literacy (Spanish) (8), Commerce (6), Pre-Ruin Culture (6), Post-Ruin Culture (3), Technology Use (4), Modern Pistol (12), Tactics (4), Operational Command (4), Interrogation (6), Radio Communications (4).

Armor: Police Uniform (HC 4-18, 21-28) and boots (LL 17-20). Garcia never wears a bulletproof vest.

Weapons: P 34 pistol with one 15-round magazine of 9mm Parabellum ammo.

Notes: Garcia is thoroughly corrupt, and can be easily bribed or distracted by an offer of alcohol or by women.

JOLIET

LOCATION: Straddles the Illinois River near the boundary of the city-state's territory.

GENERAL HISTORY: The Breakdown hit Joliet very hard, thanks to the city's already-poor economic picture and the consequent problems of mob violence and low morale from the outset of the disaster. Two gangs emerged predominant from the wreckage of Joliet, the Collins Street gang, and the "Stateville" group of gangs. Both factions attracted mobs of followers as they scavaged the city, but the rivalry between them proved as much a catastrophe as the Breakdown itself. Civil war and starvation competed for the chance of carrying off those who survived the initial chaos of Breakdown.

Eventually, the Mayor of Chicago turned his attention to Joliet. Thomas Thorne realized that Joliet was in bad shape, easy prey for the city-state on the lake, but chose to use peaceful means rather than aggression to accomplish his goal. His confidante and assistant, Robert Bannerman, negotiated a settlement between Joliet's two exhausted gangs and brought the dying city into Chicago's orbit. Bannerman is remembered with considerable honor there to this day.

Since that time, Joliet has stabilized, even prospered, under the dominion of Chicago. Controlling the river trade, Joliet is in a position to earn considerable power by the manipulation of imports from the south, especially the synthetic oil needed to put technology back onto its feet. It should be noted in passing that neither of the Joliet gangs is in favor of the proposed amalgamation with Peoria, as this would cause Peoria to replace Joliet as Chicago's southern river port.

POLITICAL ORGANIZATION: Joliet east of the Illinois River is controlled by the Collins Street gang, while the larger west bank is in the hands of the Stateville gang. These two gangs rule their territories in much the same way as the Chicago gangs rule the various districts of Chicago itself. The Collins Street gang is the harsher of the two,

while the Stateville group contains (strangely enough) a better educated class of gang member who, all in all, treat the citizens of their part of town much better.

FOOD PRODUCTION: Joliet produces no food in the city proper, but outlying farms support the city's population and still provide enough to export to Chicago.

INDUSTRY: A small but growing number of manufacturing concerns are found in Joliet. Weapons, ammunition, and general survival equipment are most prominent; boat repair also flourishes. Some of Joliet enjoys electric power (from the lock and dam on Brandon Road). Various private industries are also beginning to spring up as conditions become more favorable. Because of the proximity of Stateville and the heavy influx of river trade and even overland caravans, Joliet's primary industries are of a seedy and disreputable nature.

POPULATION: The west bank of Joliet has a population of 12,000, of whom some 250 are gang members of the Stateville gang. The east bank population is 7,000, with the Collins Street gang numbering 50.

ARMED FORCES: The west bank can raise up to 3,000 militia at need, the east bank only about 1,000. In general, the Collins Street faction has superior arms and equipment and better military training.

A company of Chicago Police is scattered in key locations throughout Joliet, the most important garrison point being the Brandon Road Lock and Dam.

MAJOR INSTALLATIONS: The old Joliet Prison, at the edge of town on the east bank of the river, serves as headquarters for the Collins street gang's activities and a training ground for their militia.

Brandon Road Lock and Dam on the city's southwest side contains a hydroelectric plant, locks to permit boats to move into the lower, downriver stage of the river system, barracks housing a detachment of two squads of police, and a docking facility. Traders entering or leaving Chicago territory must stop here to display trade permits, and must pay for permission to use the lock and take on fuel (the latter is mandatory to all passing vessels) by bartering goods. A privately owned inn is also located here at the locks.

TRANSPORT AVAILABLE: A major rail terminal exists in the east bank district; there are a number of well-maintained steam locomotives and rail cars kept here. Rail communications are even more important to Joliet than the river route is.

Few traders are permanently based in Joliet itself; only a handful of boats are allowed to tie up away from Stateville. Both gangs have a few dilapidated boats in their possession, but rarely use them for anything important.

As with Chicago, foot transport remains the rule, not the exception, for all forms of local movement.

REACTION MODIFIERS: The Collins Street gang has a modifier of -5 towards most people, -10 towards Stateville gang members or suspected friends of the gang. The Stateville gang's faction has a general +10 modifier towards most, but a -10 towards members of the Collins Street gang.

GENERAL NOTES: In almost every respect, Joliet can be considered to be just two more districts of Chicago proper. The continued rivalry between the two gangs makes the city a risky place, for dealings with one group automatically turns the others against you. This is complicated by the fact that the faction which is better to deal with, the Stateville gang, is a less dangerous enemy (despite their relative strengths) than the Collins Streeters.

The police stationed in Joliet keep out of local affairs entirely, but make life difficult for traders and other strangers. The senior officer in Joliet proper, Lieutenant Hamilton, is a fairly decent sort, but is elderly and lacking in drive. This allows his subordinates free rein to do as they please, providing the lieutenant is not informed regarding their less ethical activities. Locals not specifically under gang protection

LT. NATHAN HAMILTON (64)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 10 | 8 | 8 | 10 | 6 | 12 | 3 | 2 | 1 | 20 |

Skills: Modern Pistol (12), Modern Rifle (6), Autoweapon (6), Search (4), Interrogation (4), Pre-Ruin Culture (8), Post-Ruin Culture (4), Literacy (English) (4), Tactics (4).

Armor: Police Uniform (HC 4-18, 21-28); Combat Boots (LL 17-20).

Weapons: Carries a P-24 pistol and 12 rounds of .44 Magnum ammunition.

Notes: Hamilton's age and essentially weak nature make him easily fooled or imposed upon by subordinates or outsiders alike, but he is a man who tries, within his limitations, to do what is right.

and traders who fail to stand up for themselves are subject to the unpredictable behavior of the lower-ranking policemen.

Unfortunately for the river traders, Joliet is a vital link on the trade route, for only from Joliet and Chicago do the manufactured goods necessary for trade to the farm communities of the valley come. This makes Joliet's police force an ill which must be tolerated, rather than avoided.

DRESDEN

LOCATION: On the south bank, near the junction of the Kankakee and Des Plaines (Illinois) Rivers, fifteen miles downstream from Joliet.

GENERAL HISTORY: Before the Breakdown, there was no real community at Dresden; it was the location of the Dresden Lock and Dam, and also the site of a major nuclear power generating plant. The plant, as it happens, was shut down even before the Breakdown took place.

The power plant complex was occupied by a bandit group during the chaos following the Breakdown. For several years these bandits preyed on farmers throughout the triangle formed by Morris, Wilmington, and Joliet, raiding without warning and threatening to destroy anyone who failed to pay them tribute.

Andrew Jackson Douglass finally organized the communities along the river from Ottawa to Morris to drive the bandits out, in exchange for the cooperation of the Dresden area farmers in getting the Dresden Lock opened to trade. In a short, bloody campaign, Douglass's river fleet and the valley militia cleared the bandits out of the Dresden area. The lock and dam complex were refurbished using equipment salvaged from the now-abandoned power plant, and Dresden was opened up.

In the years since that campaign, a small community has grown up around the lock, including farmers and citizens who earn their living from the river itself.

POLITICAL ORGANIZATION: Dresden is run by a Village Council of five, including the locktender, the town doctor, the manager of Dresden's general store, the militia commander, and the representative of the farmers' cooperative. These five men make all the decisions on Dresden's management.

FOOD PRODUCTION: Dresden and the surrounding area produce about 5,000 bushels of food per year.

INDUSTRY: Dresden has no manufacturing base at all. Scavenging from the Dresden nuclear power plant, once a major source of parts and equipment, is now almost dead; the plant has been picked clean. Trade keeps Dresden going; the towns of Minooka and Sand Ridge (which do not lie on the river) rely on Dresden as a source of goods from the river trade, and so keep the village fairly busy.

ARMED FORCES: One hundred men and women from the Dresden area are trained in the use of weapons, and form a militia for defense from bandits. A permanent town watch of ten men is the only real armed force with anything like thorough experience or good weaponry; these men guard the lock, inspect boats for smuggling (to avoid lock tariffs — there is no 'contraband' as such), and patrol the farms for signs of bandit activity. They are perpetually overworked, and have been known to hire outsiders with fighting experience when bandit threats are particularly prominent.

MAJOR INSTALLATIONS: The lock and dam complex is the heart and soul of Dresden. It provides the town and some nearby farms with electric power, and has docking facilities nearby to permit traders to tie up and unload their goods. An inn is also present at the lock, and is a major center for town activities, gossip, and news from elsewhere on the river.

TRANSPORT AVAILABLE: Most farms have two or more horses; several of the townsmen own horses as well. A number of rowboats are kept along the river for fishing, but Dresden lacks the facilities to support trading vessels on a full-time basis. There is one powerboat, a beat-up but serviceable runabout, which is used for courier and patrol work.

REACTION MODIFIER: +5; +10 to traders from Riverview Cove (the Douglass community).

GENERAL NOTES: Dresden is a makeshift town, the only one of the communities discussed on these pages which was built since the Breakdown. The buildings are simple and often crude by pre-Breakdown standards, and the town has a real "frontier" look to it that is jarring by comparison to other river towns. Streets are narrow, winding, and unpaved; many of the outlying farms, being of pre-Breakdown vintage, actually look considerably more well-designed and constructed than those in the heart of the village.

The people here are friendly, but wary of bandits and worried about the day Chicago expands this far (in fact, Chicago claims this area already, but hasn't done anything to enforce their claim so far).

The Village Council is not really an effective body; most crucial

decisions are made by Allan Kemp, the locktender, or by his brother Martin, who is the militia commander. These two control the town without appearing to do so, and for the most part have proven efficient and wise in their management.

ALLAN KEMP (41)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 18 | 12 | 12 | 10 | 12 | 14 | 6 | 2 | 3 | 26 |

Skills: Brawling (4), Modern Rifle (6), Seamanship (5), pre-Ruin Culture (4), Post-Ruin Culture (8), Literacy (English) (7), Technology Use (14), Radio Communications (7).

Armor: Wears a work shirt and heavy work pants (HC 4-18, 21-28) and shoes (LL 19-20).

Weapons: P-45 pistol with two clips of ammunition.

Notes: Kemp is a born decision-maker, quick-witted and charismatic. He manages the community from behind the scenes with a competence few of his peers in town can match. He is loyal to the Douglasses, who helped Dresden, but calculating enough to abandon such loyalties at need.

MARTIN KEMP (36)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 15 | 16 | 14 | 12 | 12 | 14 | 6 | 2 | 3 | 29 |

Skills: Brawling (7), Modern Pistol (24), Modern Rifle (7), Seamanship (6), Stealth (5), Post-Ruin Culture (8), Literacy (English) (6), Tactics (6), Technology Use (5), Powerboat Pilot (5).

Armor: Wears coveralls (HC 4-18, 21-28) and combat boots (LL 17-20), the typical "uniform" of the village militia.

Weapons: Carries a Colt M1911A1 pistol with two spare clips, and sometimes an R1.30-06 rifle with 5 clips.

Notes: Martin is less political than his brother, and is careless when it comes to masking their domination of the town. He is a good leader to the militia, and generally takes a back seat to Allan in most other matters.

MORRIS

LOCATION: On the north bank of the Illinois River, seven miles downstream from the Dresden Lock and Dam.

GENERAL HISTORY: Morris was fairly typical of the Illinois River valley towns in that it had suffered very little during the course of the Breakdown itself, but was afterwards the victim of bandits, economic collapse, and plague, which did to the rural communities what the riots and gang raids did to the cities and suburbs.

Although the rural areas were considerably more self-sufficient than the cities, towns like Morris still suffered heavily from the sudden cessation of normal communication and transportation that accompanied the Breakdown. Electric power, telephone contact, and automobiles were not the only things lost; needed supplies stopped flowing into Morris, and there was panic among townsmen and farmers alike as it became clear that the entire American way of life was falling apart.

This did not lead to riots and senseless looting, as it had in the more delicately balanced city environments. But many people abandoned their jobs as useless and tried to flee in search of some place untouched by the Breakdown (there was no such place, but few were willing to believe the disaster was so widespread), and many more were killed by disease which was carried outward from the cities. (Sanitary conditions in the first few years after the Breakdown bred plagues unmatched since Medieval Europe). The harsh winter of 1997-1998 accounted for still more lives.

But Morris survived. Many of the people drifted away from the town, to farms willing to take in extra people to help work in exchange for food and shelter. Those who remained in the town purchased food from the farms by trading away their small stores of scavenged manufactured goods. Eventually, though, the opening of the river trade brought a renewed prosperity to Morris, turning it into a center for commerce. It became a market town where farmers sold excess food and traders bought up that food in exchange for needed merchandise, with the river community growing fat off the profits.

Morris has waged a long and bitter conflict against bandits operating of the wilderness areas south of the river. For a time, Morris was actually controlled by bandit leaders, but this was ended in the river war organized by Andrew Jackson Douglass. Since that time, the Morris community has been one of the leading proponents of some form of unification of the Illinois valley for mutual strength and prosperity; unfortunately, some of the town leadership has come to

equate unification with surrender to Chicago, a stand which has made the whole cause of cooperation to come to a complete halt.

POLITICAL ORGANIZATION: Morris is run by an elected Town Council of 20 citizens; the council in turn picks three of their number to sit on the Community Board. All citizens over the age of 16 have the chance to vote for council members once a year; board members hold their positions for as long as they remain on the council unless their actions are overturned by the full council in a vote. Major issues are submitted to a community referendum.

Citizens of Morris include all those who live inside the town limits, plus any farmers (and their families and hands) who choose to place themselves under the town's jurisdiction — a voluntary action which requires the farmers to furnish militia service or free food (in lieu of service) for up to five men in time of emergency, but which also entitles the farmer to a more favorable rate of exchange in barter conducted in town. Citizenship is not imposed involuntarily or withheld due to distance; the trading community of Riverview Cove, many miles downstream, enjoys the rights of citizenship (and the obligations, as well) as a result of agreements made many years ago between the town leaders and the Douglass family.

FOOD PRODUCTION: Morris and the immediately adjacent farms produce 100,000 bushels of food per year.

INDUSTRY: There is no large-scale manufacturing anywhere in Morris, but in recent years various handicrafts — weaving, woodworking, smithing, etc. — have begun to blossom. These industries are still, for the moment, limited in nature, and, like other towns on the river, Morris is primarily important for its agriculture and trade. Still, the rebirth of handcrafted goods is a signal of future self-sufficiency and a sign that Morris has successfully adapted to the post-Breakdown world.

POPULATION: The population of the town of Morris (not counting many of the more far-flung farms) numbers 3975.

ARMED FORCES: In theory, Morris can mobilize militia forces of about 3,000 men and women, but this large a percentage of the town's population has only been assembled once since the breakdown. In actual fact, five hundred citizens serve on active militia duty at any given time in six-month hitches. Militia troops can volunteer for duty; excess numbers are selected by lot (and excused from service for the next two draws, so a person is guaranteed a year off after six months of duty). Women are not eligible for the lot, but may volunteer or can be called to arms in an extraordinary emergency.

Armaments are very poor, being limited to various old hunting weapons, a few guns captured from bandits, and a large stock of miscellaneous farm implements and improvised gear. Each member of the active duty militia is issued a gun, but ammunition is generally too low to permit more than token combat without support from other communities.

About a hundred of the militia have volunteered for service regularly for the past several years, and so constitute a fairly well-trained cadre. These long-service volunteers serve as officers and NCO's for the rest, and also get the most important jobs (dockyard security, for instance).

MAJOR INSTALLATIONS: None.

TRANSPORT AVAILABLE: Most farmers around Morris own several horses, and there are perhaps two hundred more horses in the hands of townspeople.

Two old marinas in Morris have been converted into trading docks, and there are independent river traders based at each. A total of five traders treat Morris as their home port. Several smaller boats (most without engines) are used for fishing, and four small powerboats are used by the militia to patrol the river for signs of bandit activity.

REACTION MODIFIER: +10

GENERAL NOTES: The town of Morris is small, but fairly important as the first sizable community downstream from Joliet. Chicago traders visit here often, and there is a sizable minority in the town who genuinely believe in the idea that the protection of the city-state would be a good thing for Morris.

The Marina Inn, a favorite stop for travelers in Morris, is a hotbed of resistance activity. The owner, Sam Jenz, is himself pro-resistance, and several of the more daring resistance raids along the river have been mounted with his help.

SENECA

LOCATION: On the north bank of the Illinois River, ten miles downstream from Morris.

GENERAL HISTORY: A small community even before the Breakdown, Seneca was not seriously affected by the collapse of society. It quickly became the hub of farming activities for several miles in all directions, although it was eclipsed downstream by Marseilles and Ottawa.

Seneca and Marseilles cooperated closely in the early days after the Breakdown, and continue to this day to follow a policy of mutual support and defense. The two towns together drove out bandits threatening the area even before Andrew Jackson Douglass organized the first major cooperative campaigns against the bandit gangs.

POLITICAL ORGANIZATION: Seneca is ruled by the Farmers' Association, a group of leading area farmers who rule the townspeople through their control of the local food supply. Originally coopted to run things during the winter of '98, when supplies were scarce and the need for an agency to pool resources and organize rationing was critical, the Association did such a good job that it was retained in power afterwards. By and large, the farmers are responsive to Seneca's needs, although recently there have been disputes over policy which have threatened to tear the association, and hence the town, completely apart.

FOOD PRODUCTION: Seneca and the surrounding farms produce roughly 70,000 bushels of food each year.

INDUSTRY: Manufacturing in Seneca is virtually non-existent and as yet there is an insufficient population base to support much even in the way of craftsmen and small businesses. The vast majority of the people in Seneca are involved in farming or farm-related activities, with the balance being mostly connected with either trade or defense.

POPULATION: The population of Seneca and immediately adjacent farms is 1595 people.

ARMED FORCES: A standing safety patrol of 50 people, armed with a motley assortment of firearms, patrols the village and surrounding area. There is no organized militia force in Seneca, but in time of need most of the population — up to 1,000 people all told — can turn out to protect their homes.

MAJOR INSTALLATIONS: Jack's Marina, on the south bank of the river facing Seneca, is a fairly large trading port. Ten boats operate out of Jack's, including three belonging to the marina's owner, "Lucky Jack" Tolliver. Tolliver is something of a joke on the river, a trader whose seamanship and boat handling are absolutely terrible, but who somehow has survived a number of near-fatal accidents. Tolliver generally leaves the marina to his partner, Murray Hartstein, while he runs his trading boat *Tolliver's Trojan V* on the Joliet-Peoria run. Other boats use Jack's Marina, but in general Tolliver is not well-liked or respected, and is given a very wide berth.

TRANSPORT AVAILABLE: Aside from the traders based at Jack's, Seneca has docking facilities for the five permanent traders and a number of transients. Most of the farms support horses, and the entire Safety Watch can be mounted when necessary.

REACTION MODIFIERS: +5; people from Marseilles enjoy a +15.

GENERAL NOTES: Statistics for three of Seneca's most prominent citizens are given below.

MARY BRANNIGAN (29)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 12 | 15 | 8 | 20 | 20 | 15 | 10 | 3 | 3 | 26 |



Skills: Post-Ruin Culture (5), Tactics (9), Modern Pistol (16), Knife (10), Technology Use (6), Swimming (13), Hunting (16), Tracking (6), Wilderness Survival (8), Stealth (16), Modern Rifle (16), Boating (6).

Armor: Wears a work shirt and fatigue pants (HC 4-18, 21-28)

and boots (LL 17- 20), plus a heavy, multi-pocketed survival vest (HC 4-11).

Weapons: A P-47 target pistol with four 7-round magazines and an R-4 rifle (.30-06) with telescopic sights and twenty 4-round magazines; she also carries, concealed in her left boot, a P-57 derringer with .22 Short ammo in each barrel (she has no extra ammo for this weapon). Brannigan also carries a knife in a belt sheath.

Notes: Mary Brannigan and her father, Bill Brannigan, wandered for several years before settling in Seneca. A survivalist who retreated to a wilderness shelter in Wisconsin when the Breakdown came, the elder Brannigan raised his daughter to be an expert in solo survival, but was forced out of his retreat when soldiers from Milwaukee burned out the shelter and killed Mary's mother. For several years the two offered their services as scouts for various groups, until at last they wandered into the Illinois valley Bill Brannigan wound up as the chief of the Seneca Safety Patrol until he was killed in a bandit ambush. The other members of the patrol unanimously elected Mary to be his replacement.

Mary Brannigan is fast and deadly, but is not really much of a leader of men. She is inordinately fond of guns of all types, and is very good in their use. Lately, her rough-and-tumble brand of justice has become an embarrassment to the Farmers' Association, but her popularity with the men has made it impossible to get rid of her without a confrontation.

JACK TOLLIVER (47)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 8 | 25 | 15 | 15 | 10 | 20 | 5 | 3 | 1 | 40 |



Skills: Modern Rifle (5), Boating (9), Fishing (4), Seamanship (7), Swimming (7), Pre-Ruin Culture (6), Post-Ruin Culture (6), Commerce (8), Literacy (English) (8), Technology Use (4), Powerboat Pilot (4), Marine Mechanic (4).

Armor: Wears pants, shirt (HC 4-18, 21-28), plus sneakers (HC 19-20).

Weapons: A 10-gauge SG3 shotgun with ten rounds of buckshot.

Notes: Tolliver is owner of Jack's Marina and the boats *Tolliver's Trojan V*, *Lady Luck*, and *Hindsight*. For more information, see above.

Recently, Tolliver was hired by Captain Juan Garcia of Stateville to spy on the various river communities and perform other odd jobs for the Chicago Police. This move was entirely Garcia's doing, without sanction from his superiors, and is largely a power play on the captain's part to discover information that can help him earn favor with the government and move to a higher, softer post.

MURRAY HARTSTEIN (60)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 25 | 20 | 6 | 8 | 4 | 10 | 2 | 2 | 1 | 23 |

Skills: Modern Pistol (6), Commerce (20), Pre-Ruin Culture (10), Post-Ruin Culture (10), Literacy (English) (12), Technology Use (6), Distillation (6), Fermentation (5), First Aid (6), Marine Mechanic (6)..

Armor: Pants and shirt (HC 4-18, 21-28), shoes (LL 19-20).

Weapons: P-11 pistol with .32 Long ammo (large stock of spare bullets kept in the marina office).

Notes: Hartstien is the business manager of Jack's Marina, and is much better tolerated than his partner. Now in very poor health, Hartstein is confined to a wheelchair much of the time (Too much



exertion makes him get asthmatic attacks). He is, however, extremely intelligent and can still drive a good business deal.

MARSEILLES

LOCATION: On the northern bank of the Illinois River, three miles downstream from Seneca.

GENERAL HISTORY: Marseilles and Seneca shared a common tradition, and their history since the Breakdown has been closely intertwined. As the larger of the two towns, Marseilles tends to dominate the partnership, except for a brief time (2003-2005) when civil strife crippled the city.

This crisis was brought on by the tyranny of Sheriff Frank Winter, who previously had been the town's hero. Rallying large detachment of County and State Police, Winter had been responsible for driving away three separate bandit gangs in the winter and early spring of '98, but he soon showed his true colors and seized absolute control of the town. His police lorded it over the rest of the population for six years before the citizens of Marseilles rose up against him. Some of their support came, covertly, from Andrew Jackson Douglass, who had only recently opened the Marseilles Lock a mile downstream to traffic; reportedly, the Sheriff's refusal to deal with the independent river traders so angered Douglass that he found a source of armaments and smuggled them to dissatisfied farmers and townsmen. However, Douglass also sold passage to Chillicothe for Sheriff Winter and five of his top cronies after the rebellion had succeeded, so there is some doubt about the part he actually played in events.

Since that time, Marseilles has been a peaceful, rather quiet community, with little interest in outside affairs save as these affect Marseilles and Seneca directly.

POLITICAL ORGANIZATION: The Marseilles Council is a democratic body, elected every two years by votes from all citizens 21 or older. The Council numbers fifteen in all; in addition to the Council there are appointed a Town Manager, a Town Marshal, and three Town Magistrates, none of whom can be Council members. Actual administration of day-to-day affairs is handled by the Manager; the Marshal is in charge of militia and police forces, and the Magistrates dispense justice, manage town records, and generally assist the other town officials. The Council can call for the replacement of any of these officials at any time, and is responsible for enacting laws and making other decisions that affect the whole community.

FOOD PRODUCTION: Marseilles and the surrounding area produce roughly 130,000 bushels of food a year.

INDUSTRY: Like most of the river towns, Marseilles lacks a manufacturing base, but does have the beginnings of a large craft industry. Most of the citizenry are still involved in farming or fishing, with trade-oriented work second, but a noticeably growing number of craftsmen can found in the community.

POPULATION: Marseilles has 2860 people.

ARMED FORCES: Despite the winter crisis, Marseilles has kept intact the police organization Winter used to dominate the town (though few of its original members remain in service). The police force is 250 strong, and is backed up by a 1,000-man militia mobilized in times of danger. The large permanent force enables Marseilles to mount regular sweeps in search of bandits, with foot and mounted patrols reaching as far as Morris, Ottawa, and Streator.

Marseilles' pride and joy is a force of three armored cars converted to alcohol fuel, each one mounting a light machine gun on top and carrying up to 10 men (five of whom can use gun slits in the vehicle's sides). However, these armored cars are such terrible fuel-hogs, and

so generally unwieldy, that they haven't been used in battle since the campaign against the bandits around Dresden fifteen years ago.

MAJOR INSTALLATIONS: None. The Marseilles Lock and Dam complex is a separate community unto itself, albeit a very small one.

TRANSPORT AVAILABLE: In addition to the armored cars, Marseilles has horses available on most farms and for many townspeople (including 100 horses reserved for police use only). Marseilles Marine downtown is a trading dock; two independent traders and one trading vessel owned by the council dock there. Various small boats, mostly unpowered, are also available, and the police force has a flotilla of six small boats.

Recently, steps have been taken to repair and reopen a rail line leading through Marseilles. Right now, the line is open as far as Ottawa; unfortunately, the single locomotive available for conversion to steam power in Ottawa was sabotaged, at about the time the rail link was established, by an organization claiming ties to the anti-Chicago resistance. They claimed to be acting to keep the Illinois Valley from encouraging the growth of rail traffic, which would almost certainly (they claimed) lead to rapid economic and military domination by the city-state.

REACTION MODIFIER:0; -10 towards Ottawa.

GENERAL NOTES: Marseilles is anxious to be seen as a progressive community pledged to maintain the peace; usually, though, the town's efforts are eclipsed by nearby Ottawa. A rivalry has developed between the two, not hostile, but still surprisingly fierce, with each town doing its best to be more prominent in valley affairs than the other. So far, though, neither community has had much of an impact outside their own narrow spheres of influence.

MARSEILLES LOCK

LOCATION: Straddles the Illinois River one mile downstream from Marseilles.

GENERAL HISTORY: Marseilles Lock was the first dam restored to working order by Lutz Mueller after the Breakdown. Work began on it in the spring of 1998, and the lock actually opened two years later.

The repair work was carried out by a mixed group of laborers, many of them (like Mueller) veterans of the Fox River project living in Ottawa. A draft of additional workers from Marseilles performed the unskilled labor involved in making the dam and lock usable again. Mueller's chief assistant on the project was a black man named Jesse Jackson Grayson, son of a militant political activist from Chicago; he found it hard to win the trust of the locals. But J.J. Grayson knew a great deal about heavy construction work, and without him the Marseilles repair job would probably have failed; when it was finished, Grayson stayed on at the lock with his family to act as locktender.

After his death in 2014, J.J.'s position passed to his son Tom. By this time a small community had grown up around the lock; there were two small farms, an inn, a general store, and a full-service trading dock. Though not large or particularly wealthy, the lock community flourished on the river trade.

POLITICAL ORGANIZATION: The Lock is supervised by Tom Grayson, who is the *de facto* leader of the whole Marseilles Lock community. In point of fact there is little real need for government; the interlocking jobs of the various people in Grayson's village get done without much in the way of organization or supervision. Grayson, however, is frequently consulted to settle disputes, a task he carries out with noted impartiality and fairness.

FOOD PRODUCTION: Marseilles Lock produces only about 4,000 bushels of food per year.

INDUSTRY: Electric power from the dam gives the town some of the best living conditions on the river, and make the Lock Inn one of the most popular places to stay between Joliet and Peoria. There are no industries as such, however, due to the extremely small population.

POPULATION: Marseilles Lock supports a population of just under 100 people, most of whom work on the community's farms. Lately, however, Grayson has had a number of workers drafted to string power lines towards Marseilles; he plans to begin selling electricity to the town.

ARMED FORCES: None; most members of the community do, however, have weapons with which to defend themselves at need, and the Lock enjoys the protection of both Marseilles and Ottawa.

MAJOR INSTALLATIONS: The dam itself is the most important installation, containing hydroelectric turbines and the double gates of the locks to move boats from one side of the dam to the other.

The Lock Inn is the only pre-Breakdown building (other than the lock control room and a bungalow where the lock staff once lived, which is also of pre-Breakdown vintage). This structure was originally a museum devoted to information on the locks; now it contains a

kitchen, dining area, several guest rooms, and living quarters for Grayson, his mother, his sister, and his sister's daughter, who run the inn.

Other structures have the same kind of makeshift appearance as is found at Dresden, except that this community is even smaller.

TRANSPORT AVAILABLE: Marseilles Lock is noteworthy, as one joke has it, for having more horses than people; one of the community's leading citizens was a horse breeder before the Breakdown who saved most of her stock from bandits and moved here soon after the lock was opened. As a result, the Lock is one of the few places along the river where it is easy to buy a horse.

The Graysons keep two small alcohol-fueled runabouts available for running errands or sending messages. No other boats tie up here on a regular basis, though there are almost always transients present.

REACTION MODIFIER:+20.

GENERAL NOTES: Statistics and descriptions of the more noteworthy people of Marseilles Lock are provided below.

TOM GRAYSON (36)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 20 | 12 | 15 | 20 | 10 | 14 | 5 | 3 | 1 | 27 |



Skills: Post-Ruin Culture (5), Literacy (9), Modern Rifle (8), Brawling (7), Boating (7), Seamanship (14), Fishing (8), Commerce (14), Technology Use (10), Powerboat Pilot (10), Masonry (10), Mathematics (6), Physics (7), Mechanically Generated Power (14).

Armor: Shirts and pants (HC 4-18, 21-28); sneakers (HC19-20).

Weapons: SG24 shotgun with 12 gauge Magnum ammunition.

Notes: Though skilled in handling the lock and associated duties, Grayson is lacking in knowledge of electrical work, and has been having trouble ever since his last electrician quit his service (leaving his project to sell electricity to Marseilles high and dry) for a better job with Jack Tolliver in Seneca. As a result, anyone with skill in electrical work can get a permanent job, or even barter repair services on any of the many pieces of gear that are usually out of order.

Grayson reputedly has several friends in the anti-Chicago resistance movement, and is said to sell them information on a regular basis. Despite this, he is well-liked even by those who have no liking for the resistance movement as a whole.

JILL FONTANA (48)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 10 | 25 | 15 | 12 | 16 | 20 | 8 | 2 | 4 | 40 |

Skills: Modern Pistol (4), Modern Rifle (4), Beast Riding (20), Pre-Ruin Culture (8), Leatherworking (6), Literacy (English) (8), Technology Use (4), First Aid (8).

Armor: Slacks and blouse (HC 4-18, 21-28); riding boots (LL 17-20). Usually wears a riding jacket when out (HC 4-11, 26-28).

Weapons: P 32 pistol with one 6-round magazine.

Notes: Jill Fontana is the horse breeder of Marseilles Lock, a charming and vivacious, if somewhat odd, lady of dignity. Her husband and son were killed by bandits trying to steal the Fontana horses, but Mrs. Fontana shot the bandit leader and scattered the gang before help could arrive. Ever since then, however, the lady has been growing increasingly cut off from the real world.

The Graysons helped Mrs. Fontana build a new horse farm near Marseilles Lock, since fire destroyed much of her original place. She



is quite capable of managing her own affairs, seeing to her horses and overseeing the men who work for her, but on all but a few occasions she behaves as if the Breakdown had never taken place at all. She maintains that her husband and son are merely on a trip somewhere, and that any shortages or inconveniences are quite temporary.

Her neighbors and regular customers humor her out of pity for her circumstances. Most of the actual horse trade is conducted by her foreman, Jim Monroe, but Mrs. Fontana expects to have a drink with her customers. A ritual has evolved where Monroe sees to it that customers have a supply of (worthless) Pre-Breakdown currency to pay Mrs. Fontana when concluding transactions.

Despite her withdrawal into a fantasy world, she remains quite sensible and sane in other respects, and is still a fine judge of horses. Her farm is run strictly and well, and employees and neighbors alike are eager to help and protect her.

JIM MONROE (44)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 12 | 18 | 16 | 12 | 16 | 18 | 8 | 2 | 4 | 35 |

Skills: Brawling (6), Modern Pistol (5), Modern Rifle (5), Beast Riding (16), Tracking (6), Hunting (6), Pre-Ruin Culture (6), Post-Ruin Culture (6), Commerce (6), Literacy (English) (4).

Armor: Work Clothes (HC 4-18, 21-28) and riding boots (LL 17-20).

Weapons: Carries an R29 .22LR rifle with a spare clip of ammo in a saddle holster. Sometimes carries a P18 revolver with .38 Special ammunition and a dozen spare rounds.

Notes: Monroe is the foreman of the Fontana ranch, and is noted for his excellence in handling horses. He is a gruff, quiet man, but a good friend to people in need.

OTTAWA

LOCATION: Straddles the Illinois River, five miles downstream from Marseilles Lock.

GENERAL HISTORY: One of the largest of the Illinois Valley towns, Ottawa became a natural focal point for reconstruction in the years that followed the Breakdown. The fact that the first river traders started up in the Ottawa region helped in this somewhat, as did the fact that, aside from farming, Ottawa had some industrial and natural resource bases upon which to build. These factors kept Ottawa from falling into the trap of becoming a purely agricultural community.

Ottawa had its share of Post-Breakdown problems. As recently as five years ago the town was virtually in a state of siege, threatened by a small but dangerous bandit group basing itself in the Starved Rock area on the south side of the river. However, a strong military presence, built around the remnants of an Illinois National Guard company, has kept bandits and the like from ever actually controlling Ottawa.

POLITICAL ORGANIZATION: Ottawa is ruled by a Mayor, elected every four years by a democratic vote. Citizens are eligible to vote if they are over 17 years of age, have lived in Ottawa for at least one year, and have done six months training and active duty in the militia or in one of several city services organizations (including a labor and salvage corps, a town sanitation group, a volunteer fire brigade,

and an administrative bureau). An alternate method of earning citizenship is to perform some individual service of merit to the community, such as furnishing extra food in time of famine, providing medical care and supplies, and so forth. Such services are rewarded at the Mayor's discretion.

The Mayor is assisted by an *ad hoc* Advisory Council of landowners, professional men, and leading commercial figures, and by an elected Board of Trustees representing various specific interest groups, such as farmers, tradesmen, the military/militia, and so forth. Various appointed and elected officials are responsible for the different town functions and departments, as well.

FOOD PRODUCTION: Farms in the vicinity of Ottawa produce nearly 350,000 bushels of food per year. A great deal of this is exported.

INDUSTRY: Facilities at the old National Plate Glass Company in the hamlet of Naplate just outside Ottawa have been put back into operation, and Ottawa turned into the major source of glass and glass products for the Illinois Valley. Other, lesser industries have also been restored or started up afresh, including a small textile mill and a single, very small, smelting facility for iron and low-grade steel.

Power for Ottawa's industries comes from the Ottawa-Fox Lock and Dam, part of the Fox River project restored to operation soon after the Breakdown. This lock gives boats access to the Fox River, while the dam provides enough hydroelectric power to operate town industries and even light up some of the more important buildings and homes in Ottawa.

POPULATION: The population of Ottawa is just short of 10,000 (9999, at the last registration of townspeople).

ARMED FORCES: The mainstay of the city defenses is a former Illinois National Guard company (actually an amalgamation of several companies formed as units deserted wholesale during the Breakdown). Though after 25 years there are only a handful of the original personnel attached to this force, the unit has maintained its integrity and traditions over the years, and is the closest thing to a true standing military force between Joliet and Peoria.

The company has been organized into 6 platoons, and numbers 203 men in all. These platoons include the following troops:

Armored Platoon: This platoon consists of 8 pre-Breakdown tanks, now all but immobile. Though their powerplants have been converted to handle alcohol, they get such low mileage as to be virtually useless for extended trips. Instead, they have been posted, at great expense, at widely separated points all around the city to defend key locations from attack.

There are 25 men in the Armored Platoon; three men in each of the eight tanks, plus the platoon leader who is attached to the command vehicle.

Recon Platoon: This force of 32 men is primarily a foot unit, but does have experience with, and access to, both horses and small patrol powerboats. Their primary duty is scouting, and most of the men are superb woodsmen and scouts.

Infantry Platoons: Three regular infantry platoons are the mainstay of the company's forces. In a crisis, these platoons are used as a solid striking force, spearheading the less well-trained militia. The First Platoon is also trained in commando tactics and raiding, and is well-known for its night assault on a bandit camp up the sheer cliff of Starved Rock. Each platoon has 32 men; in peacetime, platoons rotate duty as training cadres, internal security (police) forces, and patrol/standby personnel.

Mechanized Platoon: The last platoon, 35 strong, is a regular infantry unit which is augmented by alcohol-fueled transport — three trucks (each carrying a 10-man squad and a driver) and a Travelall carrying the platoon leader, the platoon sergeant, and another driver. The unit also has access to three old houseboats, and the drivers are competent powerboat pilots, to permit the unit to move by water instead of land at need. The mechanized platoon is the unit most often used for strikes away from Ottawa; in Ottawa in periods when no emergencies threaten, the platoon acts as a normal infantry platoon, with the drivers attached to the company HQ.

Company HQ: This ten-man unit includes the company commander, Major Barnes, two staff officers, a sergeant, and a radio operator, plus an elite 5-man fire team for protection. Drivers from the mechanized platoon act as aides and messengers when not actively employed with their unit.

Militia: In addition to the Guard company, Ottawa can field a militia that varies in size from 500 (under normal conditions) up to 3,000 (when there is a full mobilization). Six-month hitches in the militia are one way of gaining citizenship, and there is a regular turnover in active-duty troops; those who have served go into an inactive reserve called out in time of emergency. Primarily, the militia undergoes

training (supervised by cadres from the Guard), and also serves in routine patrol and security functions.

MAJOR INSTALLATIONS: The most important installations in Ottawa have already been mentioned — the Ottawa-Fox Dam, and the Naplate Glass Works.

The Fox Marina at the juncture between the Fox and Ottawa Rivers is a dock area used for the river trade. Two independent traders tie up there, as do the boats used by the military.

TRANSPORT AVAILABLE: Ottawa has an unusual number of alcohol-powered vehicles, though all these are reserved for official use. There are many horses as well, but none of the quality or level of breeding found around Marseilles Lock.

REACTION MODIFIER: +10.

GENERAL NOTES: Two of the most important citizens of Ottawa are described below.

HARRIET STONER (47)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 15 | 25 | 8 | 16 | 10 | 20 | 5 | 3 | 1 | 37 |



Skills: Commerce (20), Literacy (English) (14), Dirt Farming (14), Advanced Farming (6), Fermentation (6), Technology Use (6), Modern Rifle (6), Pre-Ruin Culture (12), Post-Ruin Culture (12), First Aid (6).

Armor: Wears slacks and blouse (HC 4-18, 21-28), plus street shoes (HC 19-20).

Weapons: Normally does not carry weapons; has an SG3 12-gauge shotgun in her home/office.

Notes: Harriet Stoner is the current Mayor of Ottawa, a position she won as a result of her courage and determination five years ago. Bandits ambushed a trading caravan heading south to Streator and Bloomington, and kidnapped her younger brother among other hostages. Stoner found the Mayor at that time to be too hesitant and cowardly to attempt to take action, and on her own initiative tracked the bandits and learned where their camp was. With the aid of the Douglasses of Riverview Cove, itself threatened by the bandit group, she galvanized Ottawa's military into action; the commando assault on Starved Rock followed, a classic attack which freed the hostages and destroyed the core of the bandit force.

On the strength of this, in the elections next year, an overwhelming majority of Ottawa's citizens selected Harriet Stoner as their new Mayor, though in fact she made no efforts to run for office. The weak administration of her predecessor had been extremely ineffective, and Stoner's "heroine" status won her a reputation, not fully justified, as a champion of reform. In fact, Harriet Stoner is unsuited by both temperament and experience for her office, being at heart a farmer's widow, but her administration has been generally untroubled and her inadequacies largely covered by the competence of her various advisors and department heads (many of them held over from the previous administration, but willing to work harder under a mayor who at least had the courage of her convictions).

Stoner is due to stand for reelection in the very near future. She faces serious opposition from Major Barnes of the Guards company, who is backing another candidate he feels would be better suited to the post, and there have been rumors that Stoner's aides are searching for some good cause or crisis to have her 'overcome' to

win additional support (and thus preserve their own positions).

DAVID BARNES (36)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 12 | 30 | 12 | 20 | 16 | 16 | 8 | 3 | 2 | 37 |



Skills: Brawling (8), Modern Pistol (16), Modern Rifle (8), Seamanship (7), Swimming (5), Wilderness Survival (9), Knife (18), Auto-weapon (8), Stealth (6), Post-Ruin Culture (5), Literacy (English) (5), Interrogation (20), Tactics (9), Technology Use (6), Operational Command (9).

Armor: Fatigues (HC 4-18, 21-28) and Combat Boots (LL 17-20). Sometimes wears an army helmet (DP 1) in the field.

Weapons: Carries an M1911A1 Colt .45 and three clips. In action, an M-16 assault rifle with 5 clips is also carried.

Notes: Major Barnes is the son of Sergeant William "Bullet" Barnes, a regular army sergeant who joined the Guard forces during the Breakdown when the company was assembling around Ottawa. Bullet Barnes became the company's senior NCO, and eventually died in the campaign to open Dresden.

His son grew up in the Guard, and was commissioned a Lieutenant during that same campaign for exceptional heroism. He commanded the First Platoon (the Commandos) for several years, before rising to a staff position. Major Wallace, the original unit commander, named Barnes his successor before dying of typhus seven years ago.

The new major proved to be a good leader, though rash and frequently lacking in strategic (as opposed to tactical) judgement. He is rumored to be interested in power and advancement, and is purported to be plotting ways to turn Ottawa into the capital of a personal domain all of his own. Such allegations are usually exaggerated, but certainly the Major has been taking an increasingly keen interest in politics and in relations with neighboring communities.

RIVERVIEW COVE

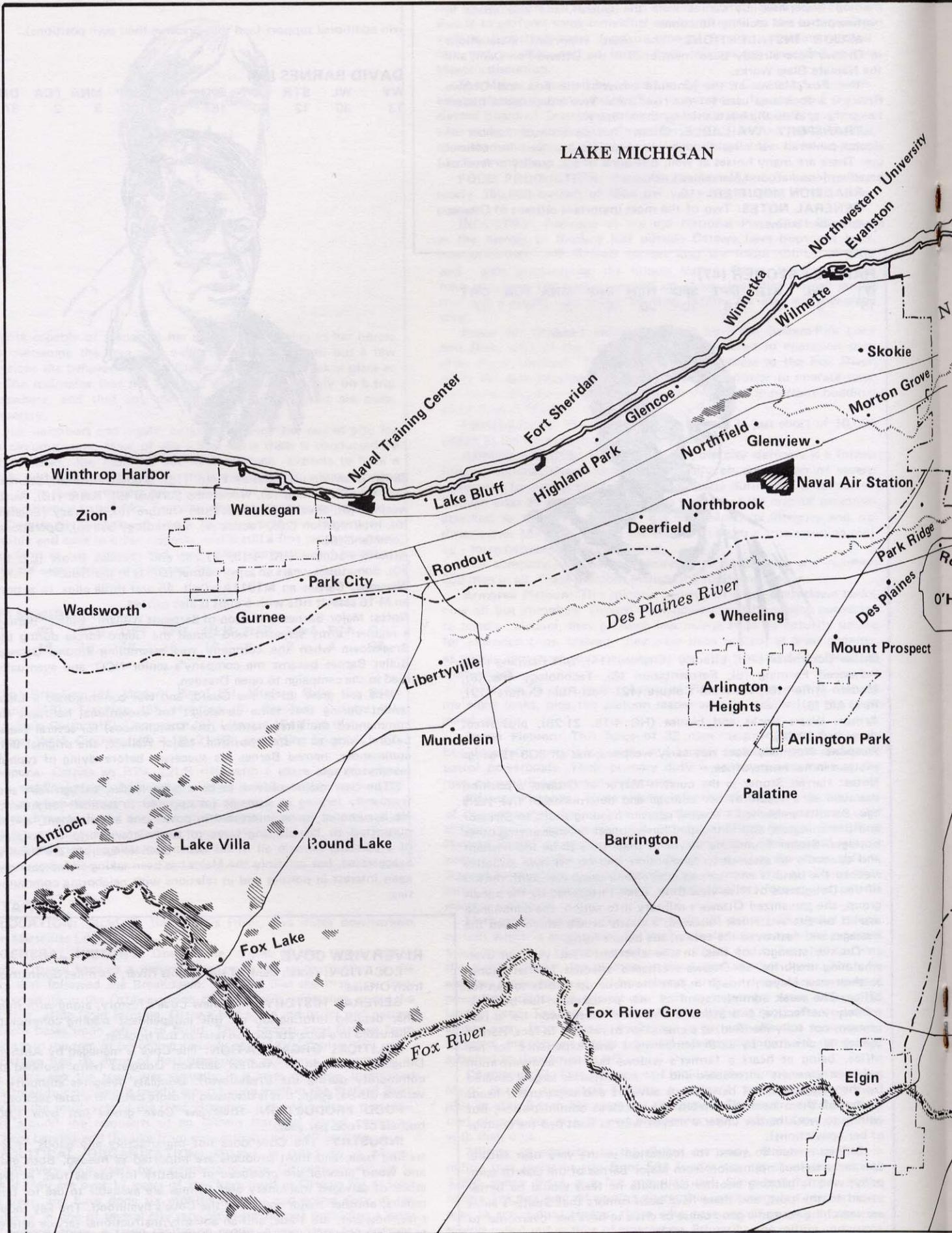
LOCATION: North bank of the Illinois River, six miles downstream from Ottawa.

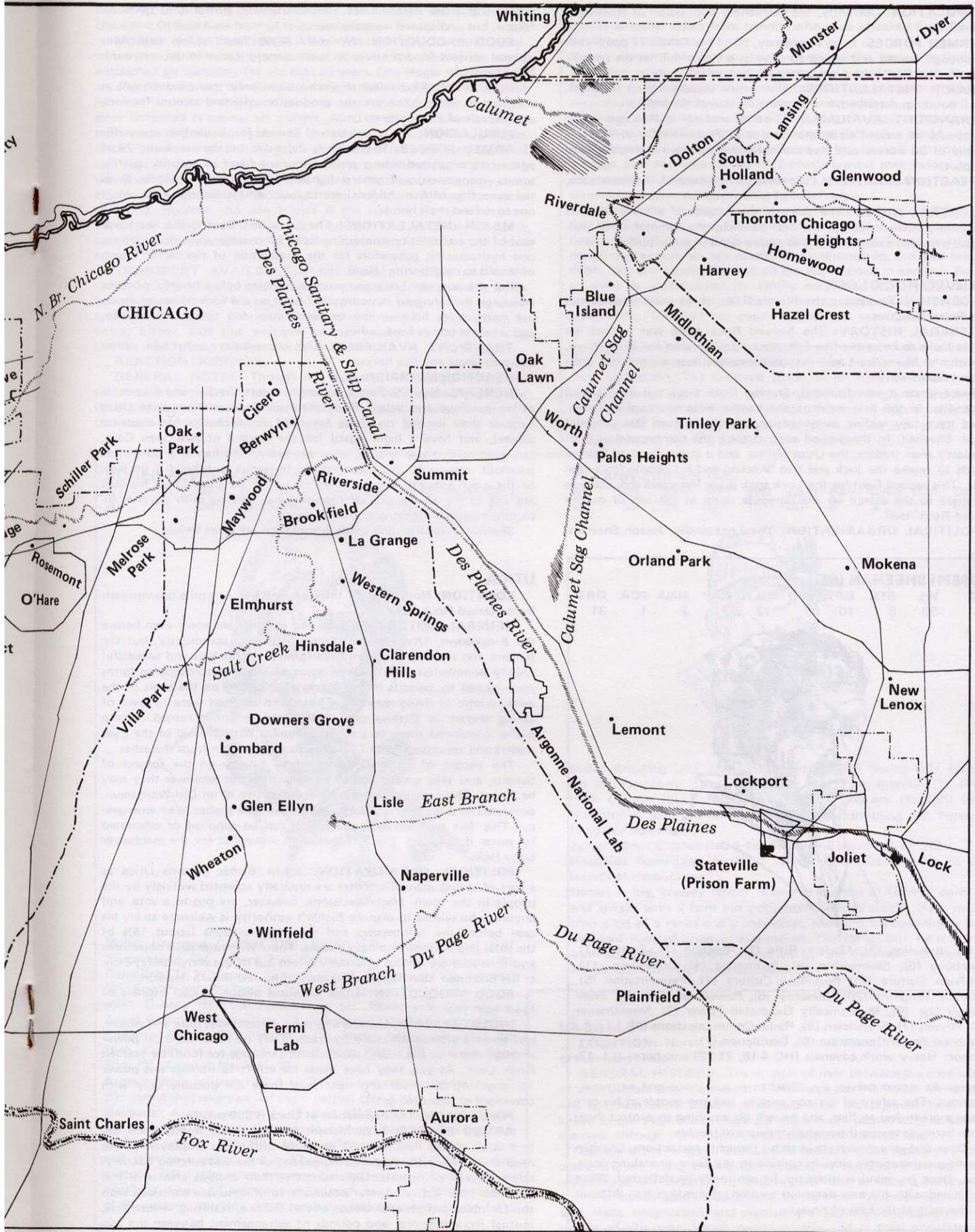
GENERAL HISTORY: Riverview Cove's history, along with much other detailed information on this independent trading community, is discussed in a separate section later in this booklet.

POLITICAL ORGANIZATION: The Cove is managed by Anthony Douglass, grandson of Andrew Jackson Douglass (who founded the community during the Breakdown). Douglass delegates authority to various others; again, this is discussed in more detail in a later section.

FOOD PRODUCTION: Riverview Cove grows just over 1,000 bushels of food per year.

INDUSTRY: The Cove does not manufacture any goods. It is a trading base, and most products are imported as needed. Both grain and wood alcohol are produced in quantity for use as fuel. A large stock of salvaged machinery and fittings are available to use for boat repairs, another major source of the Cove's livelihood. The key industries, however, are trade, and an advisory/instructional service offered to any other community along the river in need of help or information.





POPULATION: Currently, the permanent population of Riverview Cove is 77.

ARMED FORCES: In an emergency, 50 of the Cove's 77 people are well enough trained and armed to serve as a viable militia; the remainder are barred from such work by youth, age, or infirmity.

MAJOR INSTALLATIONS: The entire community is mapped, and all buildings described, in a separate section of the booklet.

TRANSPORT AVAILABLE: Twelve trading boats, and other powerboats of various sizes operate out of Riverview Cove. There is a stable of 20 horses, and five alcohol-powered automobiles, for land transport.

REACTION MODIFIER: +15; towards members of the Resistance, -10.

GENERAL NOTES: The Cove is the subject of a fairly detailed discussion elsewhere, as it is the best example of a community of traders, and hence an excellent place to start a band of adventurers.

STARVED ROCK LOCK

LOCATION: Straddling the Illinois River, three miles downstream from Riverview Cove.

GENERAL HISTORY: The Starved Rock Lock was one of the earliest locks to be retored to full working order after the Breakdown. As with the Marseilles Lock, it soon blossomed into a small but independent community.

Twice since it was founded, Starved Rock Lock has been seized by bandits. In the first incident, the bandits were surprised and eliminated by a tiny raiding party led by Andrew Jackson Douglass and Joseph Sheehan. In the second case, it took the combined forces of Douglass's river traders, the Utica Militia, and a strike force of Ottawa Guards to retake the lock and free Sheehan and his people from captivity. This second fight for the Lock took place five years ago, and was a prelude to the attack on the renegade camp at the top of nearby Starved Rock itself.

POLITICAL ORGANIZATION: The Locktender, Joseph Sheehan,

is also the leader of the Lock community. His authority is quite informal, but undisputed nevertheless.

FOOD PRODUCTION: Minimal. Aside from a few vegetables in local gardens food production is not a major factor in the community's economy.

INDUSTRY: Also minimal. Perhaps the only true "industries" at the Starved Rock Lock are the production of wood alcohol for fuel, and the sale of electricity to Utica.

POPULATION: The population of Starved Rock numbers about 48.

ARMED FORCES: The Lock is defended by the residents, 29 of whom are organized into a semi-permanent force of security guards, scouts, woodsmen, and general fighters. Most of the remainder (with the exception of five children) are at least familiar enough with weapons to defend their homes.

MAJOR INSTALLATIONS: The Lock and Dam is the heart and soul of the community, containing locks for passage up or downstream, and hydroelectric generators for the production of electricity (much of it sold to neighboring Utica).

For the rest, the Lock community contains only a handful of other buildings, including an inn converted from an old lock museum, separate dormitories housing the bachelor men and unmarried women, and separate homes for families.

TRANSPORT AVAILABLE: The community owns two rather battered boats and five horses.

REACTION MODIFIER: -5.

GENERAL NOTES: Past problems have left Sheehan and his people rather cautious and sullen. They maintain good relations with Utica because they depend on Utica for food (in exchange for electrical power), and have a high regard for the traders of Riverview Cove, but even with these groups, they are wary. Sheehan is a borderline paranoid, convinced that strangers are in league with bandits (in view of the Lock's record, he has every reason to be suspicious); his men are apt to err on the side of caution when dealing with anyone, including customers seeking to use the locks.

Sheehan's statistics and other information are given below.

UTICA

LOCATION: Noth bank of the Illinois River, one mile downstream from Starved Rock Lock.

GENERAL HISTORY: A small and insignificant town even before the Breakdown, Utica is not exactly a thriving community, but the farmers and townspeople here have formed a close-knit and successful society nonetheless. The original town and several surrounding farms were sacked by bandits in the Spring of '98, hard on the heels of the worst winter in living memory. Those who survived were in favor of taking shelter in Ottawa or LaSalle until a farmer named Johann Eicher convinced them to stay and rebuild. With the aid of the river traders and volunteers from LaSalle, Utica arose again from the ashes.

The people of Utica are particularly touchy on the subject of bandits, and take great pride in rooting them out wherever they may be found. Their rebuilt community is suggestive of an Old West town, protected by a log fort where the people can take shelter in an emergency. This fort overlooks the river, and can be supplied or evacuated by water if need be. The fort makes up somewhat for the manpower Utica lacks.

POLITICAL ORGANIZATION: Johan Eicher governs Utica as a sort of strong man. His orders are generally accepted willingly by the people in the town. Major decisions, however, are put to a vote, and anyone who wishes to dispute Eicher's authority is welcome to lay his case before the landowners and other key citizens (about 15% of the total population) who have a voice. Those who raise such objections and then lose are almost invariably driven out of the community; Eicher has promised that he, too, will leave, if he ever loses a decision.

FOOD PRODUCTION: Utica produces about 15,000 bushels of food each year.

INDUSTRY: None. Utica is a farming community, pure and simple, and doesn't even profit much by trade. They do have electrical power through much of the town, supplied (in exchange for food) by Starved Rock Lock. As yet, they have made no effort to harness this power for anything but heat and light (and these are possible only with scavenged or imported gear).

POPULATION: The population of Utica is 339 people.

ARMED FORCES: A permanent garrison of 40 militia men the fort at all times. Another 100 part-time militia are employed as the need arises. They train by making sweeps of the surrounding countryside in search of bandits. Unfortunately, their zealous efforts in this direction have led on several occasions to unfortunate collisions with the far more professional troops out of Ottawa, resulting in lost lives, mutual recriminations, and periods of estrangement between the two

JOSEPH SHEEHAN (61)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 25 | 30 | 8 | 10 | 6 | 12 | 3 | 2 | 1 | 31 |



Skills: Brawling (3), Modern Rifle (7), Boating (7), Fishing (7), Gambling (6), Seamanship (8), Swimming (4), Commerce (11), Pre-Ruin Culture (7), Post-Ruin Culture (7), Fermentation (5), Literacy (English) (20), Masonry (6), Powerboat Pilot (9), Technology Use (9), Mechanically Generated Power (7), Mathematics (5), Physics (7), Electrician (9), Radio Communications (9), Electrical Power Generation (8), Distillation (7).

Armor: Heavy work coveralls (HC 4-18, 21-28) and boots (LL 17-20).

Notes: As noted previously, Sheehan is suspicious and extremely cautious. The safety of his community and the people in his care mean a great deal to him, and he will do anything to protect them from harm, or rescue them when they are in trouble.

Dour and very deliberate in all his thoughts and actions, Sheehan can be exasperatingly slow in coming to the point or making decisions. Once his mind is made up, he can rarely be deflected. When combined with his near-paranoid caution, this makes him difficult to deal with at the best of times.

towns. At other times, usually under pressure of major external threats, Utica and Ottawa have learned to communicate.

MAJOR INSTALLATIONS: Aside from the fort, the only installation of note is the old Starved Rock Airport. This facility has stood untouched by outsiders for the past 25 years. One Roger Abercrombie, an ace pilot during the Cenral American War of 1992-1995, moved his family onto the airport grounds after the Breakdown and has since defended it against all comers. Abercrombie has been patiently restoring and maintaining one of the planes, a small private jet, ever since. It is rumored that he has a small and utterly priceless stock of synthetic jet fuel cached here by a wealthy government official during the Breakdown; if so, this would make Abercrombie the only man anywhere in the Illinois Valley (perhaps the whole Midwest) capable of flying. However, no one knows if the rumors are true because, except for a few traders who swap food and other essentials for spare parts from the airport stocks, Abercrombie won't let anyone close enough to find out.

TRANSPORT AVAILABLE: Aside from a possibly serviceable aircraft in the hands of the dangerously unstable Abercrombie, Utica has a large number of horses, several unpowered boats, and three small speedboats used for courier and scouting duties. No traders base in Utica; Eicher does not welcome people he cannot easily control, and the rebuilt town has few worthwhile facilities.

REACTION MODIFIER: -5.

GENERAL NOTES: Though not actively unfriendly, the people of Utica are definitely rather cliquish, and not particularly sociable to outsiders. Information on Eicher and Abercrombie, the town's two most colorful inhabitants, are given below.

ROGER ABERCROMBIE (55)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 20 | 30 | 20 | 18 | 15 | 20 | 8 | 3 | 2 | 45 |



Skills: Unarmed Combat (19), Knife (17), Modern Pistol (19), Autoweapon (9), Direct Fire Cannon (9), Missile Launcher (9), Gambling (7), Wilderness Survival (20/4), Swimming (10), Tracking (8), Stealth (9), Pre-Ruin Culture (12), Tactics (14), Heavy Equipment Driving (9), Technology Use (9), Motorcycle Driving (9), Aerial Recon Interpretation (5), Automobile Mechanic (9), Modern Firearms Repair (9), First Aid (7), Radio Communications (9), High Technology Use (9), Fixed Wing Pilot (18), Rotary Wing Pilot (9), Aviation Mechanic (9).

Armor: Wears fatigues (HC 4-18, 21- 28) and combat boots (LL 17-20); sometimes wears an old flight helmet (MP 1-2).

Weapons: Always carries a .45 Colt M1911A1 pistol. Generally prefers to carry a Colt Commando carbine, but also has available an M-16 rifle, a .223 R44 target rifle, with hair trigger feature and telescopic sights, and a 12-gauge Magnum SG-9 autoloading shotgun. No matter what weapons are carried, he invariably has an excellent supply of ammunition (enough for five complete reloads of all weapons carried). Abercrombie is also reputed to have a LAW

missile launcher taken from bandits who once attacked his airport, but this is unconfirmed.

Notes: Roger Abercrombie is a veteran soldier and a dedicated survivalist, and so is decidedly dangerous to confront with force. He loves two things, aircraft and weapons, with a passion that far exceeds anything he feels for his family or comrades.

The airport is not considered a true part of Utica, as Abercrombie acknowledges no authority but his own. Eicher has tried to have Abercrombie's little colony assimilated or driven out, but the last attempt cost the lives of ten of Eicher's bravest men before they ever reached Abercrombie's perimeter fence. Since then — over three years now — the airport has been left alone.

Abercrombie is accompanied by his family (wife, three children, and their families) and five close friends (elite trained, superior quality NPC's) who were buddies during the war. These include a demolition expert, an ace medic, an ex-commando, and two other pilots. All are survivalists, and all are well-trained in combat. Each of these is accompanied by family members, bringing the total community size up to 43 men, women, and children of three generations. These do not count towards the recorded population of Utica.

Each of Abercrombie's veterans, and Abercrombie himself, have alcohol-powered motorcycles, but they rarely venture outside their compound. The rumored stock of jet fuel does not exist, but Abercrombie still tends to his airplane with single-minded devotion. The strain of events has unhinged him more than a little, and under stress he is likely to get flashbacks to the war years, and imagine himself fighting Sandinistas in Panama.

JOHANN EICHER (56)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 15 | 36 | 20 | 15 | 10 | 30 | 5 | 3 | 1 | 58 |



Skills: Brawling (18), Modern Rifle (16), Beast Riding (12), Hunting (8), Carpentry (6), Dirt Farming (11), Fermentation (7), Pre-Ruin Culture (6), Post-Ruin Culture (6), Literacy (English) (6), Nutritionist (5), Technology Use (6), Blacksmithing (5), Foreign Language (German) (10).

Armor: Work Clothes (HC 4-18, 21-28) and boots (LL17- 20)

Weapons: Sometimes carries a .30-06 R18 rifle with up to 20 rounds of ammunition.

Notes: A big, brawny farmer, Eicher is the son of German parents and speaks with a faint but noticeable German accent. He is more than a bit of a racist and a chauvinist, and runs his community under rigid rules of conduct and morals. Despite all this, he is much admired, and is strongly supported by the 53 major landowners whose votes count in town management.

LA SALLE

LOCATION: North bank of the Illinois River, four miles downstream from Utica.

GENERAL HISTORY: The stretch of river between the confluence of the Illinois and Vermillion Rivers and the Hennepin Bend was, and is, much more thickly populated than the segment from Kankakee to the Vermillion. There are many more towns, both on and off the river, through the relatively short section of the river line.

LaSalle is the largest of these small towns, and the capital of a loose confederation. Long before the locks were restored and river trade resumed, in the direction of Chicago, the need to resist a particularly powerful bandit gang based around the town of Princeton forced contact, trade, cooperation, and eventually a degree of unification on the people of this area, which geographically and in total population is

now very nearly equal to the resources of the city-state of Peoria.

LaSalle became the natural leader of this state due to its population, the proximity of the second largest town in the area (Peru), and because LaSalle assembled the bulk of the army that subjugated the original bandits and continues to secure the area from aggression.

POLITICAL ORGANIZATION: Each town is self-governing, and forms of government vary widely from town to town. The Confederation government consists of a Committee of 25, representing the various major communities who have joined the state. (Some towns within the area, or along its borders, steadfastly refuse to join, including Utica, Mark, and Dalzell.) This Committee meets six times a year or more to plan and to smooth out individual differences. There is no real chief executive of the body, although the senior representative from LaSalle is allowed to chair meetings in deference to the fact that they are conducted in his home town. When there is need for some cooperative venture, such as a military operation, the Committee votes to choose some talented individual to head up the endeavor for the duration.

LaSalle itself is a democracy, with residents over the age of 16 voting once every four years for a Mayor and for various other officials. There is no major town post which is not elective; even the commander of the town guard is a politician, not a professional soldier.

FOOD PRODUCTION: LaSalle contributes to a total Confederation figure of over 1.5 million bushels per year.

INDUSTRY: LaSalle's chief industry is cloth and cloth products, although various other budding manufacturing concerns are developing. Because LaSalle is part of a larger whole, a rebirth of a distinct middle class and an economy closer to that of Pre-Breakdown America than most others surveyed thus far has taken place. LaSalle even has a form of hard currency, paper money backed by various scavenged precious metals and subject to severe inflation.

POPULATION: LaSalle's population stands at just over 6,000.

ARMED FORCES: As in Ottawa, LaSalle became the base for a National Guard unit shortly after the Breakdown. Originally wandering mercenaries, this Guard battalion was offered land and a place in the community in exchange for settling in LaSalle, and has since been expanded through recruiting into a full regiment.

There are four companies in this regiment, all of them regular infantry and each numbering 95 men. There is also an HQ platoon, 28 strong, commanded by Colonel Chathwick. All four companies are posted as a mobile reserve at LaSalle; other communities rely on militia forces for defense.

The LaSalle militia musters a total of 750 men, again, all infantry, and of rather indifferent quality and armaments.

MAJOR INSTALLATIONS: The only building of any note is the County Courthouse, which serves as the meeting place for the Committee of 25, and hence as the center of government for the entire Confederation. Partially burned in '96, the Courthouse is slowly being restored to a semblance of its original appearance.

TRANSPORT AVAILABLE: Three separate dock facilities in LaSalle are available, one of them a part of the guard camp and reserved strictly for military use. There are eight military powerboats, all of them small, based here. A total of 10 boats are maintained between the other two docks, most of them trading vessels in the employ of the Confederation.

A few vehicles are available, but not many; otherwise, horses are the general rule.

REACTION MODIFIER: +5.

GENERAL NOTES: LaSalle, and the Confederation as a whole, is something of a "paper tiger". The Confederation government tends to get bogged down in faction fights and endless haggling, the currency

COLONEL MARC CHATHWICK (56)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 18 | 16 | 8 | 10 | 8 | 8 | 4 | 2 | 2 | 20 |

Skills: Modern Pistol (7), Autoweapon (7), Pre-Ruin Culture (8), Post-Ruin Culture (4), Interrogation (7), Tactics (6), Technology Use (5), Operational Command (6), Demolitions (5).

Armor: Wears a military uniform (HC 4-18, 21-28) and Combat Boots (LL17-20).

Weapons: A Colt M1911A1 .45 pistol with four clips.

Notes: Chathwick was a lieutenant in the National Guard at the time of the Breakdown, but was the only officer to survive the riots and other fighting his unit faced, and so appointed himself "Colonel" when the unit became a "Regiment". He is a competent leader, but now aging and lacking in energy.

is unstable, and the practice of appointing new leaders for each new venture is very bad for morale and continuity of purpose. The Confederation army is pathetic, as it hasn't faced serious competition for the past twenty years.

The town itself suffers from these same ills on a smaller scale, and can be cited as proof of the generally-held notion that the post-Breakdown world holds few opportunities for societies molded on pre-Breakdown ideas.

PERU

LOCATION: Straddles the Illinois River, two miles downstream from LaSalle.

GENERAL HISTORY: Peru and LaSalle cooperated very closely during and immediately after the Breakdown, and together became the heart of the Confederation. In essence, the history of one is the history of the other.

POLITICAL ORGANIZATION: Peru is governed by a town council elected for 6 year terms by the citizens. Voting is possible for all residents of six months or more and over the age of 20. The Town Council, in turn, hires a town manager and various other "professional" executives, and appoints representatives to the Confederation governing board.

FOOD PRODUCTION: Peru produces about 200,000 bushels of food per year.

INDUSTRY: Industry in Peru is minimal. The town lacks the manufacturing base to build a significant industrial capability. Some crafts and minor industries are making a slow comeback, but by and large, agriculture is the major resource of Peru.

POPULATION: Peru's population stands at 5750.

ARMED FORCES: The town of Peru has a Citizens' Militia of 1,000 people, which backs up a force of 250 "Police" who are considered part of the Confederation's armed forces, but who serve primarily as local security troops. In time of need, of course, Peru can draw on the regular Confederation forces for support.

MAJOR INSTALLATIONS: The Illinois Valley Community College has been taken over by the Confederation to serve as a pioneer institute of higher learning. Only the most practical subjects — farming, weaving, etc. — are taught there, but it is one of the few educational facilities anywhere in the Illinois Valley, and is always expanding as new teachers can be found for worthwhile subjects. It is also rumored to be a hotbed for Resistance recruiting.

TRANSPORT AVAILABLE: The docks in Peru serve as a base for three river trading boats, all of them in the pay of the Confederation. There are a number of other boats, mostly unpowered, used for fishing and similar limited functions. On land, horses and a handful of alcohol-powered cars furnish transportation.

REACTION MODIFIER: +0.

GENERAL NOTES: Peru is in the shadow of LaSalle, and has little identity of its own. However, the townspeople resent the general tendency to lump the two communities together into one town of 'La Salle-Peru'.

SPRING VALLEY

LOCATION: North bank of the Illinois River, five miles downstream from Peru.

GENERAL HISTORY: Spring Valley is noted as the headquarters for one of the most vicious bandit groups in Valley history during '98-'99, until they were driven out by a local uprising led by a wandering mercenary named Rick Shaver. Shaver convinced the townspeople to throw the bandits out; surprisingly, he refused to become involved in government thereafter, and settled down to work a small farm just outside of town until he died ten years later. Of his three sons, one became a river trader and ended up at Riverview Cove, one followed his father in managing the farm, and the third, Frank Shaver, was expelled from Spring Valley after trying to trade on his father's reputation and seize power. Frank Shaver went on to join the Resistance, and remains one of its most prominent leaders.

Otherwise, Spring Valley under the Confederation has been fairly quiet and peaceful.

POLITICAL ORGANIZATION: Spring Valley is ruled by an oligarchy of five notable landowners, each of them part of one of the families which, after the elder Shaver, were most prominent in winning the town's freedom. This tight little clique has maintained itself in power ever since. Due to some talented political maneuverings and wise marriages, the Morrison family has come to dominate the town, since three of the five current members of the ruling council are scions of the Morrison family. Red Jim Morrison, the family patriarch and one of Shaver's top lieutenants in the uprising years ago, is now in a position to control things fairly much as he pleases.

FOOD PRODUCTION: Spring Valley produces roughly 160,000 bushels of food each year.

INDUSTRY: Spring Valley supports no significant industry, and is almost entirely an agricultural community.

POPULATION: The population of Spring Valley numbers around 3925 people.

ARMED FORCES: The town can mobilize 500 poorly armed effectives to face a crisis, but has no standing armed forces of its own. A platoon of Confederation regulars is quartered in Spring Valley, but these are second-rate troops, not members of the regiment from LaSalle.

MAJOR INSTALLATIONS: The Spring Valley Marina serves as the town's major trading port. Six traders, two of them independents, are based here.

TRANSPORT AVAILABLE: In addition to the six trading boats mentioned above, there are ten other boats in various states of repair, two alcohol-powered vehicles, and numerous horses to provide transportation.

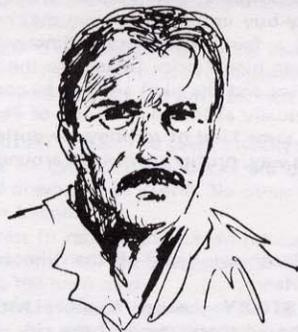
REACTION MODIFIER: +5

GENERAL NOTES: Spring Valley is a town run by and for the Morrison family, and is increasingly turning into a repressive dictatorship. There are those who say that Frank Shaver, who tried to rebel, was simply doing what his father had done in the face of an intolerable situation, but most citizens are happy with the current conditions in town.

Statistics on Red Jim Morrison, the chairman of the town planning committee, are given below.

JIM MORRISON (55)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 35 | 30 | 16 | 10 | 12 | 16 | 6 | 2 | 3 | 39 |



Skills: Literacy (English) (16), Modern Rifle (11), Beast Riding (8), Fishing (9), Boating (10), Seamanship (7), Stealth (9), Interrogation (14), Commerce (14), Pre-Ruin Culture (18), Post-Ruin Culture (9), Tactics (11), Technology Use (9), Operational Command (11).

Armor: Heavy work clothes (HC 4-18, 21-28) and boots (LL 17-20).

Weapons: Sometimes carries an R40 hunting rifle with 10 to 20 spare rounds of ammunition.

Notes: "Red Jim" earned his nickname for the savagery of his fighting against bandits when Spring Valley won its freedom. At that time, he was the least important of the rebel leaders, and indeed some claim that he was playing a double game at the time by supplying the bandits with information. As it became plain that the rebels would win, he made his support of their cause highly visible and so earned a place on the council.

His manipulations since that time have placed his daughter Louise on the board (as the widow of Tom Randolph), as well as his grandson Steven Marlow (whose mother Joan married Harry Marlow, the town banker, before the two were killed in a rather suspicious fire).

Morrison has a nasty temper, but is a consummate politician and knows how to be persuasive and very charming when he has to.

DEPUE

LOCATION: On Lake Depue, north of the Illinois River, four miles downstream from Spring Valley.

GENERAL HISTORY: A small town, Depue suffered little during the Breakdown, but heavily from bandit raids in the years afterwards. Bandits based inland, at Princeton, raided Depue on a fairly regular basis to steal food, and, later, trade goods. The town itself was burned to the ground not once, but twice, and many of the inhabitants carried off as slaves by the bandits.

When the Confederation eventually acted to suppress the Princeton bandits, Depue became the site of an advanced base for the fight against them. The Confederation forces, mostly from LaSalle, built a fort near the old site of the town, and used it as a supply dump and operational center for the campaign.

After the bandits were driven from Princeton, the fort was staffed with a permanent garrison of 250 men, and became the training ground for Confederation troops as well. A small town, mostly built by former townspeople liberated after the campaign, has sprung up again outside the fort.

POLITICAL ORGANIZATION: Depue is governed by Major Langley, commander of Fort Depue. Soldiers and civilians alike defer to his authority.

FOOD PRODUCTION: Depue produces about 9,000 bushels of food per year.

INDUSTRY: None.

POPULATION: There are 198 civilians, 250 trained soldiers, and 500 trainees at Depue.

ARMED FORCES: The regulars and trainees at Depue are second-line troops. In actuality, the size of the trainee contingent fluctuates frequently, as forces are rotated in and out of Depue to stage maneuvers, undergo intensive training, and so forth.

MAJOR INSTALLATIONS: Fort Depue itself is the only major installation in the tiny community.

TRANSPORT AVAILABLE: The fort has docks for six large power boats, used for transportation of men and supplies along the river. No traders base here, however. Most of the town's farmers have horses.

REACTION MODIFIER: -5.

GENERAL NOTES: Depue is an unimportant town, but a valuable military installation for the Confederation. Not all the citizens are simple farmers; Depue is notable for having one of the most famous bordellos from Chicago to Peoria within 100 yards of the fort's main gate, an establishment unofficially tolerated by Major Langley.

MAJOR DEAN LANGLEY (37)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 14 | 10 | 12 | 12 | 12 | 14 | 6 | 2 | 3 | 25 |

Skills: Modern Pistol (6), Commerce (5), Pre-Ruin Culture (5), Post-Ruin Culture (10), Literacy (English) (7), Basic Research (10), Technology Use (5).

Armor: Wears a militia uniform (HC 4-18, 21-28) and Combat Boots (LL 17-20).

Weapons: A P38 pistol with three clips of ammo.

Notes: Langley looks and acts more like an accountant than a military officer, despite his uniform. He wears thick glasses, and is a small, rather retiring person. Since his major responsibilities are Supply and Training, he's good at his job, but his skill in a combat situation would be questionable.

HENNEPIN

LOCATION: Southeast bank of the Illinois River, six miles downstream from Depue.

GENERAL HISTORY: The history of Hennepin has been largely uneventful. A tiny town even before the Breakdown, Hennepin today is important only because it is the only settlement of any size between Depue and Henry, and because it is on the edge of the Confederation.

Despite its small size, Hennepin never had any significant problems with bandits. Some say that this is because the populace are little better than bandits themselves, due to the severe tolls they levy on any and all river traffic passing the town.

POLITICAL ORGANIZATION: Hennepin is ruled by Roderick White, who has held his office since the Breakdown. White, the town judge, took control after the Mayor perished in a plague, and retained the authority thereafter. He is an autocrat, but a just and fair man whose leadership is respected.

FOOD PRODUCTION: Hennepin brings in an annual yield of 8,000 bushels of food per year.

INDUSTRY: There is no manufacturing of consequence in Hennepin. The town's wealth, such as it is, comes instead from tolls levied on the river traffic, using a massive boom held in place along a crumbling bridge to deter river traffic which fails to pay the required tolls.

POPULATION: There are 175 people in Hennepin.

ARMED FORCES: A 50-man militia can be called out as required. Ten men are on active security police duty (which primarily involves guarding the boom) all the time, with the responsibility rotating through the militia on a monthly basis.

MAJOR INSTALLATIONS: The boom, which follows the Route 180 bridge, is Hennepin's only notable installation. This boom is made up of heavy cables, telephone poles, and old boats tied together across the river. One section along the Hennepin shore can be moved aside once a toll has been paid.

TRANSPORT AVAILABLE: The Hennepin Docks house two independent trading boats, along with several smaller boats for fishing, boom maintenance, and courier work. Most of the citizens also own horses.

REACTION MODIFIER: +5.

GENERAL NOTES: The toll levied at Hennepin is a stiff one, and "customs checks" (to determine the value of the merchandise carried so the toll can be assessed) are thorough. However, one of the five shifts of militia watching the boom is corrupt enough to accept bribes to overlook some items that would normally be named as part of any toll. River traders who know this try to make runs to Peoria only when this particular group is expected to be covering Hennepin's security, if they know they will have cargoes they do not want to surrender here.

RODERICK WHITE (72)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 18 | 26 | 8 | 10 | 6 | 8 | 3 | 2 | 1 | 25 |

Skills: Modern Rifle (5), Commerce (10), Pre-Ruin Culture (10), Post-Ruin Culture (10), Interrogation (10), Literacy (English) (18), Basic Research (7).

Armor: Wears work clothes (HC 4-18, 21-28), and street shoes (HC 19-20). His badge of office is a long judge's robe which provides no significant protection.

Weapon: Although he can handle a rifle, the Judge has not used any weapon for several years.

Notes: Judge White is a crusty, white-haired man with an iron will and an arrogant, haughty manner. He is fair and well-respected, but rarely crossed in any decision.

HENRY

LOCATION: Northwest bank of the Illinois River, 13 miles downstream from Hennepin.

GENERAL HISTORY: A small town, Henry owes its post-Break-down importance to its position as the only significant way-station between Hennepin and the boundaries of the city-state of Peoria.

Over the years, Henry has earned a reputation as a haven for smugglers, river pirates, and the anti-Chicago resistance movement. Since the town lies outside of Peoria's domain, traders frequently sell their goods in Henry (where port fees and other bureaucratic problems are far less of a complication than in Peoria territory). Ambitious overland traders then bring these goods into the city-state for a much higher price than they would normally earn, thus ensuring higher profits right down the line. Other shady dealings are also common in Henry, existing right alongside perfectly legitimate ventures.

Periodically, there is talk in Peoria of eliminating Henry as an independent town once and for all, but this has not proven possible. Internal problems in Peoria, and the not inconsiderable political pressures exerted by some gangs in the city who profit from the black market route through Henry, have led to continual postponements of the final day of reckoning.

POLITICAL ORGANIZATION: To the outsider, there appears to be no real political power in Henry. In actual fact, the government, such as it is, rests in the hands of the Merchants Association, a collection of boat owners, traders, farmers, and craftsmen who have earned a seat on the Association by the scale of their contributions to the town's storehouses. Right now, there are ten men who have paid sufficient amounts over the past year to hold their positions; since the Association itself sets the amount of contributions needed, it can raise or lower the qualifications as needed to preserve the power of present members or recruit new blood.

The Association does very little for the town as a whole, except that their contributions really are kept against future needs. Otherwise, the Association concerns itself only with matters of commercial interest. Traditional law remains in effect, but justice is dispensed largely on an individual basis (private citizens are frequently co-opted to judge disputes for instance) and there is little other evidence of government in the town. This is not to say that complete anarchy prevails, only that the trappings of government are largely absent, and it is cooperation, not coercion from above, that is responsible for most progress.

FOOD PRODUCTION: Henry produces about 65,000 bushels of

food per year.

INDUSTRY: Manufacturing in Henry is minimal, but the town has attracted many fine individual craftsmen. The major source of revenue is trade, both by water along the Illinois River and overland, in a caravan route that leads to the quad cities and points north and west.

POPULATION: There are about 2,000 people considered to be permanent residents of Henry, but the population fluctuates considerably due to the unusually high turnover in itinerants passing through the town. A large percentage of these are in fact refugees from Peoria who find life under the gangs intolerable.

ARMED FORCES: Henry's citizens are capable of defending themselves individually, but have no coherent militia organization. The Merchants Association has, however, recruited various mercenary bands of varying sizes to guard boats, caravans, warehouses, and dockyards, and to serve in trading expeditions. Again, the number varies, but generally ranges from 100 to 250 people, all of them well-armed, experienced, and capable, though somewhat lacking in uniformity and coherent organization.

MAJOR INSTALLATIONS: The Traders' Center is the heart of Henry, and includes the town marina/dockyard, two large inns, an extensive stable facility where caravan horses can be cared for, and a large, open, paved area (formerly a drive-in movie theatre) where caravan wagons and vehicles can be parked.

TRANSPORT AVAILABLE: There are six different independent river traders based in Henry; their boats, together with fishing craft and the like, are kept in the Traders' Center docks. Henry has many horses of its own, as well as those belonging to caravans based in Peoria or to the north and west. No caravans are actually based in Henry, but it is an important stop for those passing through.

REACTION MODIFIER: +5.

GENERAL NOTES: Henry's black market smuggling is handled in a subtle fashion. Caravans (generally several horse-drawn wagons; sometimes alcohol-powered automobiles are also present) passing through Henry may buy up products from the river trade before entering Peoria, paying a fairly high price willingly, because they can be passed on at an even higher price (thanks to the artificially high costs imposed by port fees and the like) and still be competitive — and since the caravans are usually affiliated with one of Peoria's gangs, they are not subject to the same kind of scrutiny, or duties, as the river traders labor under. In this way, profits are high all around.

LACON

LOCATION: Southeast bank of the Illinois River, seven miles downstream from Henry.

GENERAL HISTORY: Lacon, together with its sister town of Sparland, marks the northern reach of the city-state of Peoria. It was absorbed only within the last seven years in the course of a military campaign mounted by the Peorian gang leadership. This campaign was notable largely because of the ineptness displayed on each side; Peoria's war machine was incredibly slow and disorganized in mounting its two-pronged assault up the east bank of the river and across the Route 17 bridge from Sparland. Though Lacon's defenders were brave enough, especially the company of militia which perished fighting to the last man in a delaying action at Richland Creek, Lacon's so-called allies from the Confederation to the north and from the Federation to the south-east were both too late to intervene; presented with a *fait accompli* and the mobilized strength of Peoria — as well as other problems on the Chicago frontier — the Federation pulled out of the alliance entirely, and the weak Confederation rapidly followed suit. The only act of honor among any of these allied groups was the daring withdrawal of a volunteer contingent from Ottawa and Riverview Cove (together with some of Lacon's more prominent leaders) by boat upriver; Andrew Jackson Douglass, leader of the Riverview Cove group, pulled off the escape without the loss of a single man in the face of a determined pursuit by Peoria's forces.

Since that campaign, seven years ago, Lacon has become closely tied to Peoria, and is now an integral part of that city-state. However, their poor overall performance left the Peorians unwilling to undertake their expansion until their deficiencies could be set to rights.

POLITICAL ORGANIZATION: Lacon's town government is fairly typical of Peoria's rule. Unlike Chicago, which has primarily absorbed various suburban communities and brought in gang members from downtown to supervise each, the Peorian conquerors imposed a semblance of local autonomy on Lacon. A number of hand-picked "collaborators" run Lacon on behalf of their conquerors, some of them opportunists who seized a chance to gain power, other among the patriotic townspeople who feel they must make the best of a bad situation and cooperate with their overlords as an alternative to complete disaster.



Authority in Lacon is invested in a Mayor, who reports to the Peorian government, and has the aid of several key department heads. All are appointed and dismissed at the behest of Peoria's city council, which in turn is controlled by Peoria's three gangs.

FOOD PRODUCTION: Lacon and the surrounding farms produce about 35,000 bushels of food per year.

INDUSTRY: Lacon has no industry of any note. Some minor crafts were beginning to flourish just before Peoria arrived; now, because Peoria needs food, all of Lacon's efforts are directed strictly at food production.

POPULATION: The current population of Lacon is around 750, but this is growing as lower-class Peorians are being sent to farming communities and put to work.

ARMED FORCES: Two platoons of Peoria police — over 80 men — are stationed in Lacon. These troops are responsible for border security, supervision of farm workers, and the enforcement of trade restrictions at the town marina.

MAJOR INSTALLATIONS: The town's dockyard is the only place of great importance in Lacon. These docks are used by Peoria-based traders to haul food downriver to Peoria. No other traders are currently permitted to dock in Lacon.

Work is in progress to rebuild the Lacon railway station and repair tracks leading across the river to Sparland and east towards Streator. So far, little progress has been made.

TRANSPORT AVAILABLE: Horses are the most common form of transport in Lacon. No trading boats are permanently based here, and few fishing craft, due to fears of sabotage and/or escape attempts.

REACTION MODIFIER: -10.

GENERAL NOTES: Although seven years have passed, the bitter fight over Lacon and its aftermath are well remembered. The townspeople were slow to accept their fetters, and sabotage, strikes, and other forms of resistance were common for several years after the fight has ended. However, an utterly ruthless suppression of all violence, followed by massive reprisals, eventually forced the citizens of Lacon to give up their hope for any sort of political freedom. The citizenry remains sullen but passive, while their overlords are cautious, and quick to act in any case of suspected anti-state activities.

SPARLAND

LOCATION: Northwest bank of the Illinois River, seven miles downstream from Henry, and directly opposite Lacon.

GENERAL HISTORY: Unlike Lacon, Sparland was absorbed by Peoria early, and through economic rather than military methods. As a result the town has always been a bastion of Peoria's northern border, and was one of the staging areas for the assault on Lacon.

Sparland came under Peoria's control as a result of the plagues and famine that followed the Winter of '98. The little town was particularly hard hit, and, ironically enough, a Peoria gang was in the position to ship food and medical supplies upriver to Sparland (rather than the more usual converse, of the farm towns' supplying the cities with food).

But the price put on this aid involved the repair of rail lines leading from Peoria through Chillicothe to Sparland; laborers worked for their relief shipments by setting the rail lines right and restoring two old rail engines — now steam powered — to operation. When Chillicothe was forced to join Peoria, the rail line was complete, and it was not long before the town moved from the status of trading partner to that of subject. The process was so subtle and painless that no one in Sparland

realized Peoria's power until it was too late to protest.

POLITICAL ORGANIZATION: Sparland is governed by an elected town council, but in practice only candidates acceptable to the government of Peoria are ever permitted to run for office. One of their number is appointed chairman; the council as a whole appoints other town functionaries as they are needed. They are careful to avoid appointments or rulings which might displease their overlords, knowing that economic sanctions or military action are both equally possible responses to such misbehavior.

FOOD PRODUCTION: Nearly 25,000 bushels of food are now produced annually in and around Sparland.

INDUSTRY: None. Even before the Breakdown, Sparland was too small to have a significant industrial base, and in post-Breakdown times, Peoria has forced the town to remain a strictly agricultural community.

POPULATION: The population of Sparland numbers 500.

ARMED FORCES: A company of 200 Peoria police is stationed in the Sparland area (but not counted part of the population; they make up a mobile unit that is frequently shifted elsewhere). These policemen are fairly well-equipped, but poorly trained and low in confidence and morale.

MAJOR INSTALLATIONS: Sparland's railroad station is both as a rail terminus and as the center of the area occupied by the police company, which simultaneously secures the depot and has immediate access to transportation.

Of lesser importance is the Sparland marina, which serves as the town dock and trading port. Sparland also has a small area devoted to the servicing of outgoing and incoming caravans, most of which are loaded onto trains to journey into Peoria, or come out by rail to start their regular overland trek from Sparland.

TRANSPORT AVAILABLE: There are two city-owned trading boats tied up at the town marina, plus a handful of other boats. Horses and horse-drawn wagons are fairly common in Sparland. The trains originally restored here are now based, like the rest, out of Peoria, but they make daily runs to and from the city.

REACTION MODIFIER: 0.

GENERAL NOTES: Sparland, unlike Lacon, is fairly comfortable under Peoria's rule, and so lacks the tension (on both sides) found there.

CHILLICOTHE

LOCATION: Northwest bank of the Illinois River, eight miles downstream from Lacon/Sparland, and 26 miles north of Peoria.

GENERAL HISTORY: During the earliest stages of the Breakdown, Chillicothe was able to stay independent of Peoria and the problems there. Small enough to support itself from neighboring farms, and large enough to have some marginal industry, Chillicothe seemed fairly well isolated from the intense fighting that raged closer to Peoria.

Four years after the Breakdown, however, the Peoria gangs consolidated their hold on the city and its immediate environs and began to expand, needing more land and fresh conquests to keep the city under control. The Sparland rail project had by this time placed repaired rail-lines within a mile on each side of Chillicothe, and the refusal of the Chillicothe city fathers to permit the lines to join up inside the town became the excuse for an attack which quickly subdued the defenders. Expecting only an attack from the railhead south of Chillicothe, the defense was caught off-guard by a contingent carried by river to Sparland and then south to the Sparland rail head; moreover the brilliant maneuvering of police and gang militia under the leadership of police captain George Clark, who won the decisive battles of West Hallock, Edelstein, and North Hampton in his flank march to turn the Chillicothe battle lines. The town surrendered as soon as it became evident that they could not fight effectively, and so avoid serious damage or casualties.

POLITICAL ORGANIZATION: Chillicothe's Mayor and other principal officers are appointed to govern the town by the government of Peoria, but they are locals and are on the whole respected and supported by the town's citizenry. Because resistance here was nominal once the initial campaign was won, the town was not treated as harshly as Lacon (for example), and enjoys greater freedom of activity and expression within the framework of Peoria's primary needs.

FOOD PRODUCTION: The Chillicothe area accounts for 175,000 bushels of food per year.

INDUSTRY: Chillicothe has some minor crafts and a tiny manufacturing base. Since trade is in the hands of the city government, they do not profit from the fairly extensive river and rail commerce that passes through the town, but this does stimulate other aspects of the economy.

POPULATION: The population of Chillicothe stands at 4320

people.

ARMED FORCES: Chillicothe is garrisoned by one company of 200 Peoria police, although much of this force is frequently dispersed to garrison duty in outlying, much smaller communities to the north and west.

MAJOR INSTALLATIONS: At the very heart of town, the rail station, marina, and military barracks are concentrated into a single defensible complex. This is the only installation of note in the city.

TRANSPORT AVAILABLE: Horses are common in Chillicothe, as are small boats for fishing and other activities. Four city traders tie up in Chillicothe as well.

REACTION MODIFIER: +5.

GENERAL NOTES: Chillicothe is now an integral part of the Peoria city-state, even more so than Sparland and certainly far closer and more content than Lacon. It is rumored, however, that an underground network in Chillicothe smuggles refugees across the river to an abandoned boat launching facility in a wilderness area, and also smuggles in spies, contraband, and the like. (From Chillicothe, it is easy enough to get into Peoria proper, but security here — going in or out — is far looser than in the city proper.)

THE CITY OF PEORIA

LOCATION: Straddles the Illinois River, 26 miles south of Chillicothe. Peoria actually includes the adjacent communities of Peoria Heights, Bartonville, Creve Coeur, East Peoria, Pekin, North Pekin, and Morton.

GENERAL HISTORY: As with Chicago, Peoria was too large to easily cope with the strain of the Breakdown. Although by no means equivalent in population to the big cities like Chicago, Milwaukee, or Indianapolis, this city and the built up region around it had a sizeable population and the other ingredients for chaos . . . economic disruption, large minority of disadvantaged groups, a street gang problem, and police overwhelmed by the task of coping with disaster on such a large scale.

The solution to the crisis was also similar, though not exactly parallel. In Chicago, the gangs struck a deal with the remnants of city administration; the gangs were definitely in control throughout. Peoria, on the other hand, suffered less actual damage from rioting; a hard core of police and government officials remained intact, while it was the street gangs who grew increasingly endangered by a major civil war that raged, off and on, for several years, as gangs fought for access to farmland outside the city. Some hoarded and waxed fat, others suffered and were forced to fight or starve, while the government was able to survive by adopting tactics which were not far removed from those of the gangs themselves.

Eventually, it was Peoria's city government which intervened to impose a solution over the gangs (rather than the other way around, as in Chicago). This was done by throwing the weight of the police and National Guard forces, superbly armed out of the Bartonville arsenal established by the Army in 1991, behind certain gangs and coalitions of gangs in a manner calculated to win the support of the maximum number of power blocks in the area. As this went on, the gangs gradually began to accept government leadership, while being recognized by the government as local or neighborhood organizations.

Thus the government of Peoria started with more authority and power than did Chicago's (vis-a-vis the gangs, at least). However, the situation did not last. In the neo-feudal structure of post-Breakdown society, the old democratic traditions to which the city fathers attempted to cling were out of place. Political intrigue and maneuvering was rife, and fragile political alliances were necessary to avoid disaster and renewed civil war. As a result, the city-state of Peoria proved to be exceptionally unstable, lurching forward in fits and starts, as various deals placed different people in positions of power; a common saying in the Illinois River valley (attributed to A.J. Douglass) holds that Peoria changes leaders as often as most people change socks. Effective leaders provide temporary surges of growth or consolidation, but are soon replaced. Peoria as a whole is a city where intrigue both domestic and foreign runs rampant.

POLITICAL ORGANIZATION: On a local level, Peoria is divided up into ten gang-controlled neighborhoods. As with Chicago, each gang controls its neighborhood with absolute authority, the degree and tenor of its domination varying with the policies of the specific gang leadership.

Gangs have some say in higher politics, since they form the most powerful block of votes in the "democracy" of Peoria. Actual city government is in the hands of the city council and a Mayor, plus various other appointed or elected officials. They exercise direct control only over a few blocks in the heart of downtown Peoria, plus important

facilities such as the Bartonville Arsenal and the Peoria Lock and Dam. The city government does set overall policy, administering the flow of food and supplies in and out of the city, and controls the management of the various communities that lie outside of the immediate control of the gangs but within the irregular circle of territory dominated by the city.

The city-state of Peoria is, for the most part, bounded by the Illinois River to the south and east, although at Lacon and at Peoria itself, there are major intrusions to the other bank. Lacon, Sparland, Wyoming, Princeville, Elmwood, Farmington, Canton, and Banner delineate the boundaries of the city-state away from the river line.

FOOD PRODUCTION: Peoria proper produces very little food; the vast majority of all city food supplies must be brought in from the surrounding communities.

INDUSTRY: Peoria has a substantial industrial base, powered by electricity from the Peoria Dam. Manufactured goods of note include iron and steel, weapons, ammunition, railroad ties and trains, steam engines, and many durable goods and crucial consumer products. Trade is another vital industry, as Peoria stands as a gateway between Chicago and the whole Mississippi River complex.

POPULATION: The total population of what is sometimes known as Greater Peoria (the combination of the various communities straddling the river around Peoria proper) stands at 54,100 people.

ARMED FORCES: As with Chicago, the old police force (amalgamated with some National Guard and regular army units) forms the regular military force of Peoria. However, Peoria differs from Chicago in lacking large gang-controlled militias. The gangs are responsible (sometimes on their own, sometimes with locally recruited citizen forces) for keeping internal order within their districts, but the force of Peoria is the only military organization in the city. There are 28 companies of just under 200 men each, for a total of roughly 5,600 troops under arms in Peoria's territory.

The Superintendent of Police and head of the army is George Clarke, hero of the Chillicothe campaign over 20 years ago. Clarke is a brilliant strategist, but failing health and political pressure have forced him to rely on several less able subordinates to oversee actual training, logistics, and operations; as a result, Peoria's armed forces have done rather poorly of late. The Lacon campaign seven years ago exposed many serious faults in the police command structure, but few of these have been corrected even yet.

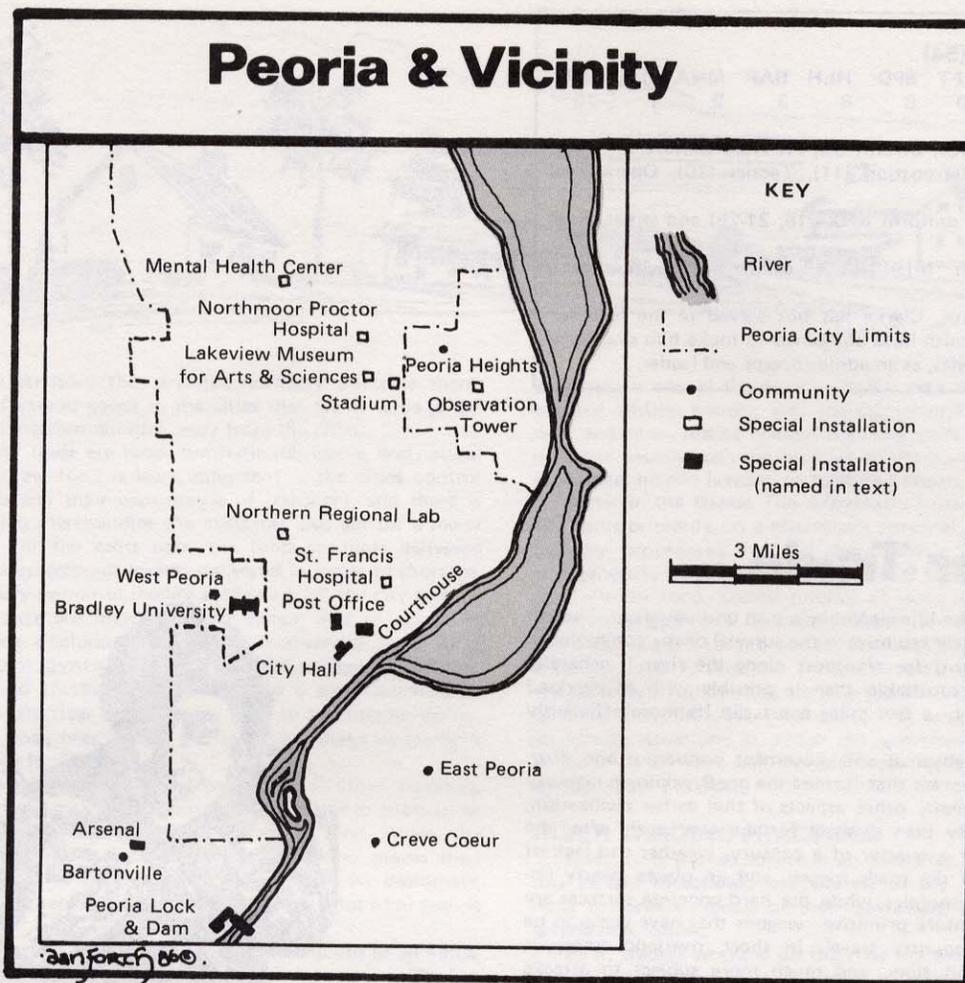
MAJOR INSTALLATIONS: Downtown Peoria is ruled directly by the city government, and contains many important buildings. City Hall remains in its original, pre-Breakdown location, a sturdy and rather weathered structure "improved" by the post-Breakdown addition of a stone and wood perimeter wall defending the approaches to the building. The County Courthouse, center of the city-state's logistical administration, and the Post Office, now a barracks and training facility for the police, are similarly fortified; adjacent buildings have been demolished to provide the material for the barricades and to expand the room available around each building. Bradley University is now a training area for city employees, where reading, writing, basic math, and similar subjects are taught to candidates for the city administrative service.

The Bartonville Arsenal is a heavily-defended military complex, built only a short time before the Breakdown. It contains a variety of weapons, from handguns to anti-aircraft missiles, and ammo of all descriptions; the city government has used the arsenal to outfit the police effectively, and has earned additional revenues by selling other weapons elsewhere. A sale to Chicago was a major factor in the fall of Kankakee. Prior to committing suicide during the riots that accompanied the Breakdown (having learned of the death of his wife and two daughters), the last CO of the arsenal, one Major Robertson, is said to have placed the inner sections of the arsenal complex on a full-defense status. These sections contained the government's most advanced weaponry, including several experimental or prototype systems; the defense mechanisms, powered by a small reactor freshly lubricated with synthetic oils, were reputedly some of the most lethal ever devised. Only a handful of men have ever attempted to search out the inner sections of the arsenal; none have returned to tell of it. Still, there are those who dispute the veracity of the stories, claiming that the power system could not have run unsupervised all this time.

The Peoria Lock and Dam on the southern edge of town is a major power source for the city, and is the site of one of several dock facilities. It is important to trade going southwest to the Mississippi and beyond.

There are numerous other buildings and sites of importance in one way or another, but these are the primary places of interest in Peoria proper.

TRANSPORT AVAILABLE: Peoria has one of the largest assortments of alcohol-powered automobiles in the Illinois Valley, more



even than in Chicago. This is because the only source of synthetic lubricants in the country is Atlanta, where the process was developed at the time of the Breakdown, and it has become a closely guarded secret; the lubricant sometimes makes its way up the Mississippi and Illinois Rivers to Peoria and beyond, but the city fathers of Peoria naturally stockpile as much as they can, and can thus afford to use more. It is the bottleneck of synthetic oil, more than anything else, which limits the availability of internal combustion engines, so Peoria enjoys a special advantage in this regard. Even so, less than one out of every 100 people in Peoria have access to such vehicles.

There are many city-employed river traders based in Peoria; most travel the routes south, leaving the stretch north of the city-state to the independents. There have been some attempts recently to convert an old river tug to steam power, which would give Peoria a distinct advantage in the river trade over the independents with smaller boats.

REACTION MODIFIER: -10.

GENERAL NOTES: The low reaction modifier is a reflection of Peoria's generally unstable political situation. This is very confusing to outsiders (and to many citizens as well) but basically breaks down into five main camps.

The Michiganists believe that Peoria should amalgamate with Chicago. They feel that a return to a measure of unity is an important part of rebuilding society, and that unification with Chicago will enable a more efficient pooling of resources that will benefit everyone concerned. This faction has the support of several prominent politicians, two fairly powerful street gangs, and of Chicago itself, which keeps things stirred up in Peoria through agents and bribed locals.

The Federalists feel that Peoria is more closely akin to the Federation of smaller cities that dominates central Illinois. This group believes that the street gangs should be eliminated entirely, military expansionism renounced, and past territorial gains surrendered so that the city will enter into a trade-supported dependence on external food supplies, rather than one enforced by naked force. The fact that there are no gangs in support of this faction makes little difference to the various politicians that embrace these goals. It has little actual power, however, as these goals are generally perceived as impossible to attain.

The Expansionists last enjoyed power at the time of the Lacon

campaign; they were toppled from power when it became clear that Peoria lacked the force to carry out the goals the faction preached. Expansionists feel that an independent Peoria is best, one that will dominate as much of central Illinois as possible. They are in favor of an alliance, but not amalgamation, with Chicago, and thus, frequently find themselves in cooperation with the Michiganists and direct opposition to the Federalists. A few fairly minor politicians support the party, as do some aggressive gangs and most of Peoria's military leadership, with the notable exception of Superintendent Clarke (who is a self-proclaimed Michiganist).

The Opportunists are strongly in favor of a gang-dominated society along the lines of Chicago's. They mostly favor the Expansionist viewpoints when it comes to foreign relations, but disagree with the Michiganists (because amalgamation would give the gangs little more to say in government than they now have, since Chicago would be the senior partner). Their main goal, however, is to place the gangs in a position of supreme power. Not surprisingly, a majority of the gangs support this position, but few politicians. They have come close to gaining power more than once of late, but still have too many enemies.

Finally, the Moderates stand for a rather conservative 'wait and see' attitude. They wish to steer clear of any and all innovations and sweeping changes in government, and want to maintain the status quo. Although the Moderates have generally reigned supreme since Lacon, their position is inherently unstable because it is stagnant, and they are frequently forced to accommodate other groups to keep from having the government completely disrupted.

In addition to these, there are numerous smaller parties, factions, and special interest groups. Because Peoria lacks many of the basic requirements absolutely necessary for a democratic form of government — foremost among them being an effective check on the personal power commanded by individuals such as street gang leaders, politicians with private armies, or police commanders — the political chaos of Peoria in many ways resembles that of Republican Rome at the time of Julius Caesar. The ultimate outcome of this constant in-fighting and political uncertainty cannot be predicted, but the Michiganists are currently best placed to carry out their program as a result of Chicago's support to the faction by fair means or foul.

GEORGE CLARKE (54)

| WT | SL | STR | DFT | SPD | HLH | BAP | MNA | PLA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 30 | 18 | 8 | 10 | 6 | 6 | 3 | 2 | 1 | 16 |

Skills: Modern Pistol (10), Stealth (8), Pre-Ruin Culture (8), Post-Ruin Culture (16), Interrogation (11), Tactics (20), Operational Command (10).

Armor: Wears a police uniform (HC 4-18, 21-28) and street shoes (HC 19-20).

Weapons: Carries a Colt M1911A1 .45 caliber pistol with a spare clip.

Notes: A military genius, Clarke has not served in the field for years. His age and ill health have combined to make him singularly ineffective, despite his gifts, as an administrator and leader.

The River Trade

The river traders of the Illinois Valley are an unusual breed. Though their work is not absolutely essential to the survival of the communities they visit, it is important, for transport along the river is generally faster, safer, and more profitable than is possible with an overland caravan. Even towns only a few miles apart can be more efficiently served by water.

On land, roads are abysmal and movement ponderous and slow. The vast network of concrete that formed the pre-Breakdown highway system proved, like so many other aspects of that earlier civilization, to be more of a liability than an asset for the new world after the Breakdown. In just over a quarter of a century, weather and lack of maintenance have made the roads rugged, and, in places, nearly impassable to the old automobiles, while the hard concrete surfaces are also unsuitable for the more primitive wagons that have come to be the mainstay of cross-country travel. In short, overland transport is generally difficult and slow, and much more subject to attacks by bandits than river routes are.

Rail links, of course, are still fairly effective (though in need of constant maintenance). But the rail lines are essentially the product of the large cities, for many reasons. The cities have the manpower to get the rail lines in working order, and the manufacturing capability to turn out steam engines, rails, and keep trains in working order. Most importantly, though, the rail lines are perceived as an institution of the cities, a way by which the city states can conquer and dominate the rural communities, having witnessed the disastrous consequences of city expansion on the areas closer to the cities, are certainly in no hurry to link up with their rail nets. Yet they usually lack the trains and parts to form their own, unconnected rail lines, and so are only occasionally able to use the idea of rail transport for themselves.

For towns along the river system, that leaves the river as the single most efficient artery of trade available. Most of the Midwest, Great Plains, and Deep South regions are tied, in one way or another, to the Mississippi River, and goods and information flow along this complex network. Communication is slow, and goods may change hands many times before reaching their final destination, but the trade does go through.

Most cities and towns have their own "official" river traders, pilots and crews employed by the government to trade along the river. However, it is the Independents — those traders who acknowledge no master but themselves, and who work strictly for personal profit — who are the most effective at promoting the river trade.

City traders tend to be less competent than the Independents (though there are exceptions both ways); usually, they are employed as traders because the city government needs traders, and not so much because of desire or aptitude. Also, city traders are hampered by political considerations, since there are often currents of mistrust from one town to another. This gives the Independents an edge; since their motivations are purely mercenary, it is best for them to stay on friendly terms with as many people as possible, stay out of politics, and build a reputation of impartiality and good faith towards their customers.

Even when a trader, for one reason or another, sides with one party or another in some dispute, the motivation is usually economic and fences are generally mended quickly. For example, Independents under Andrew Jackson Douglass were hired by the government of

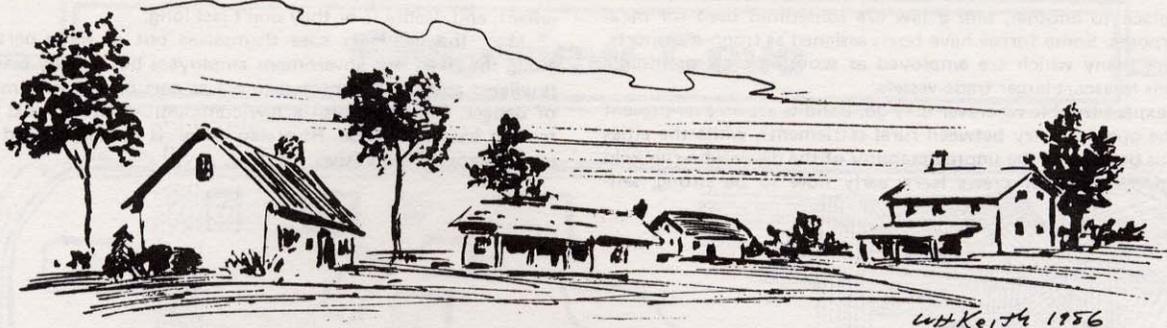


Lacon to form a "fleet" in their campaign against Peoria. Douglass brought men and boats to fight in Lacon's behalf in return for a sizable payment; in the course of the campaign, his traders proved more faithful to the cause than any of Lacon's "allies". But after the fight was over, Douglass was again welcome in Peoria, despite the way he had previously made monkeys out of several important Peorian police officers. Some individuals still hold grudges against the Douglasses, but the city itself welcomes their custom.

TRADE

The river trade operates on several basic assumptions. The first and most important is the old law of supply and demand. In the post-Breakdown world, there is a distinct polarity between urban and rural areas. The cities produce little food, but retain manufacturing, while rural communities have the food production, but not the industrial resources needed to maintain a high standard of living. Added to that are the special trade items, scavenged stocks or unusual goods that may come from only a handful of possible sources but are useful everywhere (such as books, synthetic lubricants, and the like). The essence of trade is to move goods from where they are found or produced to where they can be put to the most effective use.

It would be useless to confine trade to city-state territory alone, or to the rural communities exclusively. True, there are boats that ply the Illinois Valley or Lake Michigan which operate only within Chicago territory, but these are not traders; they are city transports that haul the produce of the suburban farms into town. There is no profit in bringing goods from the slave farms to the gang dockyards, because prices and values are entirely fixed on each end. Trade consists of mov-



ing goods into city territory that are not normally available there, and acquiring manufactured goods in the cities that are of value to the small towns and farming communities away from the cities.

The staples of city trade are food, synthetic lubricants, and natural resources. Of the three, food is least important — the cities control their own farmlands and their own means of transport, and there is small profit in trading merchandise the customer can get for a lower price on his own. For the most part, the food products delivered to cities are either supplemental (extras delivered in times of shortage, for instance), or luxury items not readily available from the city farms.

Synthetic lubricants are important but scarce, and so, much in demand by everyone (including the traders themselves) as to be a rare and valuable item. Synthetic lubricants are important to industry, to transportation, and to the military, but only a small quantity of lubricants filters up the river system every year to the Illinois Valley. Natural resources — coal, ores, wood, and the like — make up the bulk of what the city needs for fuel.

The city is also willing to hire independents for other purposes, such as the transport of city merchandise from one point to another, or even chartering passage for parties going down the river. Again, the Independents have a more welcome reception in many places than city boats, and charters of this kind are very effective for diplomats, spies, merchants, and others who do not wish to spark a lot of ill feeling on their travels.

The towns are constantly short of manufactured goods of all kinds, and this is the kind of merchandise they require from trade. Though fairly self-sufficient in most respects (they raise their own food, make their own clothes, etc.) rural communities must remain at a subsistence level without some of the modern amenities the cities can supply — quality tools, nails, machine parts, weapons, fresh ammo, and other things that are not absolutely essential (makeshift replacements are available), but which may make the difference between bare survival and some slight revival of society and civilization.

For the most part, trade in the post-Breakdown world is done by barter. Some areas have various forms of currency, but this is mostly restricted, to a single area and is non-interchangeable. Many cities, including Chicago, have a form of credit system which records the contributions and consumption of individuals and families, but such systems are confined to the literate bureaucratic class — the individual gangs look after their own people in whatever way they find most convenient. But though they will conform to whatever economic system they find locally, the essence of trader operation remains barter (as does the economy of most communities).

Values of different items can vary widely from place to place; a plow may be virtually worthless to a street gang member, but worth a great deal to the farmer. Traders negotiate values for goods and services on a case-by-case basis, using supply and demand as a guideline and (usually) taking payment in some other kind of goods which are of greater value at some other point on their route. Tolls, fees, and service charges are also generally paid off in goods rather than some form of currency.

The whole point of commerce is profit, and a trader doesn't survive if he doesn't reap some kind of reward for his work. Sometimes, the trade goods carried will be of use to the trader directly; manufactured goods from Chicago may be retained by the trader rather than being sold to rural farmers. More often, though, what the trader needs is food and other essential supplies. Here the chain of trade is seen at its fullest — the trader acquires resources from the rural towns, trades then in the cities for manufactured goods, sells these in the towns again for more resources, and, as profit, food stocks, and then repeats the process.

In many instances, traders work on credit rather than actual, immediate delivery of a shipment. This is especially true of food, since it may not be available all year round. Credit is readily extended and gladly accepted among honorable men; failure to honor a promi-

sory note is one of the worst crimes a man could commit. Such crimes become widely known, and the perpetrator is not dealt with again; now and then, justice is done with the swift and final judgement of a gun, and usually with the approval of the powers that be. When survival is at stake, no one is ready to tolerate a cheat.

Barter in the Game: The *Aftermath!* rules on barter (Book 2, pp51-52) focus primarily on a character's personal weapons and equipment, but the procedures outlined there remain in force. Value numbers will generally range between 1 and 500 for a given quantity of goods (a bushel of food, several pounds of some resource, individual manufactured goods, etc.). The Gamemaster should assign values based on the exact nature of the goods, the location, and other situations. If a random roll is required (or preferable), roll 1D100 and multiply the value by a roll of 1D6; modifiers to the 1D6 roll can reflect location or other likely influences on value. This random approach can be used to handle situations in which the gamemaster isn't sure what value to place on an item, and can abstractly reflect many special influences on the trader's market.

RIVER TRADING PRACTICES

Most river traders adhere to an unwritten code of behavior, and follow certain established procedures, to ply their trade. Some of the most important aspects of their operations are discussed in the paragraphs that follow.

First, traders working on the river are almost always found making use of old pleasure craft converted to meeting the needs of their new roles. It is much easier to renovate an old boat than it is to build a new one, and the marinas along the river and Lake Michigan held many such to choose from. Despite deterioration from age, weather, and the like, it is possible to keep some of these ancient vessels running well enough to serve by cannibalizing other boats (and cars, airplanes, and heavy equipment) for parts and making other repairs as needed. Few of these boats are particularly attractive, and often bear little resemblance to the pre-Breakdown recreational craft they were converted from, but all are serviceable — given care, constant attention, and skill.

Both Chicago and Peoria are engaged in massive projects for the creation of steam-powered barge tows (converted from the large pre-Breakdown barge tows which handled commercial shipping along the river system in better times). There is a growing fear that completion of these ships would lead to an almost complete eclipse of the river traders now in operation, since converted pleasure craft can only haul one or two small rafts loaded with goods while the barge tows will restore bulk shipping again. So far, though, the barge tow projects have been economically unfeasible due to fuel limitations and the sheer scale of the restoration projects.

That leaves the small trading boats at the fore. Most are cabin cruisers or houseboats, with alcohol-fueled internal combustion engines and, for the most part, twin screws. These boats require crews of 2-5 people, with 3 being the most common except on particularly important runs. They measure from 25' to 50' in length, plus rafts. Each raft is usually on the order of 12' long and 8' wide, and may be towed, pushed, or hauled along side. Boats may tow several rafts in different positions, but become less maneuverable as more rafts are added.

The fuel for trading boats is usually wood alcohol distilled at various trading ports along the river, and purchased as part of the usual assortment of fees and tolls incurred along the way. Grain alcohol is sometimes used (and most distilleries are set up to handle both, since there is always a market for potable grain alcohol), but wood is easy to obtain in the Valley and cheaper to use (in terms of survival effects) than grain.

Smaller boats also ply the river from time to time. These may be alcohol-fueled, or even sailboats, canoes, or rowboats; some are used for fishing, some for carrying messages or making fast passenger runs

from one place to another, and a few are sometimes used for paramilitary purposes. Some forces have boats assigned as troop transports, and there are many which are employed as scouting craft or mobile gun platforms to escort larger trade vessels.

Traders expect trouble wherever they go. Bandits are an ever-present danger in the open country between rural settlements, while the cities are hazardous because of the unpredictability of the gangs who run wild within them. Most trader crews learn early how to be strong, self-

reliant, and deadly — or they don't last long.

Most Independents base themselves out of some particular town along the river, not government employees but usually granted special privileges and often expected to act as part of the town militia in time of danger. There are also a few communities which exist primarily as trading bases; of these, Riverview Cove is the largest and best-known on the upper Illinois River.

Riverview Cove

BACKGROUND — RIVERVIEW COVE

Like most of the dock areas used by traders, Riverview Cove was a recreational marina in pre-Breakdown times. Located well outside Ottawa/Naplate, the Cove was remote and did not naturally fall under the influence of any large community.

Andrew Jackson Douglass, a wealth ex-Marine who lived in the Chicago suburbs, realized early the implications of dwindling gasoline supplies and the growing problems of the inner cities. A boater himself, he was familiar with Riverview Cove and saw how the concept of river trade might be put into action in the event of a collapse at a time when most people were still convinced that the crisis was as temporary as the oil shortages of the mid-1970's. He made several efforts to purchase the Cove in the early months of the shortages, but without luck. The owner and his family, however, were killed during the Plaza Riots in Chicago, where they had traveled in hopes of rescuing the owner's in-laws from the growing anarchy.

Shortly after this, the mobs began to boil out of Chicago and into the suburbs. Douglass gathered his family and his closest friends, and with the aid of alcohol distilled in a neighbor's garage, assembled a small convoy of automobiles. They were almost too late in getting away — looters broke into the home of Douglass's son Robert, killing Robert's wife and the wives of two other members of the party before they were driven out. The rest, however, escaped south. Douglass led them to his planned bolthole, Riverview Cove.

Others joined them there — locals who needed a safe haven and a way to earn a living after their jobs collapsed, and strangers who happened to pass through and had skills Douglass could use. As the unofficial but undisputed leader of the infant community at Riverview, Douglass laid down guidelines for the others to follow and pushed them all, himself included, in pursuit of his dream of helping mend civilization through trade.

To this end several boats were restored during the first winter, and the rest cannibalized for parts which were safely stored against future need. In addition, Douglass recruited Lutz Mueller, an expert in hydroelectric power and dam construction, to help him restore locks to full operation and reopen communications. Pickings were lean for several years; though there was contact almost from the start with Peoria, the city was for a long time too deeply lost in chaos and anarchy for meaningful trade to take place. In the other direction, toward Chicago, there were more dams to be repaired, and each one took time and effort. Douglass's people didn't starve; Mueller's restoration of power and training of new technicians, coupled with other work Douglass's people could do at the River towns, earned them enough to keep the community alive. But prosperity could not come until the river line was open.

To this end Douglass and his people worked vigorously. They became involved in efforts to drive out some of the worst bandit gangs, a task that became ongoing and is still not finished today. As a trader, and as a man pledged to help people who were trying to put civilization back together again all along the river, Andrew Jackson Douglass earned a place of honor in many different communities, and indeed was an honorary citizen of many of the towns with whom he traded.

Mueller died in 2017, the victim of a gang leader's knife (despite the "protected" status of the Riverview traders, the Chicago gangs were rarely to be trusted). Robert Douglass had passed away even sooner, in 2011, after an accident with some heavy equipment in the Riverview boatyard. Anthony Douglass, Robert's son, inherited the mantle of leadership from his grandfather when the latter died in the winter of 2023. The new leader preserved most of the same traditions his grandfather started, and enjoyed much of the same respect from the river communities.

Today, six trading vessels operate out of Riverview Cove on a regular basis, all of them part of the Riverview community. The largest and most important of these is the *Queen*, a 38' River Queen houseboat

normally commanded by Douglass himself. Other trading boats include a second, smaller houseboat (the *Nautilus*), plus four cabin cruisers (*Sherlock*, *Mycroft*, *Wimsey*, and *Poirot*) Various other boats are also kept at Riverview, including several fast powerboats used for courier runs or escort.

THE COVE

The map opposite shows the layout of Riverview Cove today (2025). It has undergone many changes, most of them concerned with security and self-sufficiency, since the days when it was a small marina catering to recreational boats and campers. The key below presents the various places of note shown on the map.

1. Serpentine Channel; The river approach to the Cove is a difficult one. Originally difficult only because of sandbars and a narrow channel mouth, the approach was made even more hazardous over the years by Andrew Jackson Douglass. Using old automobiles as a "landfill" held in place by wooden piles sunk into the water, Douglass altered the course of the approach channel to force a boat to steer carefully to avoid running into these submerged cars. The channel is not plainly visible from any kind of distance unless marked by buoys (put out only when a friendly boat is identified making an approach). Anything with a draft of less than a foot is generally safe, except when the water level is particularly low.

2. Riverview Cove Entrance: Low sandbars form the actual cove entrance; the harbor widens to accommodate most recreational craft (and their barges) easily. The water here runs 5-6 feet deep in most places, deeper in the main channel at the entrance to the cove.

3. Guardhouse; This building is a crude one-story log structure built as a watch post to overlook the channel. Four people are present in or around the building at all times, one on watch for six hours, the others sleeping, tending a small garden outside, or otherwise working at odd jobs. Most of Riverview's non-crew personnel are assigned one week of duty at this building out of every three months. The building includes four cramped bedrooms, a communal dining area and kitchen, and a deck which looks out over the river. It is one of only three places in the community where weapons are kept.

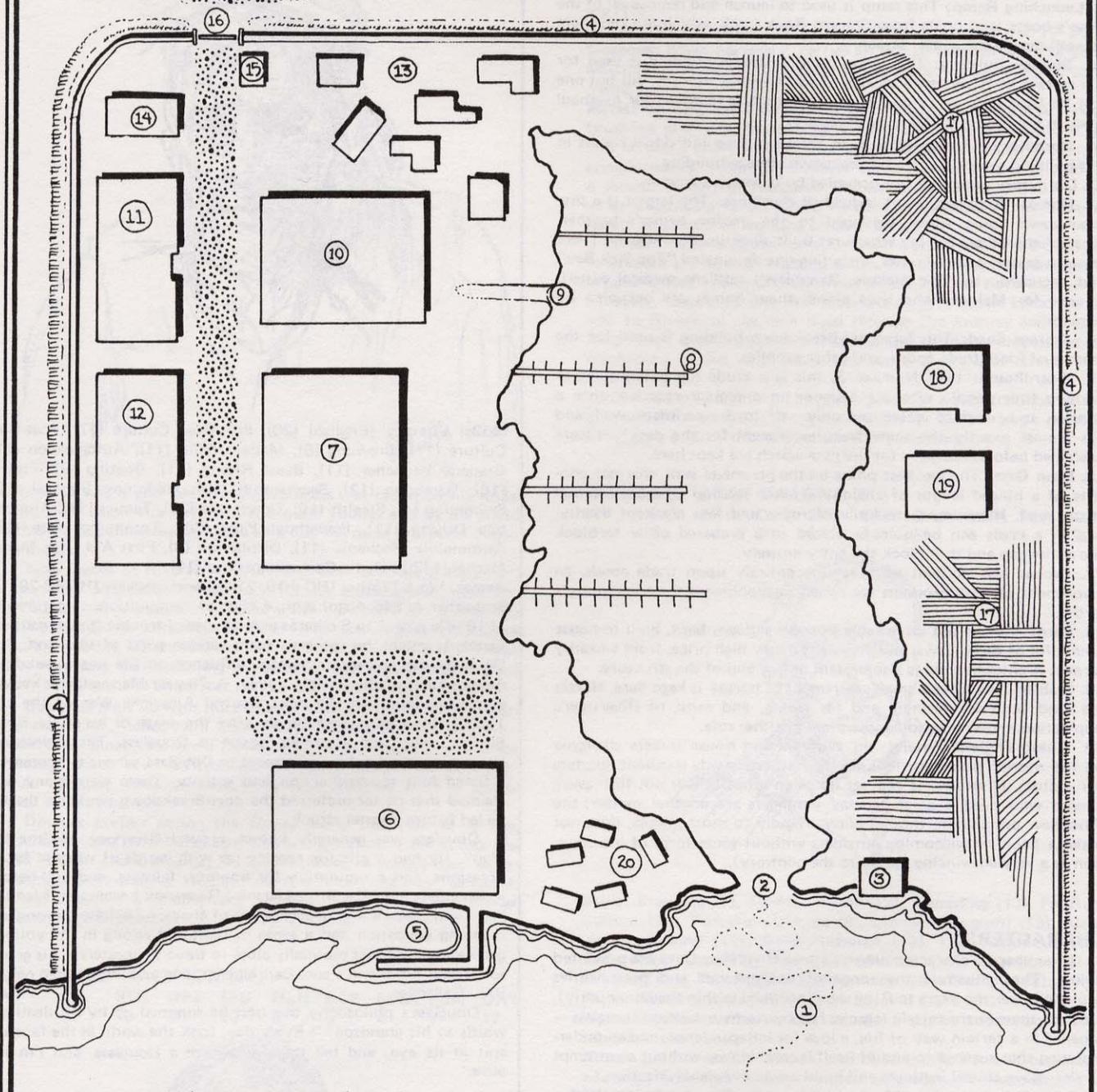
4. Perimeter Wall: Originally a simple chain-link fence, this is now a rather elaborate defensive line consisting of a ditch, a wall made of stone and wood, and a low earthen parapet behind. When necessary, sentries may be posted to patrol the perimeter, but only when there is a reason to expect bandits or other dangers.

5. Public Pier: This dock is used by boats visiting the cove briefly, or by strangers paying their first call on the community. Though not obviously guarded, it is watched continuously from the building above.

6. Riverview Building: Before the Breakdown this housed a restaurant, a small gift shop, and the residence of the marina owner and his family. The restaurant still provides communal dining for all members of the population not assigned to duties that keep them tied up elsewhere. The gift shop now houses the Cove's armory, and is one of only three places where weapons are normally kept. The residence is used by Anthony Douglass; of four bedrooms (and a living room) one is his own bedroom, one is disused (it belonged to his grandfather, and has not been used since the old man's death), one is a library/study, and one is used by Katherine Mueller, the community's business manager. The living room is used as an office and conference room, and is Mrs. Mueller's domain. The restaurant overlooks the river, and sentries are posted on the veranda outside to keep watch on the river at all times.

7. Marina Office and Repair Building: This building, a pre-Breakdown structure of corrugated metal on a concrete base, contains the community's large stock of spare parts. Several large stills are kept in fairly constant operation here, brewing fuel (and drinking alcohol). The building is used to store the Cove's large Travelift, which is used to remove boats from the water for storage and to launch them again

Riverview Cove



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|------------------------------------|----------------------|--------------------|
| 1. Serpentine Channel | 8. Piers | 15. Guardhouse |
| 2. Riverview Cove Entrance | 9. Launching Ramp | 16. Main Gate |
| 3. Guardhouse | 10. Storage Building | 17. Crops |
| 4. Perimeter Wall | 11. Dormitory | 18. Barn |
| 5. Public Pier | 12. Dormitory | 19. Stables |
| 6. Riverview Building | 13. Homes | 20. Guest Trailers |
| 7. Marina Office & Repair Building | 14. Storage Shed | |

in the spring. A large, open space in the middle of the building holds one boat at a time for repair and maintenance work, usually performed during the winter months when river travel is impossible.

8. Piers: The four piers in the Cove can hold in excess of 60 boats, far more than are likely to ever be present at once.

9. Launching Ramp: This ramp is used to launch and remove all of the Cove's boats (and boats from Starved Rock Lock, which are kept here as well) during the winter season.

10. Storage Building: This large, pre-Breakdown building is used for the storage of Riverview's various boats in winter months. All but one will be kept here at a time; in rotation, each is removed for overhaul work in the Repair Building, as necessary.

11. Dormitory: Unmarried men in the Cove have individual rooms in this building, which was a pre-Breakdown storage building.

12. Dormitory: as above, but occupied by unmarried women.

13. Homes: A collection of individual dwellings. The largest is a pre-Breakdown house which belonged to the marina owner's brother. Most of the others are log structures built since the Breakdown. There are also several trailer homes, including one designated "The Sick Bay" and occupied by Doc Malone, Riverview's resident medical expert. Except for Malone, who lives alone, these homes are occupied by families.

14. Storage Shed: This large pre-Breakdown building is used for the storage of food, trade goods, and other supplies.

15. Guardhouse: Like Number 3, this is a crude log building, again housing four people who are assigned in a regular rotation once a quarter. It is used to watch the only gate in the perimeter wall, and has almost exactly the same features (except for the deck) as were described before. Weapons for the gate watch are kept here.

16. Main Gate: The weakest point on the perimeter wall, this gate consists of a hinged length of chain-link fence secured across the gravel entry road. However, a stockpile of rocks and logs are kept nearby, and in a crisis can be quickly placed in a prepared order to block the entire gap and thus block the entry entirely.

17. Crops: Not content with relying entirely upon trade goods, an assortment of food products are raised to supplement the community's larder.

18. Barn: A small but serviceable post-Breakdown barn, built to house a handful of dairy cows purchased, at a very high price, from a nearby farmer. A chicken coop is also present at one end of the structure.

19. Stables: The Cove's small assortment of horses is kept here. Horses are used both for farming and for riding, and most of Riverview's population knows how to handle them in either role.

20. Guest Trailers: Several old campers and house trailers clustered on the western point overlooking the harbor provide transient quarters for visitors. Riverview is not set up as an inn, but will not turn away friends who need a place to stay (strangers are another matter; the Riverview population, though fairly friendly to most people, does not make a habit of welcoming outsiders without some form of introduction or a very convincing reason to the contrary).

CHARACTERS

A number of characters important to Riverview Cove are presented below. They illustrate the range of backgrounds and personalities attracted over the years to Riverview (or raised within the community). Most of them share certain legacies left by Andrew Jackson Douglass — a belief in a certain way of life, a love for independence, and an understanding that survival in and of itself is meaningless without an attempt to rise above animal instincts and build a worthwhile civilization.

Because he is so pivotal in the history of the Cove, and of the Valley as a whole, Andrew Jackson Douglass is included in the character descriptions. Though he died in 2023, adventures set before his death may still be run.

ANDREW JACKSON DOUGLASS (73)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 36 | 40 | 12 | 15 | 10 | 10 | 5 | 3 | 1 | 36 |



Skills: Literacy (English) (20), Pre-Ruin Culture (17), Post-Ruin Culture (17), Brawling (6), Modern Rifle (11), Autoweapon (11), Grenade Launcher (11), Beast Riding (11), Boating (9), Fishing (10), Gambling (12), Seamanship (10), Wilderness Survival (10), Swimming (4), Stealth (10), Commerce (20), Tactics (17), Automobile Driving (11), Powerboat Pilot (20), Technology Use (11), Automobile Mechanic (11), Distillation (8), First Aid (10), Marine Mechanic (20), Radio Communications (11).

Armor: Work Clothes (HC 4-18, 21-28) and sneakers (HC 19-20).

Weapons: A P45 pistol with 4 clips of ammunition; sometimes an M-16 rifle with 1 to 5 clips as well (if special trouble threatened).

Notes: As might be gathered from various parts of this text, A.J. Douglass was a very important influence on the post-Breakdown development of the Illinois Valley. A 20-year Marine Corps veteran who saw action in the brief Central American War of the mid 1990's, Douglass retired shortly after the death of his uncle, Roger Sinclair, who left a sizable legacy to Douglass. The retirement, however, proved a disappointment to Douglass, whose temperament inclined him towards action and activity. There were many who claimed that he far preferred the post-Breakdown world to the life he led before disaster struck.

Douglass was generally known around Riverview as "the Old Man". He had a gift for coming up with words of wisdom for all occasions, and a reputation for honesty, fairness, and bull-headed independence. Under his leadership, Riverview became an island of hope and culture in a struggling sea of chaos; he believed strongly in instilling education and a sense of right and wrong in the younger generation, and was especially close to three youngsters — his grandson Tony, his friend's son, Carl Mueller, and a young orphan named Billy Gallagher.

Douglass's philosophy can best be summed up by his deathbed words to his grandson: "Every day, look the world in the face and spit in its eye, and tell them all — I'm a Douglass, and I'm still alive."

ANTHONY WAYNE DOUGLASS (29)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 25 | 20 | 15 | 20 | 16 | 20 | 8 | 3 | 2 | 38 |

Skills: Brawling (14), Fencing (7), Knife (7), Modern Rifle (9), Beast Riding (9), Boating (9), Seamanship (9), Swimming (8), Stealth (10), Commerce (18), Post-Ruin Culture (12), Literacy (English) (10), Powerboat Pilot (20), Technology Use (10), Distillation (6), First Aid (9), Marine Mechanic (10), Electrician (10), Radio Communications (10)

Armor: Work clothes (HC 4-18, 21-28) and sneakers (HC 19-20).

Weapons: Carries a knife in a belt sheath. Sometimes carries an R4 rifle with .30-06 ammo, but in general, dislikes guns and violence of all kinds.

Notes: Grandson of A.J. Douglass, Anthony Douglass was an infant at the time of the Breakdown; his mother was killed by looters



before he was a year old. Young Douglass was raised by his father (who died when Anthony was still quite young) and by his grandfather; it was the elder Douglass who had the most profound impact on the boy.

Now leader of Riverview, young Douglass lacks his grandfather's experience and much of his iron will; he is fiercely independent, yet somewhat reluctant to become actively involved in the affairs of others (except for personal friends or Riverview people). He justifies this by quoting his grandfather out of context; while A.J. Douglass may have said that meddling in politics is bad for business, most of his life was spent in doing just that all along the River.

Douglass grew up with Lutz Mueller's son Carl, and the two were the closest of friends until Carl betrayed Riverview and joined the Resistance. Since that time, Douglass has kept people at a distance, although some of the Riverview people (notably Billy Gallagher, Paula Watson, Juice Jackson, and Doc Malone) have a special place in his esteem.

Douglas prefers sailing the *Queen* along the river to running Riverview Cove (which manages well enough under others); together with Watson and Gallagher, his favorite crew, he spends most of the boating season trading. He has friends all along the river, as well as several enemies, including Jack Tolliver and a Chicago policeman by the name of Royce.

J.C. "JUICE" JACKSON (54)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 20 | 8 | 10 | 30 | 10 | 8 | 5 | 4 | 1 | 17 |



Skills: Brawling (8), Modern Rifle (10), Boating (6), Seamanship Pre-Ruin Culture (8), Post-Ruin Culture (4), Fermentation (8), Literacy (English) (16), Carpentry (13), Muscle-powered vehicle

Repair (13), Technology Use (20), Automobile Driving (13), Powerboat Pilot (13), Automobile Mechanic (20), Electrician (13), Internal Combustion Engine (9), Physics (9), Mathematics (5), Mechanically Generated Power (9), Marine Mechanic (20), Machining (13).

Armor: Work coveralls (HC 4-18, 21-28) and sneakers (HC 19-20).

Weapons: When necessary, carries an SG 15 shotgun with 12 gauge Magnum ammunition; however, Juice hasn't handled a gun in three Years.

Notes: An Engineer's Mate in the Navy during the Central American brushfire war, J.C. Jackson earned his nickname as a result of the still he and a chief petty officer operated out of one of the engine compartments. After the conflict ended, Jackson went to work in a service station in suburban Illinois and married a girl he met while stationed at Great Lakes. He became friends with the Douglass family as a result of working on their cars.

When the Breakdown came, Jackson worked with the Douglasses to prepare the caravan heading south. His wife Mary, seven months pregnant, was killed, a blow from which Jackson never recovered. However, despite several rash attempts to get himself killed on the trek to Riverview, Jackson lived through the journey and became Riverview's chief mechanic. He works and drinks to excess, but is a mechanical genius who still brews some of the best alcohol anywhere.

Jackson treats young Tony Douglass like a son, and likes several of the others in the Riverview community, but his tragic personal life is only slightly masked by his kindly demeanor.

RICHARD "DOC" MALONE (55)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 30 | 20 | 16 | 30 | 10 | 12 | 5 | 4 | 1 | 30 |



Skills: Brawling (7), Modern Pistol (12), Gambling (13), Pre-Ruin Culture (16), Post-Ruin Culture (8), Literacy (English) (13), Automobile Driving (12), Basic Research (13), Lab Technique (12), Technology Use (12), Advanced Medical (13), Chemistry (14), First Aid (20), Pathology (13), Pharmacy (20), Therapy (13).

Armor: Work clothes (HC 4-18, 21-28) and shoes (HC 19-20).

Weapons: None. Malone can handle a pistol competently, but refuses to carry one.

Notes: Like Jackson, Malone saw duty in the Panama campaign, where he served as a Navy hospital corpsman. He was assigned to Fleet Marine Force duty and was with A.J. Douglass's unit; he saved Douglass's life after a sniper gunned him down outside of Panama City. After the war, Malone lived for a time in California, but flew to Illinois to join Douglass on one of the last commercial flights before the Breakdown. "Doc" joined Douglass's group, bringing his Navy medical experience and several cases of pharmaceutical samples from the drug company for which he worked to the Riverview community.

A big, burly man with a phony Irish accent and a broad sense of humor, Malone survived the Breakdown on his wits and his compassion. He is Riverview's "Doctor", though he never earned a medical degree — and bitterly regrets this lack of knowledge every time he loses a patient or watches a disease rage unchecked. Malone likens himself to a village witch doctor (and has been known, for a joke, to dress the part, complete with a chicken bone glued under his nose). His constant stream of jokes and satire conceal his real feelings, which he rarely allows to show through.

Malone can best be described as "eccentric". He lives alone in a

trailer, refusing to live in the dormitories with the other bachelors. (He claims to be 'allergic to people'.) He is also afraid of the water, an odd phobia for an ex-Navy man and current member of a river trading community.

KATHERINE MUELLER (56)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 30 | 35 | 6 | 10 | 2 | 8 | 1 | 2 | 0 | 29 |



Skills: Modern Pistol (8), Commerce (20), Pre-Ruin Culture (16), Post-Ruin Culture (8), Literacy (English) (20), Nutritionist (16), Salvage Food (16), Basic Research (20), Technology Use (8), Mathematics (16).

Armor: Blouse and long skirt (HC 4-18, 21-28) and street shoes (LL 19-20).

Weapons: When necessary, carries a P3 pistoi with .38 Special ammunition.

Notes: Lutz Mueller's wife, Katherine ("Katie") Mueller was badly injured when a tree toppled into her Ottawa home during a storm. Although a local doctor saved her life (despite short medical supplies and a power failure; the accident occurred as the Breakdown's effects were just being felt), Katherine lost the use of her legs entirely.

In the post-Breakdown world, there was little place for a woman confined to a wheelchair, especially a woman with a baby son. Lutz Mueller was hard pressed to earn any kind of living for his family; he was one man with three mouths to feed, two of them incapable of contributing the kind of heavy labor needed in Ottawa after the Breakdown.

However, Mueller met Andrew Jackson Douglass soon after the latter moved to Riverview Cove, and teamed up with the Riverview colony. He traded his expertise with locks and dams for sanctuary for his entire family, and it proved to be a good deal all the way around. Far from being useless, Katherine proved invaluable at Riverview, becoming the colony's manager. Bookkeeping could be done as well from a wheelchair as from anywhere else, and Katherine trained herself to perform other jobs connected with organizing, sorting, storing, and making use of food and other supplies.

The death of her husband, and the desertion of her son Carl, were two blows which hurt Katherine badly. Her health has recently taken a turn for the worse, but she continues to discharge her duties competently, and refuses offers of lighter work or additional assistance. Indeed, her work has become her whole life; without it, she would be lost.

LOU CHURCH (58)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 15 | 30 | 16 | 20 | 14 | 25 | 7 | 3 | 2 | 48 |



Skills: Brawling (18), Modern Pistol (18), Modern Rifle (18), Beast riding (10), Wilderness Survival (11), Swimming (8), Hunting (14), Search (6), Stealth (14), Autoweapon (9), Grenade Launcher (9), Mortar (9), Pre-Ruin Culture (8), Post-Ruin Culture (8), Interrogation (10), Literacy (English) (18), Tactics (12), Automobile Driving (7), Primitive Firearms Repair (7), Modern Firearms Repair (7), Operational Command (6), Handloading (7).

Armor: Fatigues (HC 4-18, 21-28), Survival Vest (HC 4-12), combat boots (LL17-20).

Weapons: When necessary, carries an Uzi submachine gun with 3 spare clips, and a Colt M1911A1 pistol with 1 spare clip.

Notes: Church, a member of A.J. Douglass's platoon in Central America, became a fanatic survivalist after the war. When the Breakdown came, he was in Pittsburgh, and remained there for several years. Eventually he hired on as a mercenary guard on a trading boat plying the Ohio River. Over the course of several years, he made his way down the Ohio, then up the Mississippi to St. Louis. There he heard rumors of Douglass's activities on the Illinois, and set out to find him; Douglass had once saved Church's life, and Church knew he could always find a place with his old sergeant.

Eventually, Church came to Riverview. He didn't really fit in, but Douglass was never one to turn his back on an old comrade, and so appointed Church to be chief of the Cove's security and defenses.

Church and Anthony Douglass do not get along well, but he grudgingly accepts the young man's authority. He is a man of few words, likes guns of all kinds, and constantly advocates the most direct — and violent — solutions to any and all difficulties that arise.

PAULA WATSON (20)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 16 | 12 | 10 | 30 | 16 | 15 | 8 | 4 | 2 | 26 |



Skills: Archery (20/2), Beast Riding (9), Boating (6), Seamanship (20), Swimming (6), Stealth (10), Bowyer (10), Commerce (6), Post-Ruin Culture (10), Literacy (7), Technology Use (10), Powerboat Pilot (10), Handicraft: Painting (10).

Armor: Halter Top (HC 4-5), Long Shorts (HC 10-14), Sneakers (HC 19-20).

Weapons: Uses a longbow when necessary.

Notes: Paula Wilson is Anthony Douglass's understudy as pilot of the *Queen* (and, perhaps, as leader of Riverview, although there would be considerable resistance from some quarters to her rising to such a post). As one of his regular crewmembers, Paula is one of Douglass's few confidantes; their relationship is closer to brother and sister than anything else.

Paula plans to marry Billy Gallagher, the other regular crewman on the *Queen*; the two spend as much time together as they can. Four years ago, Paula's older brother was killed when Carl Mueller betrayed Riverview, and Paula hates Mueller as a result.

An expert with bow and arrow, Paula is a very capable and talented young lady. She has a generous nature, but is quick to take up sides, and prone to hold a grudge when wronged.

BILLY GALLAGHER (19)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 12 | 12 | 16 | 25 | 16 | 15 | 8 | 4 | 2 | 29 |

Skills: Brawling (10), Knife (20/2), Throwing (19), Modern Rifle (9), Beast Riding (7), Boating (8), Seamanship (16), Swimming (6), Stealth (14), Commerce (5), Post-Ruin Culture (6), Literacy (English) (5), Powerboat Pilot (9), Technology Use (9), First Aid (7).

Armor: Work clothes (HC 4-18, 21-28) and sneakers (HC 19-20).

Weapons: Carries a number of knives (up to 6 or more) concealed in arm, leg, and belt sheaths. When necessary, carries an R7 rifle converted to full-automatic fire. Gallagher generally prefers fighting with knives (including knife-throwing) to the use of guns.

Notes: Billy Gallagher was born in Joliet after the Breakdown; he never really knew his father, and lost his mother at an early age. He ran wild in the streets, not as a gang member but as a loner who fended for himself (often at the expense of the gangs).

At the age of 13, he got into serious trouble with one of the gangs and fled. *Queen* happened to be tied up in the city at the and Billy broke in to try to steal food from the boat. Andrew Douglass caught him, but later shielded him from the gang members (led by a thug named Royce) who came looking for the boy. Douglass took Gallagher in, gave him a home, a family, a job, and a basic education, and kept him on as part of the Riverview community thereafter. Royce was thrown out of the gang and became a policeman, nursing a hatred of Gallagher and the Douglasses for their part in his disgrace.



Gallagher is still more of a street kid than anything else. He is self-reliant, cool under stress, and sometimes cocky. A born fighter, he loves knives, and, though he doesn't go looking for trouble any more, he gets plenty of chances to use them. His peers at Riverview Cove like him for his dogged loyalty to the Douglass family, but he has his limitations, and is unlikely to ever be a leader or a boat captain.

In addition to his fealty to the Douglass family, Billy Gallagher is deeply in love with Paula Watson, and will do anything to protect her.

The Resistance

In the wake of the Breakdown, city gangs and mobs ravaged the countryside for miles around Chicago, first with random attacks in search of food and other supplies, but later systematically. Looting and senseless violence slowly gave way to conquest, and the territory surrounding Chicago was subjugated so that food could flow into the city to support the survivors there.

Many good people lost friends, families, or homes to the Chicago gangs, and even those who escaped enslavement as serf farmers under the whips of gang foremen still hated the new order of things. Both inside the city-state's territory and beyond, bands of people arose pledged to put an end to the city's tyranny. In time, as these bands combined and grew, an organized Resistance was formed.

Although there were many Resistance members among the enslaved peasants oppressed by Chicago, the real backbone of the organization flourished outside the boundaries of Chicago's power. Resistance groups operated out of towns or individual farms around the fringes of the city-state, and some came to be based as far away as Peoria, Rockford, or the Federation.

Initially, resistance bands were little different from bandits, except that their targets were usually within city territory. Individual groups lashed out, ambushing police or city militia, destroying rail lines, or mounting escape operations to smuggle refugees out of the city's holdings. The groups were uncoordinated, operating sporadically and

without any clear aim beyond the overriding need to strike back at Chicago.

Resistance activities took a decidedly different course in the wake of the Council of DeKalb in 2006. At that meeting, called by a resistance group leader by the name of William Chamberlain, 15 group leaders got together for the first time to discuss goals, organization, strategy, and coordination. Although bands continued to operate independently thereafter, the movement began to take a more solid form. Cells began to spring up in areas far afield from Chicago proper, and resistance activities now began to include diplomatic, as well as guerrilla, characteristics.

However, although the movement recruited many supporters on many different levels, the Resistance never became the sort of political power Chamberlain had evidently desired. Few governments took seriously the call for an alliance against Chicago. Moreover, the organization itself was splintered into a dozen different factions, from moderates who wanted to limit their activities to an 'underground railroad' out of city territory through fanatics dedicated to an all-out war, and up to terrorists who tactics were far less palatable than anything the gangs tried to do.

In the Illinois Valley, the Resistance gained some strength as people became worried about the way in which Chicago was expanding south and west. However, the leaders of the movement in this area were

balked in their attempts to convince the Riverview traders to back their cause. Chicago was the key to the whole cycle of the river trade, and Andrew Jackson Douglass refused categorically to cut his own throat (and those of thousands of others who prospered because of the trade) by declaring a Resistance -desired embargo on the city. Though the Riverview traders had no special liking for Chicago and its oppressive political situation, Douglass expressed his feeling that something more than a disorganized group of hotheads would be needed to bring down the city government and the gangs; moreover, he could not see trying to topple the system if there was nothing viable to replace it. Many thousands of people depended on the city-state system for survival, and he could not see condemning the innocent ones to death just to free an equal number from the gang's domination.

Without the backing of anyone as influential in the valley as Douglass, the Resistance movement failed to gather much momentum. Many of the moderates fell by the wayside or formed their own private groups to carry out their own concepts of Resistance. When fighting with Milwaukee distracted much of Chicago's attention to the north, the movement crumbled even further. As it did so, it took a decidedly fanatical turn, and gradually forfeited the sympathies of many who had once been solidly behind the original goals of the group.

The same was not true everywhere. Resistance groups in the north, for instance, gained from the Chicago-Milwaukee conflict, as did those based around Kankakee when Chicago troops conquered that area. But many groups, unable to come up with a united front powerful enough to accomplish anything conclusive, adopted terrorist tactics which once again put them on a level little removed from bandits.

Wanton destruction of food shipments, for instance, condemned the innocent to die, but did nothing at all to hurt the gangs; gang members and government people took what they need to live, and shortages were passed on to the common citizens. Raids which burned fields and communal farm buildings hurt the slaves who were to be "liberated" by the Resistance more than they hurt the city-state. In the Illinois Valley, Resistance groups began to ambush traders who dealt with the city, at first hijacking cargoes which included military hardware, but eventually attacking any target of opportunity. Though not frequent, such attacks only set the river traders more firmly than ever against the Resistance movement as a whole, and so made it increasingly unlikely that anything would ever come of the group's once-laudable goals.

ORGANIZATION

Although now lacking any true upper-level coordination, resistance groups continue to be organized along the lines agreed to at the Council of DeKalb. Group organization is based on a system of cells, each cell containing a leader and two lieutenants, plus as many followers as the cell leadership deems necessary (or can recruit).

Cells of the Resistance vary in function. A cell in Peoria, for instance, is primarily concerned with gathering supplies and equipment which can be passed on to more active groups. Another cell, based in Bloomington-Normal, is more diplomatic than anything else, being charged with stirring up support among the Federation towns of central Illinois.

Cells with a more military purpose are found along the fringes of (and sometimes within) Chicago territory. A typical band can have up to 100 full or part-time combatants, most of whom are mustered only for important raids. Only the leadership and a handful of followers devote themselves to Resistance operations to the exclusion of all else, supporting themselves on the charity of their working comrades, or by looting during their raids.

There are also Resistance sympathizers who work outside the cell system. For example, the Graysons of Marseilles Lock often supply information to the Resistance groups operating in their area. The Resistance even has support in the city itself; there are a few political figures as interested in an end to the city-state system as anyone, and even a few gang members who are willing to help the Resistance covertly for their own ends (which usually involve stirring up trouble that will permit the gang to grab additional power, or score points on a rival).

By and large, the Resistance leadership is lacking in discrimination, judgement, and coherent planning. Though many of them are quite intelligent, their goals are too diverse to be achievable, and their organizations too fragile to do more than pinprick attacks on their enemies. Given the increasing alienation of people who are disgusted by extremist tactics, the Resistance stands little chance on its own of achieving an end to the Chicago domination of northeastern Illinois.

CHARACTERS

Some of the Illinois Valley's most notable Resistance leaders



are discussed below.

THOMAS BLAKE (43)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 14 | 30 | 20 | 22 | 16 | 24 | 8 | 4 | 2 | 49 |



Skills: Brawling (20/1), Modern Pistol (9), Modern Rifle (9), Auto-weapon (9), Beast Riding (10), Wilderness Survival (11), Swimming (9), Stealth (14), Pre-Ruin Culture (4), Post-Ruin Culture (8), Literacy (English) (6), Interrogation (10), Tactics (11), Operational Command (5), Technology Use (7), Motorcycle Driving (7), First Aid (7), Demolitions (14).

Armor: Fatigues (HC 4-18, 21-28), a captured bullet-proof vest (BC 10 4-12), and combat boots (LL 17-20).

Weapons: On raids, carries a P36 pistol with four clips, plus an American 180 Carbine with two drums of ammunition. Also carries a knife and garrote, and sometimes various explosives or grenades.

Notes: Thomas Blake is leader of a Resistance cell based in Morris; his group is one of the more extremist units in the Illinois Valley. Rumor has it that Blake was a part of the Miranda bandit gang before he became a Resistance leader, and certainly his tactics are reminiscent of the typical bandit approach to most operations. Blake is a casual killer, ruthless and merciless, and not above letting innocents die if it will suit his purpose.

He was a comparative latecomer to the Resistance, and was not in attendance at the Council of DeKalb. Once he joined, however, he rose rapidly to a position of great importance, and has one of the strongest bands in the Illinois Valley area.

MIKE CHAMBERLAIN (38)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 26 | 18 | 20 | 30 | 20 | 18 | 10 | 4 | 2 | 37 |

Skills: Brawling (12), Modern Pistol (13), Beast Riding (10), Swimming (8), Search (11), Stealth (11), Post-Ruin Culture (8), Literacy (English) (11), Tactics (16), Operational Command (8), Strategic Command (7), Lockpicking (11), Technology Use (11), Demolitions (11).

Armor: Work clothes (HC 4-18, 21-28) and boots (HC 17-20).

Weapons: Carries a military issue P38 pistol with two clips of ammo.



Notes: The son of Resistance leader William Chamberlain, Michael Chamberlain became head of a Resistance cell based in LaSalle a few years after the Council of DeKalb. When there was still fairly good coordination between units, Chamberlain coordinated operations between cells along most of the Illinois Valley. Even today he has contacts in most of the major units, and has planned joint raids and overseen the sharing of worthwhile information or new equipment on several crucial occasions.

The death of his father in 2019 made Chamberlain the "heir apparent" to the titular leadership of the Resistance movement as a whole, but Chamberlain never chose to exercise this opportunity. He lacks the drive to assume leadership over more than a limited group, and remains content to operate a cell which plays little active part in raids, but instead concentrates on intrigue, espionage, and other covert activities both in the Valley and downtown Chicago.

CARL MUELLER (31)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 18 | 20 | 16 | 24 | 16 | 15 | 8 | 4 | 2 | 33 |



Skills: Brawling (8), Modern Rifle (8), Beast riding (9), Boating (7), Seamanship (8), Swimming (6), Stealth (9), Commerce (9), Post-Ruin Culture (8), Literacy (English) (14), Technology Use (11), Powerboat Pilot (11), Mathematics (5), Physics (7), Mechanically Generated Power (7), Electrician (11), Electrical Power Generation (7).

Armor: Work clothes (HC 4-18, 21-28) and sneakers (HC 19-20).

Weapons: Usually carries an R1 .30-06 rifle with three clips of ammunition.

Notes: The son of Lutz and Catherine Mueller, Carl was born two years before the Breakdown, but spent his formative years in Riverview Cove. He was his father's understudy in the repair and maintenance of hydroelectric plants, lock mechanisms and dams, and also served as one of Andrew Douglass's crewmen aboard the *Queen*. His partner was Tony Douglass, who was his closest friend.

When Lutz Mueller was killed by a Chicago gang leader, Carl began to nurse a deep-seated hatred towards the city-state. Word of this leaked out, and he was recruited during a solo voyage in a small powerboat while visiting LaSalle.

Mueller supplied information to his new friends regarding a Riverview contract to haul weapons from the Peoria arsenal to Chicago forces near Kankakee; this enabled the Resistance to ambush the small convoy. Mueller, accompanying the trade boats, rammed a Chicago police escort vessel with his own powerboat, killing three policemen and two of his peers from Riverview, including his former girlfriend. (Paula Watson's older brother was the

other victim.) Joining his comrades Mueller convinced them to spare the lives of the other Riverview people and a police officer aboard the *Queen*, and dissuaded them from seizing the trading vessel itself. After this last gesture of friendship, he joined the Resistance for good.

After this inauspicious beginning, Mueller rose high in the ranks of Chamberlain's organization, and is now Chamberlain's chief lieutenant. Like Chamberlain, Mueller deplores extremist tactics, and has never participated in a raid since that first one. He has several important contacts, among them members of the Long Knives gang in Chicago, with whom he has been recently been negotiating an agreement to provide black market medicines and other supplies in exchange for information about gang plans and activities.

Mueller bitterly regrets his betrayal of Riverview, but at the same time is fanatic in his devotion to his chosen cause. One of his chief goals in life is to find a way to recruit Tony Douglass and the rest of the Riverview people, and in so doing, prove to himself that his cause is a just one. However, even his mother Katherine Mueller refuses to have anything to do with him, so his dream of erasing the past is unobtainable.

JULIA FARRADY (30)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 18 | 18 | 8 | 20 | 20 | 16 | 10 | 3 | 3 | 29 |



Skills: Unarmed Combat (20/3), Modern Pistol (9), Climbing (6), Swimming (10), Search (7), Stealth (16), Post-Ruin Culture (10), Interrogation (18), Lockpicking (16), First Aid (8).

Armor: Usually wears a blouse (HC4-11, 21-28) and skirt (HC 9-14) with street shoes (HC 19-20). When working for the Resistance, wears dark coveralls (HC 4-18, 21-28) and sneakers (HC 19-20) instead.

Weapons: Carries a P57 derringer under her clothes. An expert in martial arts, she more commonly relies on her hands and feet for weapons.

Notes: Julia Farrady grew up in Joliet, orphaned at the age of 8, and forced to fend for herself. She learned self-defense from a man who took care of her (and several other homeless children) for several years, until he was killed by gang members for stealing food to feed his wards. This set Julia against the gangs, and she began to work against them before she turned 20.

A loner by nature, Julia does not work with any one Resistance group, but instead, spies on police and gang members, and then sees that the information goes where it will do the most good. She has no real friends, but many contacts and acquaintances; only a handful know her secret line of work (most others would never even suspect her of being able to try such espionage).

KEVIN BROWNE (38)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 30 | 12 | 14 | 20 | 16 | 20 | 8 | 3 | 2 | 22 |

Skills: Brawling (8), Knife (9), Throwing (12), Modern Rifle (12), Autoweapon (12), Stealth (10), Tactics (20), Technology Use (10), Lab Technique (10), Chemistry (7), Demolitions (10), Simple

Explosives (10).

Armor: Work clothes (HC 4-18, 21-28) and boots (LL 17-20).

Weapons: Carries two knives plus an M-16 automatic rifle with four spare clips of ammunition.

Notes: Kevine Browne led the defense of Kankakee against Chicago four years ago. After the fall of that town, he and a handful of others slipped away, resurfacing later deeper in Chicago territory to form the core of a Resistance cell around Joliet-Lockport. Browne, like Blake, is an activist, but he is more compassionate and less brutal than that extremist leader. His organization is small, and has suffered heavily from attrition and erosion within the ranks.



Bandits

In the cities, the chief danger posed to survival (aside from the constant threat of starvation and disease) has always been the unpredictable violence of street gangs or mobs of looters. These were not present in most of the rural communities, but the countryside was never totally free of the hazards posed by anti-social men. Even though rural life was not as badly disrupted by the breakdown of city life, there was still ample chance of people preying off of others, rather than make a life for themselves through honest work.

Bandit gangs lack the organization and essential camaraderie which characterizes the street gangs of the city. The various street gangs are entities unto themselves, something that men can give their loyalty to, and something which has a life beyond the lives of the individuals who serve the gang. Although the street gangs are savage and violent, they are in essence a form of social grouping, a society (albeit a primitive and often dangerous one) which offers the hope of one day becoming something better.

Bandit gangs, on the other hand, have no such potential. They are transient groupings of parasites who live entirely from the work of others. They use violence and terror to force honest citizens to pay them a form of Danegeld, or else occupy a community to become local overlords until driven out or drawn away by the promise of something better elsewhere.

The earliest bandit gangs formed when city dwellers chose to remain in suburban or rural areas after a rioting and looting spree. This did not happen often, once it became clear that food supplies were as low outside the cities as they were within; the city populations found it better to try live off the fledgling city administration of supplies rather than trying to support themselves. But some groups thought differently, and began to terrorize areas where they could get food. These early bandit groups were small, relying on armaments and sheer terror to cow victims into submission. This worked in some areas, but failed in others, where the intended targets proved to be as well armed and quite determined not to be dominated.

Those roving outlaws who escaped the wrath of local farmers and managed to survive the other hazards of the post-Breakdown world became the focal point for larger bandit groups. A few outlaws would team up to split the profits of a small farm community; they might attract discontented locals, remnants of other bandit gangs, or refugees from the city who could not find anyone to take them in. A gang would form, but it would be more a collection of thugs with a common cause than anything else. Still, now and again, bandit gangs could swell to considerable size, and grab a surprisingly large area for their own.

As time went on, bandits met an increasingly strong resistance from the communities on which they were wont to prey. Alliances would spring up to combat a powerful bandit group, some transitory (like those forged by the Douglasses against gangs based at Dresden and at Starved Rock), others more permanent, as typified by the confederation around LaSalle. The heyday of bandit power passed with the fall of the Miranda gang, which at its height raided almost uncheck-

ed from Hennepin to Joliet. The Mirandas were led by the three Miranda brothers, and had several bases of operation. They were eventually hunted down and eliminated one by one; again, the Douglasses were chiefly responsible for the persistence with which the campaign was conducted. Bandits and river traders are natural enemies, and the elimination of this troublesome breed has always been one of the cornerstones of Riverview Cove's policy.

Today, the bandit gangs have shrunk in size, power, and number. Several gangs still haunt the wilderness area of the lower Kankakee River, raiding isolated farms and attacking river traffic; another gang is believed to operate along the south bank of the Illinois opposite Seneca and Marseilles. Much of what is considered "bandit" activity, however, is actually action by extremist Resistance groups. Certainly there are no bandit gangs capable of dominating any of the Illinois Valley towns.

Some bandit groups have evidently sought other ways of supporting themselves. Rumor has it that many of the recruits of the Resistance movement are bandits looking for a chance to ply their trade under a semi-legitimate label, while other groups have hired out as mercenaries to Chicago, Peoria, and the Federation.

BANDITS IN THE GAME

With the days of the great bandit groups now over (for the moment, at least), there are no major bandit leaders who can be singled out for close examination.

In game terms, a typical bandit group will consist of 1-3 Superior Quality NPC's at Veteran (sometimes Elite) expertise, and up to 20 Average Quality Rabble of Trained expertise. Most bandit gangs are armed well, generally with civilian rifles and pistols; sometimes they can seize military weapons, but this is rare.

The preferred targets of bandits are groups of travelers on land or water, and remote farmhouses or very small settlements (fewer than 25 people). Larger communities are hardly ever bothered.

Ambush attacks usually involve a surprise assault from cover, such as a crumbling bridge over the river or a thick grove of trees on the riverbank or at the edge of the road. Bandits launching such an ambush seek to kill as many people as quickly as possible, and from a distance; they close in for melee fighting only if forces to, or when sure of an easy victory. They do not like to run the risk of heavy casualties, and if the target is not quickly put out of action, they will break off and withdraw, rather than pressing the battle. It should be remembered that bandits seek to capture property, and fight only for spoils. They won't attack a heavily armed party if the plunder is insufficient (but sometimes heavy armaments are sufficient motivation in and of themselves), nor will they attack something which promises no booty at all (except, now and then, for "sport").

When attacking farms or settlements, bandits often attempt to infiltrate their targets first. This is done by a handful of men and women, posing as distressed wayfarers and sporting hidden weapons, who beg for help from the owners of the property. At a suitable prear-

ranged time, these infiltrators will make their move in conjunction with a demonstration outside by the rest of the gang; when all goes according to plan, the victims are quickly rendered harmless and the bandits seize the property without casualties. The group will then remain in place as long as there is worthwhile plunder, or until there is a chance of a reprisal by other communities nearby.

Because of tactics like these, many farm communities away from the major towns are very suspicious of strangers, and adopt a shoot-

first policy any time they suspect the possibility of bandit infiltration.

Contrary to popular folklore, bandit gangs per se rarely indulge in acts of cannibalism. Sometimes, during a harsh winter, individuals may be driven to such extremes, but if outlaws attempt such an act, it is out of individual choice, not as part of a gang's regular behavior. Most bandits are appalled by such gruesome behavior as anyone, and are likely to kill cannibals themselves when they find them.



THE STEDMAN GAMBIT

The Stedman Gambit is designed to introduce a small (2-6 is the ideal number) group of *Aftermath!* player-characters to the world of *City-State*. The characters are assumed to be wandering adventurers only recently arrived in the Chicago area, probably overland from the north or east; hence they will be largely ignorant of the overall political situation in Chicago and the Illinois River valley, save for a few rumors or traveler's tales they may have heard on their journey.

If the gamemaster so desires, other player-characters can take the roles of members of the Riverview Cove trading community, either the pre-generated characters provided later in this adventure, the crew of the *Queen* (Anthony Douglass, Paula Watson, Billy Gallagher) given in an earlier section, or new characters created especially for this adventure. Other backgrounds for characters can also be created at need, but the primary intent of this adventure is to introduce player-characters to two groups, the Riverview traders and the Resistance, with whom they might have a chance to adventure in ongoing campaigns after this situation has been resolved.

Players should be made aware of such background material as they are likely to know. Everyone will know the basics of the Breakdown and the overall nature of post-Breakdown society, as detailed in the early portions of this booklet. Someone from the Chicago area is likely to know something of the various gangs and other material covered in the chapter on the City-State proper, while people from the Illinois Valley (especially traders) will know some of the material, and much of what is covered in the discussion of the various communities (including the chapter on the River Traders). It is up to the gamemaster to determine, as each character is created, what areas of background the player should be exposed to, and, based on the Post-Ruin Culture score for that character, just how much of the material to reveal. It is best to take each player aside individually and brief him or her on the basic situation as he or she understands it.

RUNNING THE ADVENTURE

The gamemaster should be thoroughly familiar with the contents and thrust of this adventure before attempting to run it. An understanding of the remainder of this booklet is helpful, but not actually essential; the other sections of the module are simply background for the development of adventures, though some of that background will have a bearing on the personalities and actions involved here.

Once characters are created or selected, and the players made aware of the overall background of the post-Breakdown world, the adventure is ready to begin. It starts with all the characters having a quiet evening at Smitty's, a dockside bar and inn next to the Brandon Road Lock in Joliet. Again, it is up to the gamemaster to determine, based on the character histories of each of the characters, their reasons for being here. At least some of the characters should know each other, and may have traveled together previously.

From this starting point, the adventure should unfold as described in the various sections that follow. While the players should have a degree of choice in each individual encounter that follows, the gamemaster should try to engineer things so that one encounter leads to another naturally. Player choices should effect the resolution of each individual situation, but should not deflect the overall course of events.

Naturally, this won't always be possible. Groups may diverge radically from the flow of action described here. If so, the gamemaster may use any number of tricks to steer them back on course, or he may choose to abandon the planned adventure entirely and "wing it". Perhaps the decisions the group makes will lead them out of Joliet and down the river, in which case the gamemaster can use the descriptions in this booklet to create new situations at some of the towns along the way. Alternatively, the adventure the players have abandoned may catch up with them once more in a most unpleasant fashion.

ADVENTURE SYNOPSIS

The short synopsis that follows is intended to lay out the planned flow of events for the gamemaster's benefit. It can serve as a guideline to the overall contents of the adventure as a whole.

A group of travelers passing through Joliet gather one evening at an inn, Smitty's, a well-known establishment where alcohol, gossip, and friendly entertainment flow with equal ease. On this particular evening, however, things get rough when some off-duty police stir up trouble with a handful of traders from Riverview Cove.

The result is a brawl, and the adventurers are caught in the middle of it. Their decisions will determine much about future relationships in the game, but they will not be able to escape some kind of involvement. Luckily, before things get too rough more police — on duty this time — arrive to break up the fight. The participants — police, traders, adventurers alike — are escorted to jail at City Hall and locked up for the night to cool things off.

In the holding cells where they are confined, one of the policemen recognizes another inmate confined for vagrancy and resisting arrest. The policeman summons the jailer and points the vagrant out as Lawrence Stedman, a technician who was assigned to work on top-security police material. Before the authorities can drag Stedman away, he slips a piece of paper to one of the adventurers unseen.

Released the next morning with a light fine, the adventurers must decide their next move. If they have earned the friendship of the Riverview traders, they have a ticket out of Joliet, and, perhaps, into a permanent place at Riverview Cove. There is also, however, the question of Stedman and his note, which is nothing but a street map with the name 'J. Farrady' scrawled across the top. The players must choose a course of action, which the gamemaster must then adapt to the flow of later events. The traders may help or hinder the group's actions, and Farrady herself may contact them if they do not contact her.

Stedman, as it turns out, is a skilled engineer with a number of talents that make him important to both Chicago and to the Riverview people. Farrady, a Resistance operative, was to smuggle Stedman out of the City-State in exchange for some information he possessed about some secret plot the Chicago Police planned to mount. No one knows what this plot was supposed to be, but it was known to be a definite threat to the security of the river towns.

Farrady and the traders both have reasons to get Stedman out of police custody, and ask the adventurers for help. The traders offer passage to Riverview and a rich payment in equipment if the group agrees. The plot which is hatched involves hijacking a police patrol boat carrying Stedman upriver to Stateville and the military authorities, in broad daylight under the eyes of the whole town. After that, the mission gets difficult.

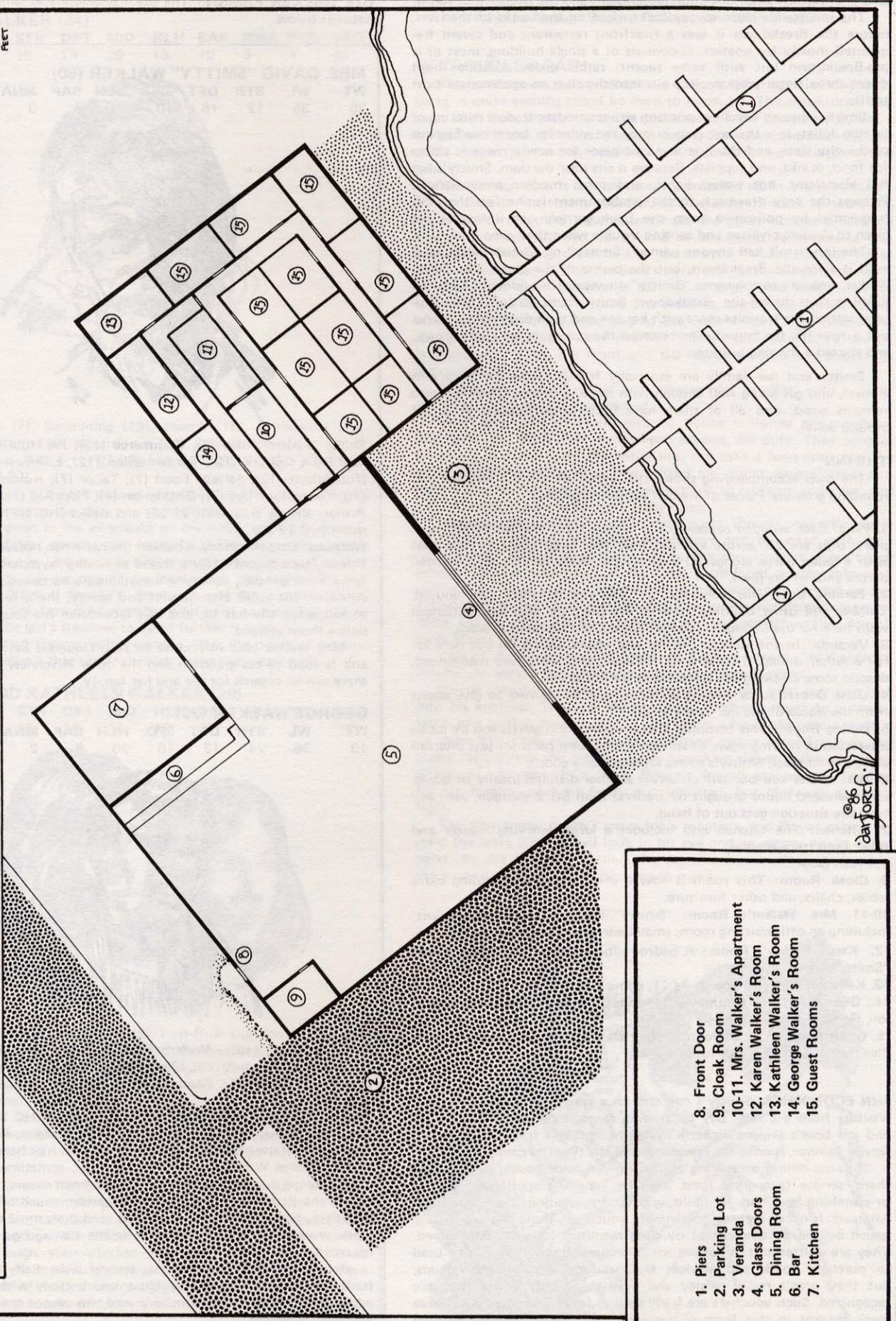
If the hijacking and rescue are carried out successfully, Stedman can be transferred to a hidden compartment on board the trader's boat. The entire group is then forced to make their way past heavy security at the Brandon Road Lock. Just when it seems that all is clear, a patrol boat sets out after the party in hot pursuit, and must be dodged, or convinced that the party is innocent, or destroyed with no survivors in a way that will not throw suspicion upon the group.

With this escape from pursuit, the adventure can be wrapped up leaving the Chicago plot discovered and thwarted, and the adventurers welcome recruits for either the Resistance or Riverview, or free to resume their wanderings, as they desire.

SMITTY'S

The adventure begins at Smitty's, a popular gathering place in the shadow of Brandon Road Lock and Dam in Joliet. This inn is a fairly important place for traders, travelers, and locals eager for news and gossip, and can be a setting for many adventure sequences; the mat-

SMITTY'S (at Joliet)



- 1. Piers
- 2. Parking Lot
- 3. Veranda
- 4. Glass Doors
- 5. Dining Room
- 6. Bar
- 7. Kitchen
- 8. Front Door
- 9. Cloak Room
- 10-11. Mrs. Walker's Apartment
- 12. Karen Walker's Room
- 13. Kathleen Walker's Room
- 14. George Walker's Room
- 15. Guest Rooms

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DAVID FORECH

erial that follows describes the establishment and the people that run it.

The inn stands close to the locks, right on the banks of the river; before the Breakdown it was a riverfront restaurant and tavern frequented mostly by boaters. It consists of a single building, most of it pre-Breakdown but with some recent, rather crude additions built since; three finger piers project out into the river to accommodate boat traffic.

Smitty's has an excellent position to accommodate traders entering or leaving Joliet; it is the last stop in over ten miles for boats heading out of the city-state, and the first and best place for new arrivals to tie up for food, drinks, and supplies. Because it sits near the dam, Smitty's has full electricity, hot water, lights, and other modern conveniences. Perhaps the only drawback to the establishment is the fact that it is frequented by policemen from the Lock garrison, an ill-favored lot given to abusing civilians and causing trouble when they can.

The inn hasn't had anyone named "Smitty" or "Smith" associated with it since the Breakdown, but the owner of the place, Mrs. David Walker, answers to the name "Smitty" anyway. The widow of a Marine killed in riots during the Breakdown, Smitty came to Joliet after Chicago settled the troubles there with her son and twin daughters to carve out a new life for herself. She restored the inn, built on guest rooms, and started a thriving business.

Smitty and her family are especially friendly with the Riverview traders, and get along well enough with the authorities. Their business remains good, and all of them have become institutions of a sort around Joliet.

THE INN

The map accompanying shows the layout of the inn and the surrounding grounds. Places of interest are noted below.

- Piers:** Each wooden causeway has several slips, reached by narrower piers; slips are 25' across and can hold two large boats (or one boat with a laden barge alongside) each. Wider loads can be accommodated on the ends of the piers.
- Parking Lot:** This concrete lot now stands vacant and unused. Lumber and other building material are piled up near the restaurant walls here for use in ongoing construction and maintenance work.
- Veranda:** In the summer, tables and chairs are set up out here for fair-weather dining. The veranda is paved, and fairly well maintained, despite some cracking and buckling in some places.
- Glass Doors:** A series of glass doors can be opened to give access from the inside of the inn to the veranda.
- Dining Room:** This common area is used by inn guests and by locals interested in hearing news or stories from distant parts (or just interested in a good meal; Smitty's cooks are especially good).
- Bar:** Under the bar (which serves alcohol distilled locally or occasional salvaged liquor brought by traders) is an SG 2 shotgun, used any time the situation gets out of hand.
- Kitchen:** The kitchen also includes a large, working freezer and other food storage areas.
- Front Door**
- Cloak Room:** This room is now a small storeroom holding extra tables, chairs, and other furniture.
- 10-11. Mrs. Walker's Room:** 'Smitty' Walker's private apartment, including an office/sitting room, small bedroom, and bathroom.
- Karen Walker's Room:** A bedroom/bathroom occupied by one of "Smitty's" twin daughters.
- Kathleen Walker's Room:** As 11, above.
- George Walker's Room:** As 11, above, but occupied by "Smitty's" son, George, and his wife.
- Guest Rooms:** Each room contains a bedroom and sanitary facilities (rather primitive, but functional).

INN ECONOMICS: Smitty's operates on a system of barter and credit. Visitors from the river pay by trading cargo, especially food; Smitty and the boat's skipper dicker a mutually agreeable trade based on the service (dinner, rooms, etc.) rendered and the types of cargo available.

Citizens dining or staying at the inn can trade goods, if they have them, service (preparing food, cleaning, repairing appliances, electric or plumbing lines, etc., or building additions, maintaining the piers, or whatever is necessary), or government vouchers. These last are 'IOU's' issued by the government or by gang members for services rendered. They are written out in convenient "denominations", and can be used to purchase goods and services from particular people or groups, but they aren't really money and have value only where they are recognized. Such vouchers are fairly easy to forge, and there is a sizable black market in this form of currency, but many places in Chicago territory tend to accept them freely.

THE WALKER FAMILY: The main characters at Smitty's are given statistics below.

MRS. DAVID "SMITTY" WALKER (60)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 20 | 36 | 12 | 16 | 10 | 16 | 5 | 3 | 1 | 40 |



Skills: Modern Rifle (7), Commerce (13), Pre-Ruin Culture (12), Post-Ruin Culture (12), Fermentation (12), Literacy (English) (9), Nutritionist (12), Salvage Food (7), Tailor (7), Automobile Driving (70), Technology Use (7), Distillation (4), First Aid (7).

Armor: Blouse (HC 4-11, 21-28) and slacks (HC 10-18), plus street shoes (HC 19-20).

Weapons: Uses the shotgun behind the bar when necessary.

Notes: Once described by a friend as having "sympathy enough for ten normal people", Smitty is nonetheless a hardened survivor type. Although she looks after friends and family, she is resolute enough to kill when she has to, and can face down the toughest Chicago police thugs at need.

Mrs. Walker was very close to A.J. Douglass before his death, and is fond of his grandson and the other Riverview traders. They share similar regards for her and her family.

GEORGE WALKER (39)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 10 | 36 | 24 | 12 | 16 | 20 | 8 | 2 | 4 | 50 |



Skills: Brawling (18), Modern Rifle (6), Carpentry (9), Post-Ruin Culture (4), Masonry (6), Technology Use (6), Electrician (6), Literacy (English) (4), Basic Research (4), Mathematics (2), Architecture (4).

Armor: Work clothes (HC 4-18, 21-28) and shoes (HC 19-20).

Weapons: Though he can handle the bar's shotgun, Walker is the type who will use his fists even when a weapon is at hand.

Notes: George Walker is a big, strong man, sometimes more than a little dense, but with a big heart and an open nature. He was born before the Breakdown, but doesn't remember much of what it was like then. He is good with his hands, and does most of the heavy work around the inn; he also tends the bar and generally helps his mother.

Recently George married his second wife, Sally, one of the inn's two cooks. George's loyalties rest entirely with his family; when they are threatened in any way, his response is immediate and usually violent.

SALLY WALKER (34)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 15 | 20 | 10 | 15 | 20 | 16 | 10 | 3 | 3 | 31 |



Skills: Knife (7), Swimming (19), Search (16), Commerce (16), Post-Ruin Culture (10), Nutritionist (10), Salvage Food (12).

Armor: Blouse (HC 4-11, 21-28) and skirt (HC 10-16), plus street shoes (HC 19-20).

Weapons: None. Sally can defend herself, if need be, with a kitchen knife or other blade, but does not normally carry weapons.

Notes: An orphan in the aftermath of the winter of '98, Sally was taken in by foster parents and raised in the country. When their farm was seized by Joliet, Sally was brought into the city to work as a kitchen drudge for one of the local gangs. She later ran away, and found a place at Smitty's. When she was discovered later on, Smitty killed the first gang member who tried to take Sally back, then bought the girl's freedom to avoid further trouble.

Sally married George only recently, after the death of his first wife in an epidemic that swept through Joliet two years ago.

KAREN AND KATHLEEN WALKER (29)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 14 | 20 | 10 | 16 | 18 | 18 | 9 | 3 | 3 | 33 |



Skills: Brawling (5), Commerce (8), Post-Ruin Culture (8), Literacy (English) (6), Tailor (14), First Aid (6), Fermentation (8).

Armor: Blouse (HC 4-18, 21-28) and skirt (HC 11-16), with street shoes (HC 19-20).

Weapons: None.

Notes: These identical twins share the same basic stats. Karen, the elder, is actually somewhat brighter, while Kathleen is a bit more stubborn and willful, but the differences do not amount to much.

Born just before the Breakdown, the twins have led a sheltered life, first with their mother and grandparents in the town of Plainfield, later at Smitty's, where they have worked as waitresses, part-time cooks, and general helpers for several years. Neither one is married, although their mother has tried to encourage matches with some of the more eligible river traders. Their good looks have been the cause of more than one ugly scene at the bar, when drunk-en patrons went too far and brought Smitty's maternal instincts out in full force.

Other Characters: Smitty's employs a handful of other people, but they can be treated as Average Quality Rabble with minimal expertise.

IN TROUBLE AGAIN

The evening was supposed to be a quiet one, but even in "civilized" parts, a quiet evening could be hard to come by. The adventurers had been told that Smitty's was the place to go for a beer, a meal, and a warm bed. It was the nicest place in Joliet, or so everyone said — which made the rest of the city sound awfully dismal, the way things worked out.

The dining room is not particularly crowded when the adventurers arrive. Due to inclement weather, the veranda in back is not being used, but through the intermittent rain, the party notices a battered fiberglass houseboat tied up to one of the piers. A hand-sewn flag bearing an old coat of arms and the motto "Never Behind" hangs limply from a flagpole on the boat's stern, and on the side of the superstructure, the name *Nautilus* is painted in large, bold letters next to a duplicate of the flag's crest. The waitress, one of the Walker twins, identifies the boat as belonging to the traders from Riverview Cove, and points out their table nearby. Smitty, the restaurant's owner, is sitting with them, but eventually she leaves the table and disappears into a back room.

Things are, indeed, quiet and pleasant for a while, until a party of newcomers enters the restaurant.

There are eight of them, wearing police uniforms and weapons, but obviously, from their manner and actions, off duty. They swagger in, acting as if they own the entire inn, and take a large table near the place where the three Riverview traders are sitting. Several other patrons, locals by the look of them, make haste to settle up and leave, and there is a definite air of tension in the room.

The cops are loud and rowdy; the traders, though obviously aware of them, studiously ignore the newcomers and go ahead with their conversation as if nothing were wrong. But the situation doesn't last; within a few minutes, one of the cops, a red-faced chubby man with non-com's stripes and a drunken slur in his voice, gets up and crosses deliberately to the traders' table. He picks out the female crew member there, a quiet, attractive young woman, and says something that doesn't carry across the room.

One of the other traders makes an audible answer. "Not tonight, Royce", he says. "You know she only drinks with humans".

Royce mouths an obscenity and grabs the girl, who swings a kick into his kneecap. The cop staggers back, catches himself on a nearby table, and lurches forward again. The trader who spoke before steps in to meet him, then staggers back as Royce makes a solid punch; the trader falls across the group's table, knocking glasses and plates in all directions. At the same time, Royce's friends are up and heading for the traders, who are badly outnumbered, but obviously ready to fight.

The first trader doesn't move for a moment, and Royce comes toward the table with an evil look in his eye and an empty bottle in his hand. At this point, as tension changes without warning into trouble, the adventurers have some decisions to make.



W. K. '86

If they so desire, they can wade in and help the traders. This will even the odds and lead to a free-for-all brawl that can be resolved according to the usual combat rules. Should the group attempt to remain neutral, Royce's bout with the first trader will go on, and the next exchange of punches will send Royce barreling into one of the characters. His response will be to lash out at this new target and call his friends to help, leaving the party no choice but to get involved.

Should the adventurers side with the police, Royce will take a short time out from the fighting to tell them, in the most insulting way possible, to mind their own business; then he will become abusive and provoke a fight.

In resolving the fight, the gamemaster should handle the three traders and the police, but should basically ignore everything except the actual fighting involving the characters. Other descriptions can be spun out as desired; the more confusion and swirling action that takes place, the better. The traders will not hesitate to use weapons (as given in their character descriptions), but the cops will use their guns only if cornered. (They will gladly use other weapons, however, including nightsticks, bottles, chairs, and anything else that comes in handy; they are enjoying themselves, and will fight as hard as they can, leaving gunplay as a way of getting out of trouble.)

Regardless of how the fighting is going, it ends abruptly. The angry bark of a shotgun puts a sudden halt to the proceedings — Smitty fires it into the ceiling to get everyone's attention. Moments later a second group of cops comes in, this group with guns drawn, and evidently on duty; their arrival stops Smitty from getting further than shouting, 'Hold it — that's enough out of all of you!'

The newly arrived cops listen to Royce, who accuses the traders — and the adventurers — of starting the fight. They are ready to round up the group when Smitty steps in and tells her side of things, threatening to file a complaint with Lt. Harrison, the garrison commander, if he and his men aren't taken away too. The sergeant in charge of the squad compromises, and decides to haul everyone in, wanting trouble with neither Royce — his superior — nor with Smitty, who has influence with the lieutenant. The whole group, cops, traders, and adventurers alike, get the chance to hike eight blocks through the rain to the new city hall building, where they are locked up in a set of downstairs cells (along with several other prisoners already present) 'to cool off until we decide what to do with you.'

Quiet evenings can be like that.

THE VAGRANT

A night in jail doesn't help anyone's nerves. The adventurers and the traders have been locked up together in one cell, with Royce's bullies on the opposite side of the hall (deprived, of course, of their weapons). During this incarceration, some of the relationships that will prevail in later stages of the adventure can be established.

If the characters came willingly to the aid of the traders, they will find these three very friendly. One of them, Baker, has picked up a nasty knife wound in the side, and will welcome first aid. All will treat the adventurers like friends, thanking them for their help and promising them that they will be rewarded for helping Riverview.

If the adventurers tried to stay neutral and were drawn in despite their best efforts to keep out of it all, the traders will remain aloof, but an offer to help the wounded man will be a wedge to make friends. On the other hand, if the group started by trying to back up Royce, they will find themselves given a very definite cold shoulder, no matter what they do. Any offer to help Baker, or to talk, or to do anything will be ignored or coldly refused, and the adventurers will be off to a decidedly bad start with these proud, fiercely independent Riverview people.

With luck, though, the players will be in a position to make friends with the traders (see the descriptions at the end of the adventure), and can at least think about joining them (for another drink, if nothing else) after they are released. The traders are not worried about incarceration; Riverview people are not held for long around here; the powers that be know better than to antagonize the most influential traders in the Illinois Valley. If the characters have earned their friendship, it is likely that they will be similarly well-treated.

For quite some time, Royce is visible in the other cell, pacing back and forth restlessly, swearing and shouting at his fellow prisoners. Eventually, though, he stops, swaggers over to one of the benches at the far wall of the cell, and unceremoniously dumps the vagrant who was sleeping there onto the floor so that he can sit down. But Royce doesn't sit down — he stares transfixed at the vagrant, then suddenly rushes to the cell door shouting for the sentry on duty.

The sentry comes in, looking half awake and angry, but becomes a lot more respectful when he sees Royce's stripes. Royce asks him about the vagrant, and the sentry responds by saying that the man is just a

bum pulled in for trying to take food without a voucher. He'll be sentenced to hard labor in the morning until he works off his debt.

Royce looks back at the man, who is awake now and trying to look inconspicuous. "That's no vagrant," Royce says, "That's Stedman, the engineer. I recognize him from the time he repaired the locks. What's he doing in jail for vagrancy? What's he doing in Joliet at all? — He's supposed to be back in Chicago."

Royce convinces the sentry to fetch an officer, then starts working Stedman over. From the shouts and snatches of conversation that drift across the hall, it is plain that Stedman is government property, a trained engineer who is kept as a slave, generally well-treated, but without rights of any kind, and expected to work on various city projects such as lock maintenance and generator repair. Stedman is heard crying out several times under Royce's tough questioning, but does not answer.

The interrogation ends when a young lieutenant returns with the sentry. Royce repeats the story, and both Stedman and the sergeant are removed from the cell. The lieutenant is praising Royce's memory and quick thinking as the cell door is opened. The shabby engineer, bleeding from Royce's harsh treatment, staggers to the door, only to be pushed roughly by Royce. Stedman lurches across the corridor, against the door of the cell from which the adventurers are watching. He plucks a folded piece of paper from his belt and drops it, unseen from outside, through the bars, and his lips silently form the words "Help me" before he is dragged away. One of the adventurers retrieves the paper, but with the cops in the other cell able to see and hear much of what goes on, it is unwise to examine it too closely yet.

The next morning, as promised, the group is released. A fine is assessed against each of them, amounting to 50 barter points apiece. If by this time, the traders are solid friends, they will issue letters of credit against their own cargo for everyone, including the characters. If, however, the traders remain unfriendly, the player-characters must pay their own way, either through giving up possessions, or by serving eight hours of hard labor demolishing a worthless building for scrap materials in place of payment. These fines do not make good the damage done to Smitty's, incidentally, as the traders make clear by speaking of 'settling up with Smitty.' Since any gear the adventurers were not actually carrying is in the rooms they rented at Smitty's, settling up there will be necessary for them, as well.

Again, being friends with the Riverview people will help the group. Smitty doesn't want any payment for damages at first, planning to submit a full bill to the city. The Riverview traders eventually persuade her to take two cases of what they call "Juice's Best", and the payment covers the adventurers if they are friendly. If the group was neutral, they will be charged 25 barter points (total) for their share of the damages; if they took sides against the traders, their share will come to 100 barter points instead.

THE NEXT MOVE

Once again, events have pushed the adventurers into making a decision. They may — or may not — wish to get involved in the affairs of the man Stedman. It is to be hoped that they will have the proper degree of loathing for Royce and his friends, and will be ready to get involved just to embarrass him. However, there are other factors that may pique their interest.

First of all, the traders recognize the name Stedman, and the things they overheard Royce saying. The man is one Lawrence Stedman, an engineer from Chicago trained by the late Lutz Mueller. The Riverview people are idly wishing that there was a way that they could get Stedman back to Riverview, which has lacked a really well-trained hydroelectric engineer since Mueller died and his son deserted. Their talk isn't really serious — traders are discouraged from getting involved with local affairs — but it is plain that the man is valuable.

Examination of the paper Stedman gave them reveals that it is a crude sketch map, which someone familiar with the area (a trader, a policeman, or anyone at Smitty's) can identify as downtown Joliet. A particular place is marked in red, and the name 'J. Farrady' is written across the top. What the map signifies is not clear from examination, and no one available recognizes the name Farrady, or the place marked on the map, as having any special significance.

Several options are open to the adventurers, whether they are with the traders or not. These are discussed below.

1. Find Farrady: If the adventurers choose to follow the clue given by the map, they will find that the place marked on the map is a small, run-down house. A very attractive young woman answers the door if they knock, and inquiries will reveal that she is Julia Farrady.

She is a member of the Resistance (her stats are given in the chapter on the Resistance movement), and will be wary of questions. However, if the group is with the Riverview people, whom she recognizes as frequent visitors to Joliet, she will trust them. The reputation of the Riverview people is such that no one would believe they or their

friends would be police spies, no matter what they think of the Resistance. In this case, she will open up immediately and shares what she knows. Otherwise, she will deny all knowledge of the map or a man named Stedman, threaten to contact the authorities (a bluff) if the group does not leave, and after they are gone follow them to check on their *bona fides*. After following them for a time and searching their rooms, Farrady will become convinced that they really did come from Stedman, and will contact them again.

When Farrady does put her cards on the table, she will reveal that she is a Resistance agent, and that she was recently contacted by another cell to help smuggle Lawrence Stedman out of the city-state territory. Stedman had contacted the Resistance offering what he claimed was important information in exchange for help escaping; he refused to divulge the information, and the Resistance refused to help him without something concrete, so a compromise was reached. The engineer was assisted to reach Joliet and given instructions to contact Farrady, who would listen to his story and then decide if it was worthwhile. Stedman had supposedly agreed to this, but he never made the meeting the night he had been scheduled to visit. Evidently he had been criminally careless in making a map from the directions given to him, and in writing Farrady's name on it; had she known, she would have been long gone, for fear the police would get it.

Farrady doesn't know what Stedman's information is all about, but she wants to find out. She will immediately start to make plans to rescue the engineer and will approach the adventurers for help in carrying it through. The Riverview traders, if present, will be in favor of the project, despite their avowed neutrality (they don't consider smuggling, of goods or people, a crime, and they like the idea of having Stedman work off his rescue in help to Riverview later). Once they are convinced (and Farrady will go on to contact them separately if they aren't with the adventurers), they will do what they must to recruit the adventurers, offering passage to any port down to Riverview and a month's lodgings or provisions for their help in carrying out the plan. With one of the traders still hurt, they need the help to carry off any sort of rescue.

2. Ignore The Problem: Rather than get involved with all of Stedman's problems, the adventurers may choose to ignore the whole problem and stay neutral; this, in fact, is the way the traders will vote if they have any say in the matter (though if they are with the group they'll abide by a majority vote). Should this come to pass, then Julia Farrady will come looking for the adventurers.

In this case, she has received word that Stedman was picked up for vagrancy (no word why) and sent to jail; friends watching city hall reported the release of the adventurers, but never saw Stedman come out, which isn't usual for a vagrancy case at all. The adventurers may have seen the engineer inside, so Farrady pays a call on them.

In this case, she will reveal what she knows and attempt to recruit help. Once again, a rescue is planned.

3. Rescue Stedman: The adventurers may decide to try to rescue Stedman without finding out anything about Farrady or the map. Again, this leads to a rescue situation, but without the benefit of knowing what it is all about. Farrady, by this time, will be following the party (as per 2, above), and could conceivably be used by the gamemaster as a sort of "Guardian Angel" if something goes wrong.

RESCUE MISSION

Presumably, the adventurers will indeed set out to rescue Stedman. If they choose not to, the adventure is pretty well over. Farrady and the traders most likely will set off to do so, but won't succeed. A few months later, if the group is still in the Illinois Valley, the failure to uncover Stedman's information will have some very messy repercussions, possibly for the player-characters themselves, and certainly for the Valley as a whole. See the section entitled, "Ending the Adventure".

If a rescue is to be attempted, it will call for skill and daring. Standard procedure in transferring an important prisoner north is to send him upriver by boat from Brandon Road Lock to Stateville, then on to Chicago by boat or train as convenient. The group's only chance to free Stedman will be during his transfer from city hall to Brandon Road, or from the lock to Stateville.

An open attack is likely to lead to disaster-- even if Stedman's escort could be eliminated, they would certainly make enough noise before they were taken out to raise all of Joliet against the group. Given the fact that he will almost certainly have at least a full squad to escort him overland (something that is standard procedure for any prisoner, and thus common knowledge to the traders, to Smitty's people, and to Farrady), a rescue between city hall and Brandon Road would be messy at best, and should be discouraged. (If the players wish to try it, go ahead . . . but the gamemaster should make it a difficult and dangerous rescue indeed.)

The other method of achieving the rescue involves hitting the escort when it is carrying Stedman upriver to Stateville. A speedboat with

four policemen (plus Royce and Stedman) will make the trip. This contingent is more easily managed, but once again, a direct attack would be a disaster. No boat can escape Joliet if the locks are closed, as they would surely be if there was fighting right out on the open river. Equally, trying to escape through or around Joliet on foot after such an incident would almost certainly be futile. A certain degree of subtlety is necessary to win the day.

The exact approach adopted for this is up to the players to come up with. Farrady is in favor of a direct attack of some kind; the traders will point out the obvious drawbacks to this, but don't have anything else to offer. This should leave the adventurers open to come up with a better solution. The ideal course would involve the hijacking of the police boat (and uniforms and orders) before it picks up the prisoner; it will probably dock at Smitty's pier while waiting for the lock to raise the water to the Joliet level before entering, tying up by the control room for the lock, and taking the prisoner and Royce on board. A well-timed and silent attack on the policemen could put them out of action, allowing the group to be substituted for them. Since these troopers are from Stateville, they would not necessarily be known to the lock guards or to Royce. (However, some kind of disguise may be needed to avoid recognition of his opponents from the brawl -- it may take him some time to place the adventurers, but he will notice sooner or later.) The traders, or Farrady, can supply the information needed to plot this move, but they won't volunteer it -- the players must think of the idea, or something similar, and ask specific questions.



If another idea is suggested instead, and the gamemaster thinks that it has sufficient merit, there is no need to be bound by the above approach. The gamemaster can invent each necessary background as it is required to plan other kinds of operations.

Actual success will depend on the actions of the group and the results of the various reaction rolls. Royce must be silenced before anything else happens. He may be rendered unconscious as soon as the boat is out of sight of the lock authorities; if he is not taken out, he will realize that something is wrong the first time that the boat deviates from the usual procedures for going to Stateville. (i.e., if it fails to head that way directly and at top speed.) There is also the element of unpredictability in his recognizing one of the characters, which the gamemaster can hold in reserve to liven things up, as necessary.

If at all possible, the adventurers should not be permitted to kill Royce; his death, if the group's involvement with Riverview people is discovered, could have unfortunate repercussions later, and the traders will have asked that he be put out of action before he recognizes anyone, but not killed, just in case. In a fight situation, Royce should be manipulated by the gamemaster so that he can escape; he makes a useful ongoing adversary in later situations, especially if he suspects (but cannot conclusively prove) that the adventurers are behind Stedman's escape.

Howver Royce is handled, it will be necessary to transfer Stedman from the police boat to the *Nautilus*. This cannot be done simply by pulling into Smitty's; it is in direct sight of the lock. Nor can the houseboat go upstream and rendezvous -- it just returned from a trip upstream to Chicago, and has no reason to go back. The actual solution, again, must be up to the adventurers -- from a faked engine failure by Smitty's (risky) to a landing further upstream, and return on foot. Any solution should be one that doesn't take much time; sooner or later, and certainly within an hour when the boat doesn't turn up at



Lockport Lock, the word will go out to start looking for Stedman, and the Brandon Road Lock will be closed. *Nautilus* must pass the lock before this happens, or all is lost.

The Brandon Road Lock routinely conducts inspections for contraband or refugees. The Riverview boats, however, are equally routine about making provisions for carrying such. *Nautilus* herself has no 'smuggler's hole', but her single raft does — a space built into each of the two pontoons big enough to hold a man and (so far) completely unsuspected by the police. Stedman can be concealed here; if for one reason or another (such as her having been recognized by a guard) Farrady must be smuggled out as well, she will also have room. They will not be discovered by the usual casual search (a search made under an alarm condition is another matter — the houseboat will be impounded, and everything searched very closely, if there is even a faint suspicion of trouble).

If the boat clears the lock in time, a final crisis can be added at the gamemaster's option. When the alarm is finally raised, a single speedboat manned by six armed policemen will be sent after the last boat out of the locks — *Nautilus*. How the party handles this problem will depend on their intelligence and cool. Riverview cannot afford to be identified with the kind of acts committed in helping Stedman escape. Even a suspicion could result in the revocation of Douglass's trading licenses, and that would eventually put Riverview out of business.

The pursuit craft's crew will come on with bluster and accusations of wrongdoing, hoping to provoke an admission. If any of the group panics and starts shooting, it is necessary to see to it that all of the pursuers are killed so that they cannot make a report. (Note, too, that they have a radio, so it won't be long before a report can be made, if the adventurers aren't quick to finish the fight). If it comes to a fight, the traders will hastily concoct a story about a bandit ambush of *Nautilus* and the police boat; Stedman and at least one of the adventurers (or Farrady, if she is along) will be put ashore at a secluded spot while the houseboat goes back to Joliet to report the "ambush" and submit to impoundment and search. The fugitives can then be picked up later — but any adventurer left with Stedman will be reported dead, and will need to disguise himself before he can ever again enter Joliet.

The better solution, of course, is to get out of the situation using wits and smooth talk. These police, for all their bluster, don't know anything, and will merely make a second search of the boat and cargo. They won't check the pontoons.

Once this final problem is overcome, the boat is free to run west to friendlier territory. At some point along the way, the outstanding points of the adventure can be wrapped up as discussed below.

ENDING THE ADVENTURE

Several loose ends must be cleared up once the action is over. These are summed up in the sections that follow.

STEDMAN'S STORY

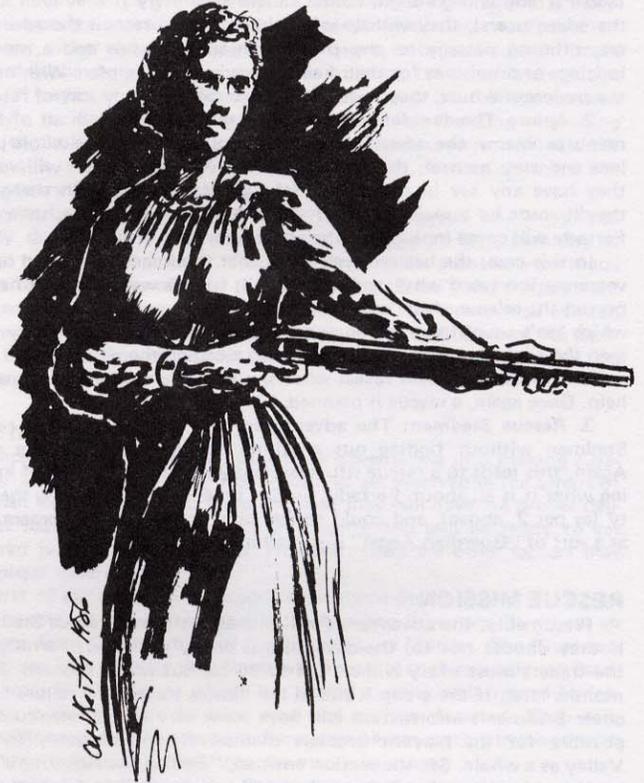
Stedman's information proves to be extremely important. His

most recent assignment was to work on the new steam engines being installed in one of the barge tows under renovation in Chicago. As it happens, he overheard an important discussion between the Superintendent of Police (who was visiting the site) and one of the officers who was supervising the project. A plan is under development to use the barge, once it is finished, as a "Trojan Horse" to bring a large contingent of Chicago police down river and seize the Dresden Lock and the town of Morris, the latter primarily because it is suspected to be the base for a particularly troublesome Resistance unit. This would actually be the prelude, however, for a major thrust to seize the Illinois River valley with a minimum of troops and preparations.

Stedman himself was arrested because, shortly after he arrived in Joliet, he was mugged by street criminals and relieved of the fake identity papers and government vouchers the Resistance supplied him with. He'd not eaten in almost two days, and risked trying to take food from an open-air stand, but he was caught, and, when he couldn't pay, arrested for vagrancy. This set up the situation that the adventurers became involved in.

With this knowledge, the Riverview traders know exactly what to do. Without becoming actively involved in the Resistance (something Tony Douglass will not tolerate), they can see that word is passed on to a Resistance unit by making sure that it leaks to Tom Grayson at Marseilles, who is widely known to feed such information to Resistance outlets. From there, efforts can be made to sabotage the construction of the barge tow, and to prepare Dresden and Morris in case an attack does come. Forewarned, the settlements have little to fear.

The news of this plot does, however, increase tension in the Valley, and revives interest in the Resistance movement among those (including some Riverview people) who previously ignored the whole idea.



PERSONAL OUTCOMES

The adventurers themselves, by participating in a successful operation, earn the promised reward. More importantly, though, they can earn the respect of Riverview (and an offer to become part of the community) and of the Resistance (particularly if Farrady comes out with them, but her report on their actions will reach Mike Chamberlain sooner or later, and he will be glad to recruit them). It is up to the players decide which group to join (or whether to go their own separate ways instead).

FAILURE

Failure in the mission can have drastic repercussions. If Stedman's information does not reach the valley communities, Chicago's attack, when it finally comes, will be a complete surprise. Previously, there was no way for Chicago to support troops operating away from the rail net in the valley; the finished barge tow will give them that capability. This could be the start of an all-out war for control of the River,



one that Chicago is very likely to win in the long run.

If, in the course of the adventure (regardless of success or failure in delivering Stedman's information) the group actively implicates Riverview, they will be causing that community grievous harm. Chicago will almost certainly pull their licenses to trade, which will be the ruin of the whole Riverview structure. Although Douglass would always stand behind his own people, and so would not sacrifice them to save his licenses, the newcomers who contributed to this calamity would not find a very warm welcome, and the situation in the valley as a whole would heat up even more through suspicion and distrust. Remember that Riverview's whole position was founded on their good faith, and Riverview is a much-respected institution. Douglass often gets involved in shady operations, but discretion has always been maintained and failure now would be extremely unpleasant for all those concerned.

CHARACTERS

Julia Farrady has been described elsewhere in this booklet. Also found elsewhere are stats and skills for typical Chicago police characters who might be encountered. The five characters below are the other NPC's of particular importance to the resolution of the adventure.

LAWRENCE STEDMAN (48)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 30 | 15 | 10 | 20 | 10 | 16 | 5 | 3 | 1 | 29 |



Skills: Brawling (6), Carpentry (11), Pre-Ruin Culture (7), Post-Ruin Culture (14), Literacy (English) (12), Masonry (9), Technology Use (14), Automobile Driving (11), Blacksmithing (11), Electrician (11), Machining (11), Physics (8), Mathematics (7), Mechanical Power Generation (8), Electrical Power Generation (8).

Armor: Rugged work clothes (HC 4-18, 21-28) and boots (LL 17 20).

Weapons: None. Stedman is a prisoner; moreover, he has never handled weapons and cannot be expected to do much with them now.

Notes: Lawrence Stedman is a small, nearsighted, frightened rabbit of a man. (The appearance is enhanced by a receding chin and prominent front teeth.) He is fairly intelligent when it comes to matters of engineering or mechanics, but can otherwise be vague and absent-minded. The early horrors of the Breakdown, combined with life as a slave of sorts, have left their marks on him. He is weak-willed, nervous, and indecisive.

It took everything Stedman had in him to decide to run, and at that, he managed to bungle almost everything he tried to do. Genuinely concerned over the Chicago plot against the Valley, he is even more concerned for himself now that he is a fugitive. Stedman is virtually worthless in a crisis, but his information, and his knowledge, make him valuable nonetheless.

JOE ROYCE (28)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 15 | 18 | 24 | 18 | 18 | 18 | 9 | 3 | 3 | 39 |



Skills: Brawling (20), Weapon and Shield (20), Modern Pistol (8), Modern Rifle (8), Autoweapon (8), Seamanship (7), Swimming (8), Stealth (6), Commerce (7), Post-Ruin Culture (6), Interrogation (7), Tactics (5), First Aid (6), Technology Use (6).

Armor: Police Uniform (HC 4-18, 21-28), ballistic jacket (BC 5, 4-12), and combat boots (LL17-20).

Weapons: Carries a nightstick, a knife, and a P14 pistol. In combat situations, may also carry an R2 rifle converted to full-auto fire. Ammunition carried depends on the nature of his mission.

Notes: Royce has been described as a "bully's bully"; he has a sadistic streak wider than he is and a sense of humor that works best when he frightening small children and kicking stray dogs.

Formerly a junior member of one of Joliet's gangs, Royce was kicked out after failing (twice) to capture a young fugitive who had crossed the gang and then escaped their justice. This was Billy Gallagher, and Royce's second failure to recapture him stemmed from the intervention of A.J. Douglass. As a result, Royce has thirsted for revenge against Gallagher and Riverview ever since. However, he cannot take any direct action until and unless he can justify it to his superiors; meanwhile he must be content with harassment while he waits for a mistake to put them into his hands.

Royce has a definite eye for the ladies, but is crude, heavy-handed, and insulting in his whole manner, and so rarely succeeds in any of his propositions.

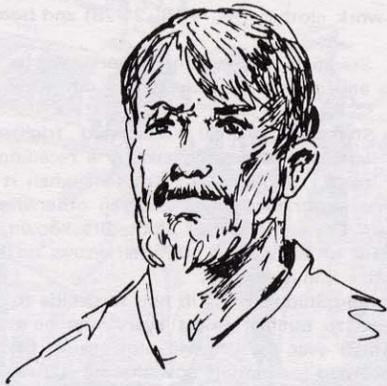
As senior non-com of the Brandon Road Lock, Royce demands — and gets — the respect of his subordinates, many of whom emulate him as a way of catching his favor.

RICK NORRIS (36)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 20 | 24 | 18 | 20 | 16 | 20 | 8 | 3 | 2 | 45 |

Skills: Brawling (16), Crossbow (18), Beast Riding (9), Boating (8), Fishing (9), Seamanship (9), Wilderness Survival (9), Swimming (8), Hunting (9), Stealth (9), Bowyer (9), Commerce (9), Post-Ruin Culture (12), Technology Use (9), Powerboat Pilot (18).

Armor: Work clothes (HC 4-18, 21-28) and sneakers (HC 19-20).



Weapons: Carries a pistol-type crossbow (30 lb. pull) with 20 bolts.
Notes: Rick Norris and his father were both survivalists who lived a solitary existence in the years directly after the Breakdown. Rick's father was killed, and he himself taken captive, by the Miranda gang; he was rescued by a group from Riverview Cove and nursed back to health there. Although some of his ideas on survival don't fit in too well with the Riverview way, the Douglasses allowed him to stay on. He showed an aptitude with boats, and was eventually made captain of the *Nautilus*.

Norris is not, however, the best of captains, and Ed Baker has to look after him when it comes to commercial matters. Rick is still illiterate, and prone to take sides more readily than Tony Douglass would like. Norris and his crew have earned a reputation as the "bad boys" of Riverview Cove, but their combined talents make Douglass reluctant to do more than chastise them periodically for bending the rules to suit themselves.

ED BAKER

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 30 | 30 | 12 | 15 | 10 | 12 | 5 | 3 | 1 | 33 |



Skills: Unarmed Combat (6), Modern Pistol (20), Beast Riding (9), Boating (8), Seamanship (5), Commerce (14), Post-Ruin Culture (16), Literacy (English) (13), Basic Research (14), Lab Technique (10), Powerboat Pilot (10), Technology Use (10), Advanced Medical (11), First Aid (11), Mathematics (8).

Armor: Work clothes (HC 4-18, 21-28) and sneakers (HC19-20).

Weapons: Carries a P32 pistol and three clips of ammo.

Notes: The son of a doctor who was killed during the Breakdown, Ed Baker was taken in by Doc Malone during the trip south to Riverview. Malone took a special interest in the boy, and taught him a great deal; for a long time it looked as if Baker would be Malone's chief apprentice and successor. However, Baker was constantly in trouble for one thing or another, and kept drawing duty as a line handler on various boats as punishment for some of his pranks. Baker didn't much like the outdoor life, but he had a natural talent for buying and selling, a gift of the gab, and (when he applied himself) a good head on his shoulders.

Baker's talents complimented Norris's so perfectly that the two of them became a team that the Douglasses were reluctant to break up, so they were assigned to the *Nautilus*, and Malone was forced to turn to another set of assistants.

SAMANTHA "SAM" WHITE (31)

| WT | WL | STR | DFT | SPD | HLH | BAP | MNA | PCA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 24 | 16 | 12 | 26 | 14 | 15 | 7 | 4 | 1 | 29 |



Skills: Brawling (16), Modern Rifle (10), Beast Riding (8), Boating (7), Seamanship (8), Swimming (5), Post-Ruin Culture (10), Literacy (English) (10), Technology Use (12), Powerboat Pilot (12), Marine Mechanic (12).

Armor: Work clothes (HC 4-18, 21-28) and sneakers (HC 19-20).

Weapons: Normally unarmed, but uses an R21 rifle when necessary.

Notes: Described by A.J. Douglass as "the best man in the *Nautilus* crew", Samantha White is an attractive, tomboyish woman who likes machines more than people. She acts as a linehandler and mechanic aboard *Nautilus*, and so rounds out the team perfectly.

Sam, as she prefers to be called, is much like her crewmates in many ways. She has a reputation for getting into trouble, and a habit of taking care of it herself when she does. Her constant dissatisfaction with the way the boat's engines are running causes trouble; she often delays the boat by troubleshooting minor faults at the least opportune times (like when the crew is in trouble and needs to run). However she is a good comrade to have at one's back, and one of Riverview's best mechanics.

APPENDIX 1: Boats & Vehicles

The boats included in this appendix are examples of the typical types of boats used by traders and other along the river. Different models may have different statistics, which can be established from the section on basic rules.

Queen (River Class Houseboat)

Classification: Boat Soft Target

Base Safe Speed: 40 kph

Fuel System: Alcohol

Milage: 4 km/liter

Capacity: 300 liters

Structure: 3

Area: $11 \times 4 = 44$

Damage Resistance: 66

Maximum Speed 40 kph

Safety Devices: None

Notes on Barrier Effects: Windows 10, Superstructure 15, Hull 40

Special Features: Sleeps 4-5 passengers; can carry many more, as needed. Can carry cargo on the sun deck (size up to Huge 1; ENC Cap of 100). Also has cargo compartment forward (ENC Cap of 25, up to Large), and a hidden compartment under the pilot house (ENC Cap of 15, up to Large). Each barge towed has room for cargo (ENC Cap of 250, up to Huge 2) as well; each laden barge (half or more ENC Cap used) reduces speed by 10%. Up to 7 barges could conceivably be hauled at once (two on either side, two aft, one forward).

Nautilus (Small Houseboat)

Classification: Boat Soft Target

Base Safe Speed: 35 kph

Fuel System: Alcohol

Milage: 5 km/liter

Capacity: 250 liters

Structure: 2

Area: $10 \times 4 = 40$

Damage Resistance: 40

Maximum Speed: 35 kph

Safety Devices: None

Notes on Barrier Effects: Windows 10, Hull and Superstructure 18.

Special Features: Sleeps 6 passengers. Carries cargo on the sun deck

(ENC Cap 80, up to Huge -1). Each barge towed has room for cargo as well (ENC Cap of 250, up to Huge -2); each laden barge reduces speed by 10%. Up to 7 barges could conceivably be handled at once.

Large Cabin Cruiser

Classification: Boat Soft Target

Base Safe Speed: 45 kph

Fuel System: Alcohol

Milage: 5 km/liter

Capacity: 250 liters

Structure: 2

Area: $11 \times 4 = 44$

Damage Resistance: 44

Maximum Speed: 45 kph

Safety Devices: None

Notes on Barrier Effects: Windows 10, Hull and Superstructure 18

Piloted from exposed flying bridge.

Special Features: Sleeps 4-5 passengers; has no provision for on-board cargo, cargo stored on barges (ENC Cap of 250, up to Huge -2); each laden barge reduces speed by 10%. Up to 7 barges could conceivably be hauled at once.

Small Cabin Cruiser

Classification: Boat Soft Target

Base Safe Speed: 50 kph

Fuel System: Alcohol

Milage: 5 km/liter

Capacity: 200 liters

Structure: 2

Area: $8 \times 3 = 24$

Damage Resistance: 24

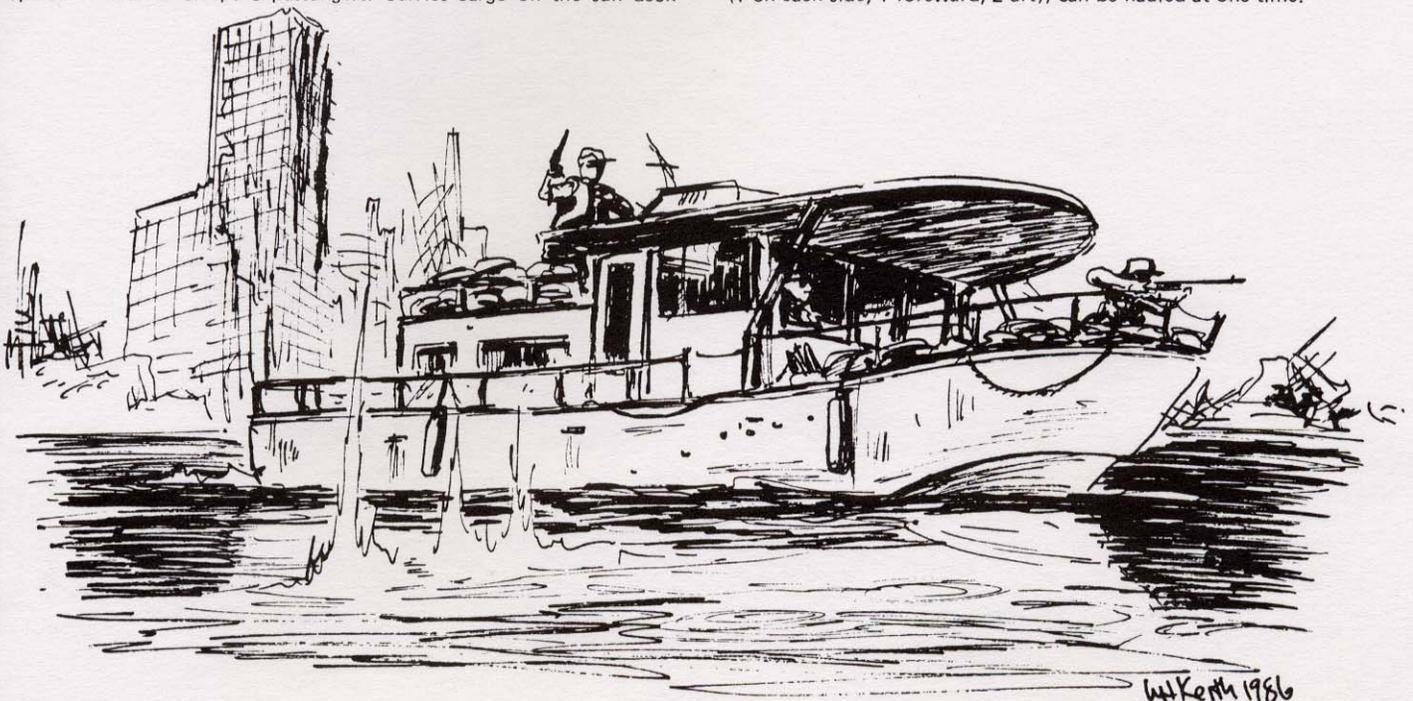
Maximum Speed: 50 kph

Safety Devices: None

Notes on Barrier Effects: Windows 10, Hull and Superstructure 18.

Pilot position open to the rear.

Special Features: Sleeps 3-4 passengers; carries no on-board cargo aside from incidental baggage. Barges carry cargo (ENC Cap 250, up to Huge -2); each laden barge reduces speed by 10%. Up to 5 barges (1 on each side, 1 forward, 2 aft) can be hauled at one time.



Speedboat

Classification: Boat Soft Target
 Base Safe Speed: 60 kph
 Fuel System: Alcohol
 Mileage: 6km/liter
 Capacity: 150 liters
 Structure: 2
 Area: $6 \times 2 = 12$
 Maximum Speed: 60 kph
 Safety Devices: None
 Notes on Barrier Effects: Windscreen 10, Hull 15. Pilot is exposed from sides and rear.
 Special Features: Carries (but does not sleep) 6-8 passengers. No on-board cargo aside from incidental luggage. Although the speedboat could haul one laden barge (ENC Cap 250, up to Huge -2) it would do so at a 50% reduction in speed.

Armored Car

Classification: Heavy-duty vehicle
 Base Safe Speed: 40 kph
 Fuel System: Alcohol
 Mileage: 4 km/liter
 Capacity: 100 liters
 Structure: 3
 Area: $3 \times 4 = 12$
 Damage Resistance: 18
 Maximum Speed: 80 kph
 Notes on Barrier Effects: Vehicle armor value 3, Barrier value 30.
 Special Features: Carries 10 men (including driver); five can use gun slits, while two can man the top-mounted .30 Browning Medium MG.
 Note: 'Armored Cars' are like Brinks trucks converted to carry MG's, and are not designed as military vehicles.

Tanks

Use the M60A3 MBT stats from the basic rules, if you wish, or come up with new ones. Since these tanks are in such bad shape, it really doesn't matter much.

Travelall

Classification: On-Road Car Soft Target
 Base Safe Speed: 60 kph
 Fuel System: Alcohol
 Mileage: 16 km/liter
 Capacity: 60 liters
 Structure: 1
 Area: $2 \times 3.5 = 7$
 Damage Resistance: 3.5
 Maximum Speed: 80 kmh
 Notes on Barrier Effects: Window 10, Body 20
 Special Features: Carries 9 people (incl. driver) or equivalent cargo
 Note: A travelall is a collision between a station wagon and a van, and flatters neither.

Motorcycle

Classification: Off-Road Motorcycle Soft Target
 Base Safe Speed: 27 kph
 Fuel System: Alcohol
 Mileage: 18 km/liter
 Fuel Capacity: 10 liters
 Structure: 2
 Area: $1 \times 1 = 1$
 Damage Resistance: 1
 Maximum Speed: 80 kph
 Notes on Barrier Effects: None.
 Special Features: Carries driver only



CITY STATE

CITY STATE is designed as a campaign introduction to an AFTERMATH! world. It forms the beginning of a campaign set in Chicago and the Illinois River Valley – although the information contained herein could potentially be used to set a campaign along any river open to navigation.

The situation presented herein includes the political situation within the city of Chicago and the current City State based in the mid-western city. It also includes the political and social structure along the river valley that serves as an avenue for both trade and expansion for the growing City State. It is along this network of waterways that the City State comes into contact and growing friction with its neighbors.

In addition to the campaign background and data on the various communities in the city proper and along the river, CITY STATE also includes introductory adventure material to get a campaign started in this setting.

CITY STATE is not a complete game but a background package for use with the AFTERMATH! game system. AFTERMATH! is required for play.