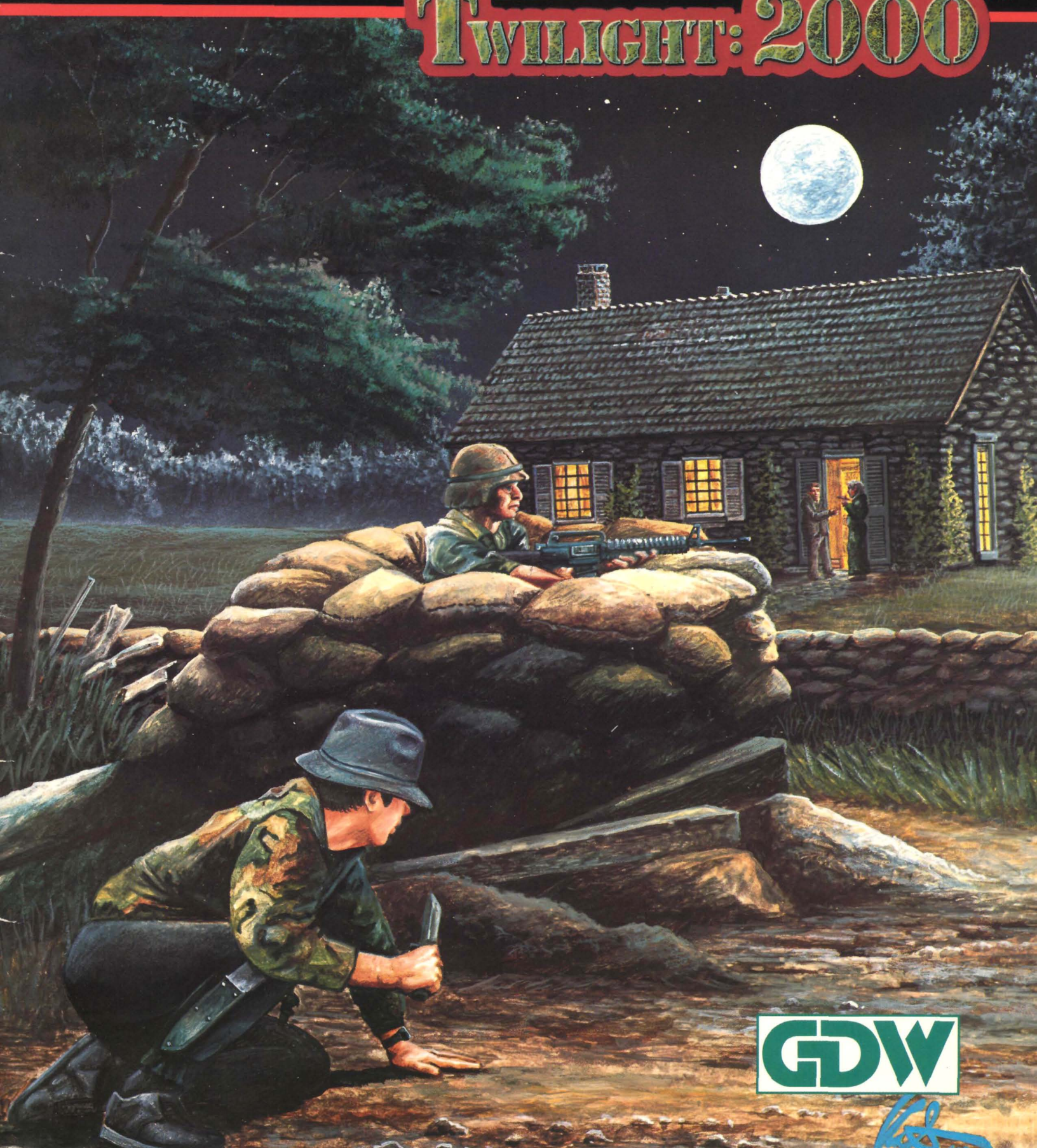


Kidnapped

Series Module

TWILIGHT: 2000™



GDW

Kidnapped

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Kidnapped

"Bang—you're dead," he shouted, a dirty-faced urchin brandishing the taped-up remains of a broken M16. The obligatory argument from the alleged target child ensued, sounding all too familiar, a scene from everybody's youth. What was frightening, though, was that these kids were arguing about calling in air strikes, area fire, and small unit tactics like they were veterans themselves. I guess in a way they were. They'd probably gotten to the point where they barely noticed guys like us—just another group of heavily armed men walking along their street.

The morning was already hot, without a cloud in the sky. The mist which should have been hugging the ground was conspicuously absent. It hadn't rained appreciably all year, a fact everyone was acutely aware of. Caldwell had been noticeably gloomy for about a month, for much needed thunderclouds either didn't materialize or rolled by without so much as a drizzle. His people and organization were in desperate trouble, he knew—no doubt the subject of the many high level conferences he had called at his headquarters recently. None of them seemed to have cheered his mood, which made an early morning summons from him all the more surprising.

We met outside his HQ, where he wordlessly motioned us into a jeep. He drove us out past the settlement, pulling off the road to a culvert along a dusty field. We all got out and followed Caldwell to its edge. He bent down and dug into the soil with his hand, bringing up a clod of dry dirt, which sifted through his fingers.

"This is my brother in-law's field. I helped him work it last fall," he said emotionlessly. He held out his hand for all to see. "These were planted six weeks ago."

What he had in his hand were half a dozen pathetic looking seeds of corn. They had sprouted, but hadn't grown much at all. It was obvious that they were beginning to rot. The whole field was full of rotting seed and would not yield a harvest this season.

"The ground around here in Maryland and in Pennsylvania is bone dry down to the eight-inch level," he continued. "I know. I've been sending patrols out looking for a couple of weeks now. Nothing. They can't find any place within 50 miles that is any better." He tossed the useless seeds aside and sat right down in the dirt.

"I'm responsible for a few thousand soldiers and God knows how many civilians." He chortled softly and shook his head, "And in a few months there won't be anything to feed them." The silence was only broken by the barking of a distant dog. Caldwell got up, brushed himself off, and abruptly announced, "That's why I've decided to move everything I've got west."

INTRODUCTION

Kidnapped is an adventure for **Twilight: 2000**, GDW's post-World War III role-playing game. In *Kidnapped* the players are members of, or are at least loosely associated with, the civilian government enclave in the Maryland area, headed by Roger Caldwell. More than likely the players have already gone through the adventure in *Allegheny Uprising*, and presumably they were successful. However, regardless of the outcome of that adventure, *Kidnapped* can be played by any group of characters.

In brief, the conditions in North America are going from bad to worse—much worse. Caldwell recognizes this fact and has decided to move his entire organization, soldiers and civilians

alike, to the West where better conditions exist. His biggest obstacle is the New America stronghold in western Pennsylvania. The power vacuum is beginning to be filled by New America, which is something Caldwell feels must be checked. They block the way and could very well turn Caldwell's migration into a slaughter.

Caldwell needs the players to disrupt the New Americans by seeking out and kidnapping their leader, Carl Hughes. Without his leadership, the organization will certainly fall into disarray—it is Hughes' powerful character and force of will which holds his organization of varied extremists together. However, Caldwell's orders will be clear. Hughes is to be kidnapped and brought to trial, not assassinated. As the de facto administrator charged with upholding the Constitution, Caldwell will have it no other way.

This booklet includes the following materials:

- Introductory material for the adventure.
- Descriptions of those parts of Maryland and Pennsylvania where the adventure takes place. You may notice that these are roughly the same areas covered in *Allegheny Uprising*, but conditions have changed so drastically that new explanations are needed.
- Descriptions of various organizations, military and otherwise, which the characters may encounter.
- Backgrounds and motivations for important non-player characters in this adventure.
- A new set of encounter tables for use in North America for the summer of 2001, at the height of the drought and the beginnings of the famine disaster.

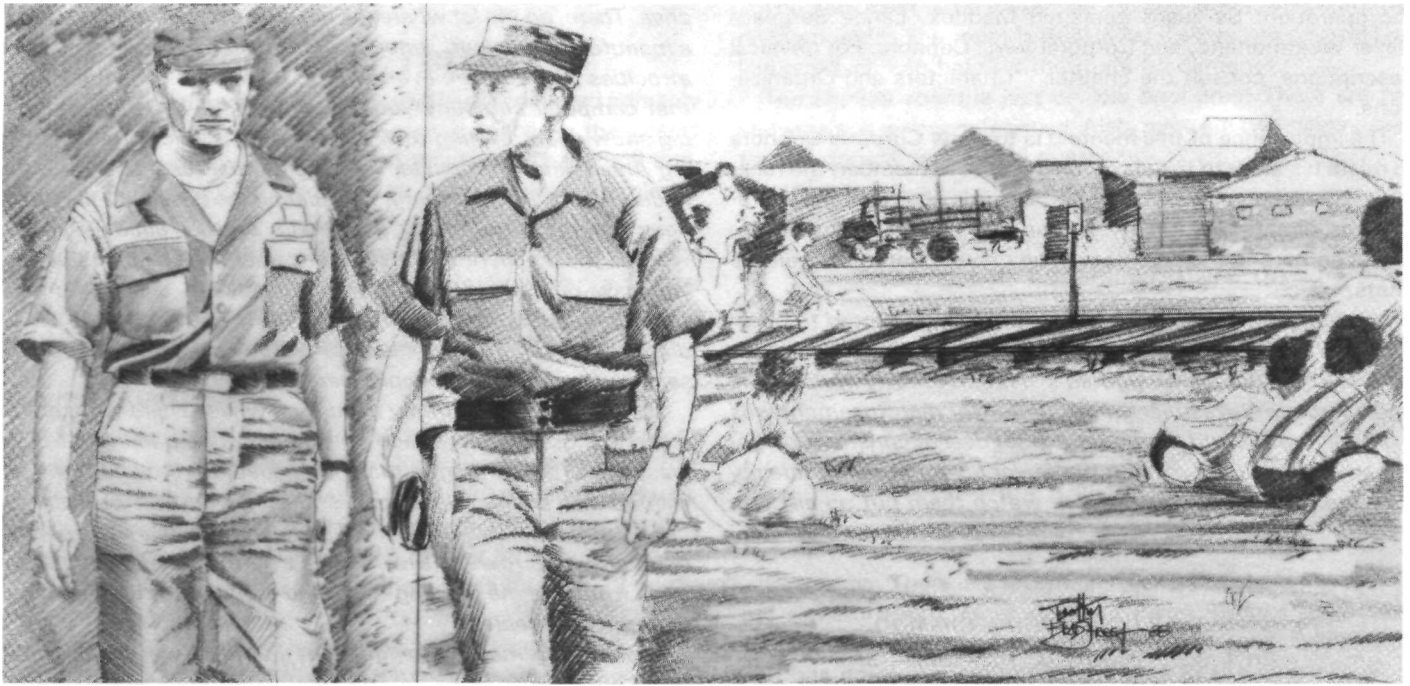
REFEREEES NOTES

Kidnapped is the first **Twilight: 2000** adventure which deals with the effects of the drought, famine, and plague which will once again lay waste to North America in the years 2001 and 2002. As such it is the first taste players will have of the horrible situations and deplorable conditions which will certainly result. The emphasis of the adventure module is to prepare the player characters for the conditions as they become worse.

As the referee, you should take advantage of the text provided here, especially the narrative sections, for delivering the feeling of foreboding and desperation to your players. Things are no longer changing ever so slightly for the better—they are instead beginning the long, fast slide to disaster as everyone is abandoning their feeble efforts toward recovery in favor of scrambling for food.

— Timothy B. Brown

**PLAYERS SHOULD NOT READ
ANY FURTHER IN THIS BOOKLET
IN ORDER TO PRESERVE
THE ELEMENT OF SURPRISE.**



Jumping-Off Point

It's been three days since Caldwell announced his plans to abandon Maryland entirely. Panic soon followed. Specific convoys were announced, and every capable vehicle for hundreds of miles was requisitioned by the troops. The desperation was obvious in the faces of the civilians—though welcome to come along, many of them were simply incapable of making the journey on their own. Caldwell had organized civilian convoys as well, but he had to make some very hard decisions about the importance of certain individuals, giving precedence to those people he knew would be valuable on the journey and at their destination. Mechanics and technicians were rated more valuable than farmers or the untrained. I didn't envy Caldwell at all. Orders to the troops were specific and had an air of desperation themselves: "All personnel are to lend whatever aid they can to accompanying civilians up to and including the use of deadly force to protect their safe passage."

In three days, the most peaceful area of the eastern seaboard has turned to complete chaos. One old-timer said he hasn't seen anything like this since Saigon. Every piece of valuable material is being ripped apart and stacked on trucks or wagons. An old man is packing his chickens and the sheet metal from his home onto a wagon. Since there are no animals in sight, it's apparent he means to pull the wagon himself. The price of alcohol has gone through the roof, against specific orders to the contrary. Gunfire has broken out in minor disputes over fuel and transportation, and the soldiers have more than once had to quell near-rioting as the entire area prepares to bug out.

What's getting to me is the noise. The noise is deafening: the noise of buildings being torn into components; the noise of desperate people yelling for their rightful share of everything; the noise of children crying for their parents, who are all too busy to keep a constant eye on them; the noise of stills being torn down, or engines being fired up for the first time in months. All this is the noise of panic, and it's sending chills down my spine.

CONDITIONS IN FREDERICK

Caldwell's specific orders to the characters were to travel to Frederick, Maryland, and meet up with three other men who will be accompanying them on the mission. The journey through panic-stricken Maryland will be nerve-rattling and sickening, but largely uneventful. No one will pay particular attention to several heavily armed soldiers moving through, provided those soldiers aren't trying to requisition local vehicles.

Frederick suffered heavily in the nuclear attacks. Fort Detrick was obliterated, as was Camp David, which is north of the city. The civilian population dispersed at that time, virtually abandoning the city to its craters and radiation. When that died down, the town was gradually repopulated, but its residents suffer from the understandable paranoia of living in a city which has been nuked.

Today Frederick is the western bastion of power for Caldwell and the Civgov. It has been raided at times by motorcycle gangs and other marauders, but the soldiers of the 228th have managed to keep the city's defenses intact. All westward and northward entrances to the city are completely barricaded. Other entrances are gated and patrolled, and the perimeter of the city is patrolled through the night.

Many of the convoys planned for the journey westward are scheduled for assembly at Frederick. From there they will move up Route 70. In preparation for these moves, advanced patrols have been sent out along the highway as far as the outskirts of Hagerstown to secure the road for the convoys. Back in Frederick, the vehicles are beginning to arrive: a hodgepodge assembly of old school buses, beat up pick-ups, motorcycles, and army trucks, all loaded down with vital equipment.

COMPANIONS OF THE ROAD

The commanding officer of the battalion in Frederick will direct the characters upon reporting to a communications shed behind the headquarters. He will remark that this is one of the few buildings which hasn't been torn down for transport yet. Inside, the characters will be introduced to the three other men along for

the operation: Sergeant Benjamin Maddox, Lance Sergeant Oliver Westmorland, and Corporal Virgil Connors. For physical descriptions, consult the chapter, "Characters and Organizations."

The importance of this meeting is to allow Corporal Connors to relate his story to the player characters. Remember, the ranking officer among the player characters is in charge of the operation, as directed by Caldwell. The non-player characters introduced here are subordinate. The player characters call the shots.

"Buildings have always been my passion. I wanted to be an architect even before I knew what the word meant. Whenever anybody built anything bigger than a doghouse anywhere in the neighborhood, I was there. Fortunately for me, Rosemont was a growing town, and there was a great deal of construction going on, particularly on the "strip" near I-340. I used to ride my bike the four miles over there to watch them put up all sorts of stuff.

This is a high priority mission, and Sgt. Maddox has papers from Caldwell authorizing him to requisition anything he needs.

"We moved away when I was 12, and I remember that they were excavating a giant foundation for something just as we moved away. I remember because they were digging incredibly deep, and I was afraid they were going to hit one of the old limestone caves they have all through the area. I learned in later years that an excavation of that size meant that the building was to be more than 12 stories. That struck me as odd—no other building in the county was that big, and I didn't see why there needed to be one unless somebody was building a national corporate headquarters there.

"Well, I grew up a bit and went to college, going for a degree in architecture. One summer, I decided to go and visit an old girlfriend and drove past the strip on the way. I got quite a sur-

prise. There, on the lot where the gigantic excavation was, stood a manufacturing plant... one of those sheet metal prefabricated atrocities that you see everywhere. It was the local branch of that computer company you all know and love—they made a big show about putting their factories in America and employing Americans. I remember thinking it must have been mostly underground, like an iceberg, considering the basement they had been digging. I asked my girlfriend's brother about it as he worked there. There wasn't any basement, he said, just what you saw on the surface. We got to talking, and he let slip something else... about a third of the plant was sealed off. They did something very hush-hush for the government in there, he said...almost no local people were allowed in.

I couldn't get it out of my mind for a while. There were quite a few things that didn't add up. There was a parking lot that was three times bigger than it needed to be and a huge transformer building less than a block away that sent some cables underground. Off in the distance, there was a telephone company's microwave tower, with a path cleared through the trees from it to the building—the kind of path they clear to bury underground cables.

It didn't take me long to figure out that there was a great deal more of the building underground than on the surface, and it must have been built to hide something very important...something that needed a lot of power, something that needed a microwave tower nearby. I thought about it for a while and finally solved it. What clinched it was the parking lot—the parking lot big enough for landing a good-sized helicopter, something the size of a Sea King II. You've all seen Sea King Us in newsreel footage of the President getting off his helicopter. Something weird was going on there—that was for sure."

Sergeant Maddox interjected his comments next. He had the thick accent of a South Carolina native and an unfortunate habit of chewing tobacco—where he got the stuff must be a story in itself.

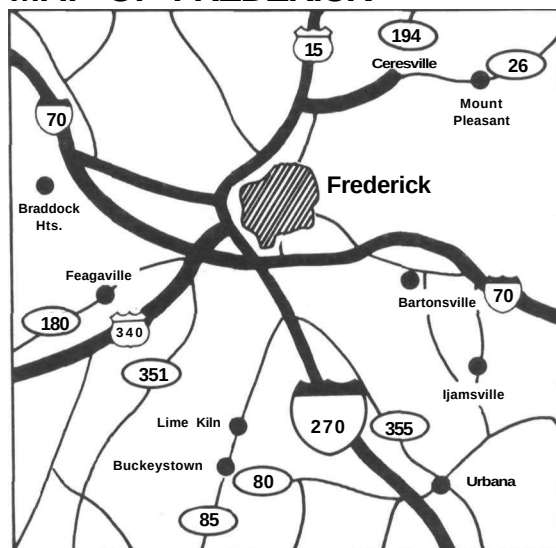
"That's where I come in. I was stationed with Connors in Germany, and he'd told me that story before. You know, the kind of story you'd tell to pass the time—when you're in Germany, any story about home is welcome. Anyway, not until I got involved with the intelligence unit Caldwell formed did the story click for me, so I got the two of them together. According to Caldwell, what Connors is describing is exactly the kind of activity Hughes and New America have been up to for the last 30 years—that is, making secret underground hideaways across the country."

So far, thin though it may be, this situation is the only lead we have to finding Hughes' headquarters. Connors can easily lead the entire group to the location near Brunswick. Frankly, the two sergeants have merely been sent along to help out—they can produce orders signed by Caldwell himself to that effect.

EQUIPMENT

This is a high priority mission, and Sgt. Maddox has papers from Caldwell authorizing him to requisition anything he needs. However, since vehicles are at a premium for the evacuation, Maddox has been ordered to take only one vehicle, probably a Hum-Vee or a 2½ ton truck. The players may opt to take no vehicles whatsoever, considering the dangers along the road to Brunswick. Marauders would easily be able to ambush a single vehicle on the road, whereas individuals moving along the roadside might disperse and avoid a trap.

MAP OF FREDERICK





The Blight

Between the years 1997 and 1998 several hundred nuclear devices were detonated by various warring powers. The Soviets used them to slow NATO and to wipe out the Chinese, then to flatten North America and the United Kingdom. NATO used them to strike at Soviet logistical sites and some European military targets. Also, almost forgotten in the wanton destruction of the major powers, Pakistan and India waged their own private nuclear war, burning out their countries both literally and economically. In all, the destruction was less than the potential of a complete, instantaneous strategic exchange, but the world economy was quite literally blown away, and the entire world's population was eventually cut by half.

But beyond the tangible destruction of the blasts, scientists warned of more far-reaching effects, such as the postulated "nuclear winter" or possible ozone layer damage. In the immediate aftermath, the "nuclear winter" turned out to be more of a "nuclear fall," with worldwide temperature variation, but nothing like the deep-freeze conditions expected. The ozone layer was also damaged, but it is assumed that its own natural ability to reassemble will render the problem harmless in a decade or so. Until then an increased likelihood of skin cancer should be expected. Of course, though cancers on the whole may be on the increase, they will be among the less pressing problems, taking a back seat to famine, disease, marauders, etc.

However, speculations about global weather shifts have been unsubstantiated. That is, until now.

Beginning in the autumn of the year 2000, noticeable discrepancies in aggregate rainfall have been noted through all of North America, Europe, and Asia. These events are difficult to measure, and their ramifications are difficult to predict because of a lack of data and the dearth of experts and equipment. However, it has become apparent that there has been a definite shift in rainfall patterns, and a very dry spring seems to be in the offing in those areas. Consequently, much of the equatorial world will apparently receive vastly increased rain-

fall, which will likely be equally devastating to their crops and economies.

From the data that can be gathered and assimilated, several remaining meteorologists agree that the jet stream has been shifted out of its normal position. This, combined with a slight increase in certain particulate atmospheric contaminants, has caused the small-scale shift in rainfall patterns worldwide. It is clear that both these problems are the direct result of the nuclear exchanges, but what is unclear is how long the effects will last. At present, speculation is across the board, with some experts arguing that this is an extremely temporary condition, and others holding out more pessimistically that the shifts may be permanent and could possibly get worse. However, it is becoming the accepted opinion of those studying the problem that the effects will cycle back to their more or less normal state after a decade or so.

Recent communications from the Civgov capital in Omaha reveal that the winter wheat crop in the Midwest has been severely damaged. During the winter, the wheat received no snow cover, which is a vital insulating layer essential to the success of the crop. The snow is supposed to provide adequate insulation against the freezing winter temperatures on the plains, but in its absence the seeds all died, and the crops were ruined. Already the area around Omaha has been placed in a state of emergency rationing, and it is doubtful that there will be enough food to last even into the summer months.

Crops which have managed to sprout in the spring elsewhere in the country already show the signs of drought. Cornstalks which have sprouted often are scrawny and will not likely produce a harvest, and the vast majority of the planting is not sprouting at all.

On another level, especially in the Midwest and Southwest, where lowering water tables have been a problem for years, the availability of fresh water for any purpose is on the decline. Irrigation is out of the question as wells have simply dried up. Sinking new wells is underway in many areas, but it is both risky and time consuming. Desperate crews are drilling for water while the precious growing season is slipping away. Aquifers east of



the Mississippi River, however, are still in good shape, although not the best they could be. The drought will probably lower these slightly, but not to the extent it will in the West.

EFFECTS ACROSS NORTH AMERICA

The effects of the drought through the spring and summer of 2001 will be different across separate areas of the nation.

Northeastern States (Maine, New Hampshire, Vermont, Massachusetts, Connecticut, Rhode Island, plus the Canadian Provinces of New Brunswick, Nova Scotia, and Prince Edward Island): The rugged timber regions of the Northeast will not suffer terribly from the effects of the drought during the season, but local farmland will basically be burnt dry by the summer sun. Small farms between the small cities of the region will simply never yield a crop this year, but the region will not suffer a mass exodus like so many other regions for three reasons.

First, New England has the worst food-to-population ratio of any area of the country, and deaths from starvation and famine were severe after the transportation net breakdown in 1998/99.

Second, the forested wilderness is home to quite a bit of game. Hunters will invade the area over the course of the summer, overwhelming the game animals in their bid to survive. This is, of course, not a long-term solution to their problems, and the forests will be irreparably depleted of game after the first year—the animal population will simply not recover for another year's hunting. By next year the hunters will be forced to move on in their search for food, but for now a few thousand will be feeding their families from the fat of the land. Once gone, the woods will be left to the marauders.

Third, New England's coastal areas are still some of the richest fishing areas in the nation. The decline of technology and lack of spare parts has not deterred the fishermen in their chores, some having changed very little from those used by others for hundreds of years. As a result, the coastal areas can still feed a disproportionately large population. With the transportation net all but shattered, distribution had been a problem during the years since the exchange. Now the refugees from across the region have come to the coastal villages in search of food, and

often they have found villagers more than willing to accept them into their communities. Tent and shack cities have sprung up near the coastlines where refugees trade their cheap labor for a share of the day's catch. However, most villages will be stretched to capacity by the end of the summer.

New England's villages are traditionally friendly and have retained that reputation even through the disastrous post-exchange years. Fortunately for them, the area has not been as badly damaged by the drought as it might have been, allowing them to keep a neighborly attitude in an adverse situation. But conditions are still rather near the top of a very long slide downhill. Next year those expecting New England-style hospitality may be turned away by gunfire from villages turning themselves into fortified enclaves on the sea.

After the nukes fell, Milgov managed to maintain an enclave in the Northeast, which is limited to Connecticut, Rhode Island, and parts of Massachusetts. Being small, poorly equipped, and cut off from other Milgov facilities, this enclave is probably not long for this world.

Except for the Milgov enclave, no large organization had a foothold in the Northeast prior to the drought. What government existed was maintained at the village level and has largely remained unchanged. One exception is the area around Nashua, New Hampshire, where food rioting has killed off much of the population, and several small gangs of ruffians on motorcycles have managed to depopulate most of Hillsborough County.

Mid-Atlantic States (New Jersey, Maryland, Delaware, Virginia, Southeastern New York, Eastern Pennsylvania, West Virginia): The mid-Atlantic region will be hit particularly hard by the drought. In the spring the planting will begin as usual, but by the end of May it will have become apparent that much of the seed is rotting in the fields, and no crops will be forthcoming in the autumn. Though food supplies will last at least through the summer and despite the fact that the crop is not totally ruined, a panic will sweep the area during June, making a bad situation into a catastrophe. Rioting and unrest will bring down virtually all city and municipal governments which have been rebuilt up to that time. Many new strongmen will arise

through intimidation or atrocities, but they too will fall to the masses during the desperate rush to escape the impending famine.

Rumors that the farmlands of the Midwest have not been as hard hit by the drought will send a veritable migration of refugees from the area through Pennsylvania toward the Ohio Valley. Most will be cut down in their tracks by marauders and outlaws or by the forces of New America who won't be particularly interested in playing host to thousands of hungry refugees. Though much of New Jersey will actually bring in a meager crop by autumn's harvest, most of the rest of the region will be nothing but scorched earth by winter's onset.

Except for a few-thousand-odd scavengers, the enormous cities of New York, Philadelphia, and Washington, DC will be deserted by November. With the withdrawal of civilian government forces to the west, Maryland and northern Virginia will be overrun by mobile gangs who will plunder the tiny remaining villages for their own survival. All semblance of law and order will have vanished by the first snows.

Southeastern States (North Carolina, South Carolina, Georgia, Florida): After the exchange four years ago, the farmers of the region had to abandon their cash crops of tobacco and cotton in favor of what grains they could grow. The sure supplies of grain from the Midwest were simply not materializing, and though the land and climate are not ideally suited to such crops, the southerners did a fair job growing food for their region.

But the drought has hit hardest in the belt from Tallahassee through Atlanta up to Charlotte. Not a drop of rain or snow has fallen in Atlanta since the first of the year, and that is typical for the entire region. The ground hasn't retained enough moisture to even begin planting, so many farmers simply did not. Wind erosion will become a problem by early summer, as the wind will kick up tons of topsoil in quantities which can be life-threatening at times, but for the most part these will be isolated incidents. The conditions of noncontour plowing, poor planting, etc., which preceded the great 1930s dust bowl simply don't exist today.

Mass migrations through the summer will move in two directions out of the region. Many will flee toward the south to Florida, where rumors say the crops are likely to be good. This is true, but the locals bottled up on the peninsula are some of the most heavily armed and best organized in North America, and most of these refugees will simply be turned away or killed by their survivalist southern neighbors. Camps of displaced refugees will spring up in the areas of Tampa/St. Petersburg and Jacksonville, from which dissatisfied armies of refugees will rise and overwhelm the local governments. Utter chaos will ensue in this area for years. Incidentally, the Seminole Nation will reestablish itself as a viable entity and gain control over some counties in central Florida.

Refugees moving from the Southeast to the west will fare little better. Some will find conditions somewhat better in Tennessee and Kentucky, but, like their Florida-bound counterparts, there will be no place for them. Despite the helping hands offered by many of the locals, there will simply not be sufficient food by summer's end. In many cases, refugees and locals will have starved together, sharing the food equally to the bitter end.

What is certain is that the death toll in the Southeast will be highest in the nation by the end of the year, probably in excess of 75 percent. The states of North and South Carolina and Georgia will have been pretty much depopulated. Only Florida will have fared better, with some crops and the strict but ever-

present control of New America.

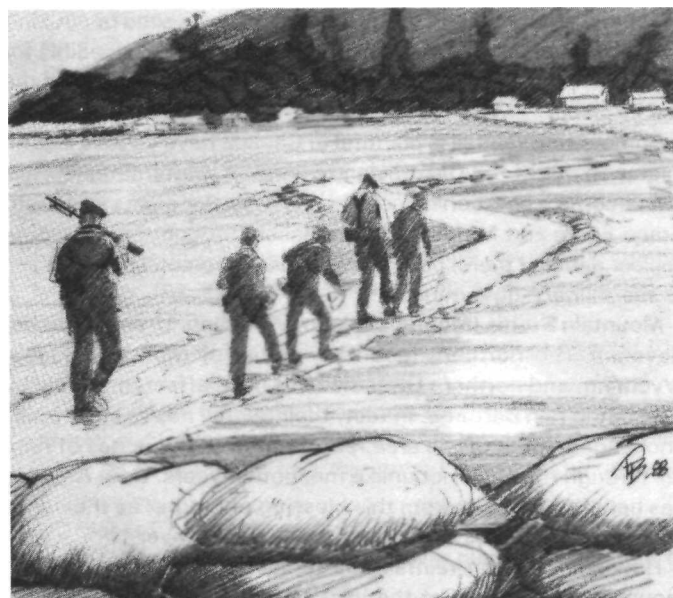
Great Lakes States (Upstate New York, Western Pennsylvania, Ohio, Michigan, Indiana, Illinois, Wisconsin): Though the drought will have an enormous effect on this region, the proximity of the Great Lakes will have some impact on the level of rainfall during the season. Some areas will receive in excess of 50 percent of their normal allowance for the months of June, July, and August, hurting but not defeating the fall harvest. As a result the local water tables will be in better shape than those in other areas. Rumors to this effect will have reached other less fortunate areas, and refugees will have arrived from the South and West by July and August. Migrations from the East will for the most part be unsuccessful since most refugees will be killed during the long journey.

Illinois, Wisconsin, and Michigan have already been choked with refugees from the Chicago and Detroit metropolitan areas years before, and the swollen rural communities have finally adjusted to these conditions. They are, therefore, routinely sympathetic to new refugees coming in, partly because food is still relatively plentiful, and partly because the number of new refugees to the area is rather small.

Indiana will become home to thousands of Southern refugees by summer's end. Again, since there is presently no shortage of food, they will be welcomed as fellow Americans to the traditionally conservative Indiana farmlands.

The drought will have its effects, however. Panic-stricken communities in Illinois and Wisconsin will have begun occupying, almost collectivizing the local farmlands by early summer. New strongmen will enforce rationing through the area, and some will have turned away approaching refugees with gunfire. But for the most part the states along the Great Lakes will fare pretty well for the entire year, and the outlook for 2002 will be hopeful. Frankly, the refugee influx will almost have to come to a halt by that time, since those who don't make it this year are not likely to survive the winter.

Southern States (Kentucky, Tennessee, Alabama, Mississippi, Arkansas, Louisiana, Eastern Texas): Kentucky and Tennessee will not be hit as hard as the deep South. However, refugees from the Carolinas and Georgia will choke the area and starve out the existing population. By the end of the year both states will be in complete anarchy as the carrion gangs pick over



the remains of the dying communities there.

The deep South will fare little better. When the crops fail, many thousands will flee to the North and West. However, the South has been in dire straits ever since the nuclear exchange. Many millions have been in utter poverty ever since, and malnutrition has already taken a tremendous toll on the people there. When the droughts come, in many cases it will simply finish the job that had been begun by the economic collapse four years before.

Particularly hard hit will be the delta region of southern Louisiana. In the year prior to the drought a group of unscrupulous entrepreneurs set up a con operation bent on swindling local landowners out of their possessions. Already impoverished families were left with nothing and were under the legal protection of no organized government. Today the delta is all but deserted since those who had sufficient strength have moved out. However, as if taking quiet revenge against the con artists, the Mississippi River changed its course to the Gulf due to the breakdown of the river flood control system after the war. The freshwater situation in the delta was disastrously altered for the worse, making the land practically worthless.

In Arkansas and Texas, where outright warfare with the Mexican Army had been commonplace just three years before, the land and people never had a chance to recover. The drought will have all but wiped out those settlers who had moved back in to their farmlands after the Mexican campaigns had moved south.

Great Plains States (North Dakota, South Dakota, Minnesota, Nebraska, Iowa, Kansas, Missouri, Oklahoma): Water shortages have been the nemesis of the great plains for more than 70 years. The dust bowl of the 1930s was believed to have been the final payment for poor agricultural management of the temperamental plains.

When the exchange was over, the visible damage to this area was minimal. Certain military sites had been hit, but overall damage to the region was insubstantial. The damage which would come was more subtle. Transportation into and out of the area became more difficult. Irrigation systems began to break down as spare parts became more difficult to obtain. In the growing season of 1998 only 75 percent of the usual acreage was actually planted, and only 50 percent the year after that. Though most farmers had the foresight to distribute ground cover to hold the topsoil, many couldn't procure seed or couldn't keep it alive in the parched soil. Fortunately, though inedible for livestock, prairie grass will survive, which will hold much of the soil in place.

Rumors that rainfall is plentiful in Canada have caused a mini-migration out of the Dakotas and Minnesota. International Falls has become a burgeoning community, as have sights near both Grand Forks and Minot Air Force Bases, though there is some nuclear damage there, both being semiautonomous but with ties to the military government.

Mountain States (Montana, Idaho, Wyoming, Utah, Colorado, Nevada): The northern mountain states of Montana, Idaho, Wyoming, and northern Utah, haven't been affected terribly by the shift in rain patterns. In fact, their rainfall has been virtually unchanged, most of the area receiving 10 to 20 inches of rainfall through the year, not unlike most other years. New America has benefited heavily from this blessing of nature, as the northern mountain states are a bastion of their power.

However, though rainfall has remained fairly plentiful, the mountain states are not the best farmland in the nation. This

is a Mormon bastion of power, but even they are on particularly hard times and are losing their grip on control.

The southern mountain states, however, will not fair so well, and most of them will receive less than 10 inches of rain through the year, most of it in the form of snow during the winter of 2001-2002. The summer will be long and dry. Fortunately, the population density is low enough that subsistence agriculture will see them through the year without forced migrations elsewhere. Biker gangs will become a problem later in the summer and fall, moving almost unchecked along the paved roads through the mountains. The dry weather will also set the stage for many large forest fires, none of which will be effectively controlled by human fire fighters. They will burn millions of acres off until they simply become extinguished of their own accord.

Military government forces around Colorado Springs will be effective in keeping the peace in their limited territory even through the winter. However, even they are feeling the effects of the famine, and desperate measures could be undertaken by them at any time.

Southwestern States (Arizona, New Mexico, Western Texas, Southern California): Ravaged by war, the barren Southwest has already been more or less depopulated. Mexican soldiers control the area and are bandits in their own right, plundering villages for whatever they can take. In fact, the "marauders" of the Southwest are usually looked upon as heroes since their targets are usually the Mexican occupation forces. The pride of the contiguous United States lives on among the American soldiers and marauders who are continuing the fight against these foreign invaders.

As a side note, Mexican soldiers are not mindless bandits bent on destruction. Mexico cannot afford its overextended army in America. Payroll and supplies are few and far between. To maintain their units, Mexican officers condone the plunder of the countryside. Foraging for supplies is not exactly a modern military solution, but it is an effective alternative when under such adverse conditions.

Rainfall conditions have remained pretty much unaltered in the Southwest. However, many of the rivers which flow from the north have all but dried up, and irrigation has become impossible. No real agriculture has been performed here since the Mexican occupation.

The area around Los Angeles will be especially hard hit by the summer's famine. After the invasion, L.A. became a virtual ghost town, with 80 percent of its population either fleeing north or east. It has been nuked hard and the subject of several sweeping fire storms. However, it is still a city of just under a million people, relying on the meager local agriculture and fishing for survival. The famine will catch many there off-guard, and in the autumn of 2001 Los Angeles will all but die as a metropolitan area.

California (Central and Northern California): The drought will reduce the annual rainfall in this area by about 10 inches in 2001, enough to severely limit the agriculture in the rich valleys of central California. Exotic crops such as grapes were abandoned for more practical grains after the exchange, but even these will be hard to grow now. However, the crop will not be a complete failure, and perhaps 50 percent of it will be brought in successfully by harvest time.

The San Francisco Bay area has been severely depopulated due to disease, nuclear strikes, and poor metropolitan planning over the last four years, but it has managed to remain fairly organized. However, that semblance of order will have vanished

by the end of the summer, as street gangs will finally ruin the area.

Forest fires will blanket the state throughout the summer, unhindered by human hands. As in the mountains, millions of acres will be laid to waste, driving people off their otherwise productive lands. By the year's end about half of California's forest will have vanished, their charred remains lying barren and dry through the cold winter.

Northwestern States (Oregon, Washington): As if they need it, the Northwest will experience an increase in the amount of rainfall it receives, many areas getting in excess of 70 inches of rain during the year. Though particularly wet for the region, possibly hindering agriculture, the Northwest will remain as the single area of the United States still recovering from the nuclear exchange and civil disorder.

Surprisingly, few refugees will come to the area. Rumors about their plentiful crops and rainfall will have reached as far as the Midwest by summer's end, but few will have the strength or inclination to make such a long trip. Milgov is in control of things in the Seattle-Tacoma-Bellevue area, but the rest of the region is autonomous. Neither New America or Civgov will have made significant advances in recruiting the Northwest by the end of the year, but one can speculate that it will become a very important issue in the near future.

Many communities in the Northwest, though small compared to prewar levels, will maintain their city governments through the year. Marauders will be kept to a minimum as they run up against sufficiently organized communities which can defend against them.

Canadian Great Lakes Provinces (Quebec and Ontario): Like their American counterparts, those Canadian provinces along the Great Lakes will benefit from the lakes' moderating effects. Their crops will come in fairly well, and the local population will not be subject to widespread famine this year. Also, even in these areas, Canada has a very favorable food-to-population ratio, and surpluses from previous years are being effectively drawn upon by those communities able to reach and guard them.

The greatest danger to Canadians is the political turmoil between the federal government of Canada (a conglomerate of the Eastern and Western military governments) and Quebec, which declared itself independent of Canada in 1998. France is supporting Quebec's independence with supplies and actual troops. The federal government has recaptured all of Quebec south of the St. Lawrence river but is wary of France's intentions.

Canadian Plains Provinces (Manitoba, Saskatchewan, Alberta): This area will receive adequate rainfall for a meager crop by the end of the year, but refugees from America, specifically the Dakotas and Minnesota, will mostly not survive the coming cold winter.

Alberta declared itself semi-independent of Canada in 1998 and closed its borders. However it, in cooperation with the federal government, has opened a corridor across south central Saskatchewan, which was completely ruled by marauder bands. Northern Saskatchewan is now known as Homeland, the territory of the Tribal Alliance, a grouping of native tribal groups in the north country.

Overall, the area has degenerated into very small, sometimes family-oriented communities living in the isolation of northern farm country.

Canadian Pacific Coastal Provinces (British Columbia and the Yukon): Rainfall will be plentiful in the forest regions of British

Columbia, but agricultural land here is at a minimum. Vancouver is virtually evacuated, as are many of the coastal cities, mostly due to the effects of the war.

American and Canadian troops have settled into the northern reaches of British Columbia, foraging for survival. Their Soviet counterparts, who invaded the region through Alaska in 1998, are also settling in, sometimes cooperating with the Americans and Canadians to control marauders and grow crops. Sporadic fighting does continue, but for the most part the war here has ground to a complete halt.

FROM BAD TO WORSE

Some areas in North America had been, up until the current drought, making some progress toward reconstruction. Small communities had banded together to create civil governments, some as large as the county level. Though the military and civilian governments still fought with each other and with New America, they had sectioned off some areas for themselves and were at least discouraging marauders and warlords. Some areas had even been refitting their plumbing and electrical systems, bringing themselves back into the 20th century. Don't get the mistaken impression that things were getting back to normal—they weren't. But there were those who had been making progress toward recovery before the terrible drought and famine set in.

Over the course of the summer, those areas hit hardest by the famine and drought will have fallen into total chaos. There will be little or no organization above the small group level, say up to 40 or 50 individuals at most. Once-mighty strongmen will find that they cannot hold sway over people and thugs that they cannot even feed, and everyone will have gone their separate ways to avoid the starvation and disease which will follow. Refugees will clog the roads and flood the countryside through the months of June and July, and combat with the rural populations will be commonplace. Violent confrontations between isolated farmers and desperate refugees will eventually turn the tide in favor of the displaced city dwellers, and the farmers who knew how to work the land will be virtually wiped out. By September, when no crops of appreciable size are forthcoming, only the strong will have survived. The more passive refugees who haven't by that time already perished from malnutrition or



gunfire will certainly not survive the winter in the makeshift tent cities which line the roadside fields.

DISEASE

With the destruction of the civil order in the United States, the public health systems of the federal, state, and local governments were one of the first things to cease to exist. Medical services were strained by the influx of conventional war casualties and were shattered by the nuclear strikes and the civil disorder that followed. Diseases that had been successfully held in check for decades by the public health system again reared their ugly heads and were responsible for more deaths than any other single cause. With the slight "false recovery" of late 1999 and early 2000, the specters of plague and pestilence seemed to have faded, but this proved to be an illusion.

The diseases which were most common after the nuclear strikes were largely attributable to the breakdown of sanitation and the dislocated lifestyle of the millions of refugees of the war. Diseases like salmonella, botulism, dysentery, typhus, hepatitis, cholera, and pneumonia are not normally fatal with proper medical care, but they killed millions between 1997 and 2001. The diseases which swept through the recovering communities of the United States following the drought of 2000-2001 were not new by any means—and one of them was very familiar.

PLAGUE

When people speak of Plague (with a capital P), they mean the disease sometimes known as the black death, which swept the world in the 14th century, and (according to some estimates) killed one-third of humanity. The disease is not limited to the distant past, however: In the first three-quarters of the 20th century, more than 12 million people were killed by various minor outbreaks. The three forms of the plague (bubonic, pneumonic, and septicemic) are all caused by the same bacteria, usually carried to humans by rodent/flea vectors. The medical aspects of this disease are covered in the basic rules, but some further epidemiological background of the United States is in order.

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Plague is endemic in the 11 Western states of the continental United States. This means that plague bacteria are to be found in various pockets of the wild rodent population. The disease is believed to have arrived in San Francisco in the early 1900s, and it spread outwards over the next few decades. It lay more or less dormant until the war brought conditions which facilitated its spread. The recent massive population relocations, coupled with the drought—which will drive the wild rodents down from their isolated pockets out into lower regions in search of food—can be expected to release the black death like a genie is released from a bottle and send the plague sweeping across the plains.

FAMINE

The specter of famine is the one which most haunts the

population of the United States in 2000. Crop yields are back to medieval levels (or worse, in some places), and no one except the most oppressive warlords have enough to eat. Anything that moves (and a lot of things that don't) is considered food, including things that people wouldn't have touched before the war. Domestic animals are kept only if they eat something indigestible by humans (such as grass). Wild animals and plants are voraciously consumed, to the extent that game animals have vanished from some areas, and even pigeons, rats, and insects are considered suitable for the larder. In some regions, especially in the East, cannibalism is rumored to have begun.

MARAUDERS

Roving gangs of bandits were not uncommon after the breakdown of law and order in the United States. Their effects were localized, however, and groupings were usually temporary and ephemeral. A group would form around a single leader, run rampant for a time, and then local militia groups or internal power struggles would cause the group to shatter, scatter, and later coalesce into a different group in a different place under different leadership. More permanent groups of marauders formed in the southwest, where the remnants of the Mexican Army (sometimes in conjunction with the remnants of the U.S. Army) formed a number of semifederal "cantonments" which were really nothing more than bandit gangs.

With the drought, however, conditions changed. When food supplies began to dwindle, marauders began to sweep wider and wider in search of food. With food short almost everywhere, and their numbers swelled by refugees, the marauders' lives became more mobile and much more dangerous.

In some areas bands of marauders, like swarms of locusts, would strip whole counties of food, fuel, weapons, and spare parts. Since no one location could support their numbers for very long, these new marauders had to keep constantly moving or die, like a shark must swim or suffocate. Most of these swarms quickly ran into trouble. Local communities tended to fight with mindless furor when faced with complete destruction, and casualties were high. In the areas of the Midwest around the Great Lakes, however, where conditions permitted a small food surplus, a new tactic was evolved—extortion.

A band of marauders who employed this new tactic would still sweep through the countryside, but now communities were not destroyed. The marauders would extract "tribute" from an area, then move on to another region to repeat the process. Food and fuel were the main items demanded, although a band might demand spare parts for its vehicles, weapons, clothing, or other equipment as the need arose. Fighting still occurred where communities were too small to generate the surplus needed or did not want to part with the specific items required. Motorcycles, motorbikes, and small automobiles (all fueled by alcohol) are the most common vehicles for these groups. Tanks and most other nonfuel-efficient vehicles are not used. The cost in fuel to keep them on the move is more than the marauders can afford.

On the Great Plains, the old "locust" technique was practiced since communities were few. Marauders in the West prized horses, which could be fed from the sparse grass and were self-reproducing. Horses were eaten only in emergencies—a person without transport was as dead as one without water.

In the East, marauder bands are smaller, fewer, and almost never have horses. Towns are closer together, and foot bands are not at a noticeable disadvantage. Food is more scarce in the East, and competition is fierce.

Characters and Organizations

This chapter presents a listing of important characters and organizations.

SERGEANT BENJAMIN MADDOX

Sergeant Maddox is an NPC who will accompany the player characters to the logical conclusion of this adventure. He has orders from Caldwell to do just that. Maddox will link up with the player characters in Frederick, as described in "Jumping-Off Point."

Ben Maddox is a South Carolina native, now part of the intelligence unit for the 228th, under the direct command of Caldwell. As such, he and Caldwell are fairly close. Maddox should be used as the embodiment of Caldwell's wishes through the adventure, especially in regards to the desire to kidnap Hughes and not to execute him, if possible. As the referee, when you need to speak your mind about the overall outcome of the mission, you might want to decide to use the Maddox character as your voice.

Maddox has a marked hatred for New America. At least Milgov, in his opinion, has some basis in its arguments—New America is just a band of criminals trying to remold the country into something perverse. Maddox will be hard on all New Americans that he comes across.

From his time overseas, Maddox is a very cautious man. He will emphasize caution whenever possible during the mission.

He is 43 and prefers a shotgun as his personal weapon.

Maddox is a *Veteran* NPC.

NPC Motivation Results: *Heart Jack:* Years of training and experience have made Sergeant Maddox very wise in the ways of espionage and combat. *Diamond Three:* Secretly, Maddox would like to make out good when Civgov wins out over other rival governments.

CORPORAL VIRGIL CONNORS

Connors is the final NPC picked by Caldwell to accompany the player characters. He is not in intelligence and is perhaps the least prepared individual for this assignment.

Connors is an unwilling member of this expedition. He's beginning to think he should have kept his mouth shut before about the site near Brunswick. At heart, he's somewhat lazy, ready to work in supply or do guard duty, but dangerous missions into the wilderness aren't what he had in mind.

Connors' story is presented in "Jumping-Off Point." Beyond that, his life story isn't terribly interesting. In general, Connors is your typical, run-of-the-mill grunt.

Connors is 24 now and wears the required uniform. It is very hard to get him motivated for this mission, but without him, finding the Brunswick site would be virtually impossible.

Connors is an *Experienced* NPC.

NPC Motivation Results: *Diamond Jack:* Connors is basically a coward and doesn't want to get into any combat if it can be

avoided. *No Card Drawn:* He is also terribly apathetic, a problem plaguing many people who see the hopelessness of the situation around them.

LANCE SERGEANT OLIVER WESTMORLAND

Westmorland is another NPC that will accompany the player characters throughout this expedition. He will, like Maddox, be introduced at Frederick, just prior to the beginning of the adventure.

Coming from a rich Virginia family, Westmorland did well for himself in the army. His assignments overseas were restricted to headquarters and low-level espionage assignments. In fact, it wasn't until he returned from Europe that he had his first field assignment. He respects Maddox for his wisdom and wishes to learn all he can.

For what it's worth, he has some interesting attributes. He is an accomplished horseman and can even break an animal if given enough time. He also is an impressive tracker, a skill he learned from his grandfather. These skills may come in useful during this adventure.

But where Maddox is cautious, Westmorland is inquisitive, sometimes without regard to overall safety. He is more than willing to take the point, as it were, any time.

Westmorland is a young man, only 26, and always wears a pressed uniform, if possible. It most likely won't be possible any time in the near future.

Westmorland is a *Veteran* NPC.

NPC Motivation Results: *Heart King:* Westmorland tries to recreate the honor of a Southern gentleman and treats everyone with respect. *Diamond Two:* He also enjoys the fact that his family was well off, though it isn't doing him much good these days.

GUIDO

Guido is the leader of the Brick Patrol, a group of teenage ruffians who have taken over the burnt-out shell of Feagaville. He should be introduced only if the characters go to Feagaville, perhaps if they are travelling on route 180, or if they pass within the Brick Patrol's sphere of influence.

The horrible destruction of Washington, DC and its suburbs produced a wave of refugees flooding to the west. Most of them were absorbed into the more rural areas of Virginia and Maryland. Before the nuclear strikes Guido was a tough student at a Rockville high school. He moved his drug operation out of town after the strikes, seeking more fertile ground to draw recruits and set himself up as a punk warlord. He found that spot in Frederick.



The first few recruits Guido (which, incidentally, is not his given name) picked up were eager to terrorize their fellow classmates and cause trouble with the law. When things started to get heated, though, the entire gang was forced out of town. In the aftermath of the war, Frederick's police department had neither the resources nor the desire to chase juvenile delinquents around the county, so they left the Brick Patrol to its own devices, happy enough that they had left town.

Guido then set up a new operation in Feagaville, attracting more people to his "commune" of heavy metal dropouts and delinquents. His personal magnetism is not that tremendous. He instead holds sway over his gang members by being bigger and meaner than they are. For instance, to keep order, he is not at all above beating the tar out of an unruly junior thug.

Guido wears ripped heavy metal concert jerseys, blue jeans, a chain belt, and mirror sunglasses. He has a tattoo of a flaming guitar on his left forearm and a death's head earring dangles from his left ear. He always packs his switchblade and an S & W Model 36 Chief's Special, allegedly taken from a plainclothes officer Guido killed in Frederick two years ago.

Guido is a *Veteran NPC*.

NPC Motivation Results: *Club King:* Guido loves beating up on his underlings, getting a real kick out of inflicting pain in front of others. *Spade Five:* His love of money and material objects drive him. Of course, the appalling state of affairs in Maryland has not let him realize these dreams of wealth.

ALLEN GREENEBERG

Allen Greenberg is a member of the Brick Patrol at the start of the scenario. He will be introduced to the player characters only if the Patrol is wiped out in a firefight. In this case, Allen will approach the player characters the next time they camp, cautiously coming near, careful to announce himself in advance, hands behind head, etc.

Allen is originally from Baltimore, but he moved west when his family there was killed. That was when he was 16. Now he is 19, and for a year has been hooked up with Guido and the Brick Patrol. Allen is a smart kid, however, and is only tied up with those thugs for lack of anywhere else to live. In school he did quite well, specializing in math and history. With the Patrol wiped out, Allen sees the player characters as a likely group to get to know, especially since members of the group are heavily armed and well trained.

Allen will have several good arguments supporting his notion that he should be allowed to travel with the player characters. He will deduce that the characters are on some sort of covert mission since uniformed or organized military people don't generally get out this way. He will point out that he is inconspicuous and could get into places they couldn't. He will demonstrate that he is fair with a knife and knows how to use a gun. He says he doesn't eat much and can forage for himself. He will also demonstrate that he is a good thief, taking a player character's ammo clip without him realizing it.

This young man is blond, about 110 pounds, just under six

feet tall. He is a good-natured kid who can grow on you. He wears the typical heavy metal kid get-up, carries a knife, but has no firearms.

Allen is an *Experienced NPC*.

NPC Motivation Results: *Club Four:* As a (perhaps former) member of the Brick Patrol, Allen is not afraid of violence and will not hesitate to use it if the situation calls for it. He is competent in a fight. *Heart Four:* Allen is amiable and friendly, a person who can get along with you and grow on you. He is fairly loyal to any group he considers himself part of.

PERCIVAL WASHINGTON GRANT

Before the war, Percival Grant was a used car salesman in the small town of Morganton, North Carolina. By his own admission, though he finds the horror of war and plague as repugnant as the next man, "the pickin's these days are easier than ever."

Percival Grant is a swindler and con artist who may be encountered by the player characters at the tent city between Feagaville and Jefferson. Since the war, he has been making his way north through Virginia, one small town at a time, working his magic on the unsuspecting townsfolk. Among his exploits are phony protection schemes in Pilot

Mountain, North Carolina, and in Laurel Fork and Henry, Virginia. Percival also managed to sell moonshine whiskey and the rights to a nonexistent still operation to the mayor and sheriff of Buckingham, Virginia. The number of small cons he has pulled is astronomical. Needless to say, Percival Grant wishes to keep moving north—he would likely find plenty of enemies if he were to return south.

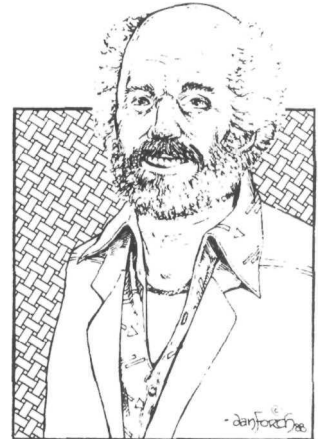
Percival Grant is a plump man of 50 years. He wears a somewhat tattered beige leisure suit. He has a natural talent for gaining people's trust, which made him a natural as a used car salesman and has insured his success as a con man. For purposes of this adventure, it is unlikely that he will try to con the player characters—he avoids the heavily armed whenever possible—but it could be an interesting plot twist.

Using Percival Grant: Once saved by the player characters (the only way he can become involved in this adventure, incidentally), Percival will be more than willing to cut them in on the take from the tent city. It will be difficult to dissuade him from taking at least the money and jewelry—he might leave behind the food if pressed.

Grant sees that things are going from bad to worse. Soon his ability to con people out of money will become useless. When food starts getting truly scarce, he will starve, and he knows it. Hooking up with the player characters will appeal to him; they would provide plenty of protection. If the players want him, Percival will tag along for awhile.

As an experienced con artist, he will be useful in getting information out of people—"I can talk the birds out of the trees" is one of his favorite sayings. He is also fairly inconspicuous, presenting a threat to no one.

If used as an active NPC, one of the player characters should role play all important encounters Percival makes.



Percival Washington Grant is an *Experienced NPC*.

NPC Motivation Results: *Diamond Six:* Not surprisingly, Percival's chief motivation is his greed. However, he is also interested in exploiting everyone else's greed, the very essence of the con. *Heart Three:* Percival is a likeable, amiable character, full of stories of past cons and bad puns.

RED RUNNER

Originally born Miram Walker in Dayton, Ohio, Red Runner is the leader of Runner's Crew, a ruthless marauder gang operating between Frederick and Jefferson, Maryland. He proclaims himself chief of that organization, sporting a headdress and stone tomahawk at all times. In actuality, he is one-eighth Cherokee, but the only red he ever had came from a tanning booth down the street from where he grew up. He presumably took his name from his American Indian heritage and the fact that he lettered in track in high school.

Forced out of his home after high school by a strict father, Red Runner became a street punk in Washington, DC, finding work in several gangs located there. After the nuclear exchange, he, like many others, was forced into the countryside. After a nasty incident near Hagerstown in which he was forced to kill a man with a knife, witnesses flocked to him as a warrior leader. Thus, Runner's Crew was born.

Runner is a psychopath. He kills for enjoyment, causes pain for enjoyment, and induces suffering for enjoyment. He torments those in his gang for no apparent reason, abuses his three girlfriends, and is known as a terrorist to all country homes from Frederick to Jefferson and from Hagerstown to Adamstown. He is, however, afraid of fire, and forbids the burning of any buildings in his raids.

Runner has no friends. His lieutenant, known as Geronimo, can talk to him occasionally, but he usually wishes to be left alone to meditate and look tough. He is just over six feet tall, dresses like a cross between a Indian chief and a heavy metal rock and roller, and always carries his M16.

Runner is a *Veteran NPC*.

NPC Motivation Results: *Club King:* Runner is brutal, plain and simple. *Spade Nine:* He enjoys his position of power and will not let anything lose it for him.

GERONIMO

An actual three-quarter American Indian (of mixed background) from Hibbing, Minnesota, Geronimo has spent most of his life behind bars. He was doing time in Florida for auto theft and assault when a sympathetic guard cleared the prison in the face of a fire storm. Geronimo killed the guard.

Geronimo speaks with no one but Red Runner. He is in the habit of chasing other members of the Crew around with his motorcycle. He only smiles when his boom box, strapped to his cycle, is at full blast—Geronimo has been known to kill for batteries or new tapes.

The only thing Geronimo apparently cares about is his cat, which he found as a kitten in a raid. The cat (known as "cat")



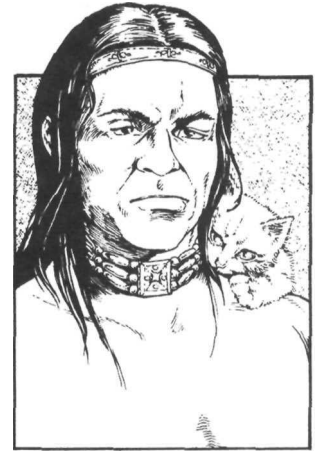
is with him at all times, riding in the back saddle compartment of his bike or on his shoulder. When food is short, the cat gets priority over other Crewmembers.

Geronimo boasts that he has never been defeated in hand-to-hand combat. Certainly no one else in Runner's Crew has defeated him, and there are many broken arms and gouged eyes to testify to that fact. Player characters may be forced to fight Geronimo for survival (see Runner's Crew), in which case he has a STR of 14, STA of 15, and body combat (BC) skill of 65.

Geronimo wears black chaps and no shirt, and he usually smokes. He forgets exactly how old he is but thinks he is around 30.

Geronimo is a *Veteran NPC*.

NPC Motivation Results: *Club Ace:* Geronimo is a fair war leader who can keep his head in combat situations. *Spade Queen:* He is also ruthless and will literally kill anyone who stands in his way.



ROY MASTERSON

Roy is an ex-school teacher and historian who lives in Weverton. It is his possession of documents recovered from a wrecked New America vehicle which might draw him into the adventure.

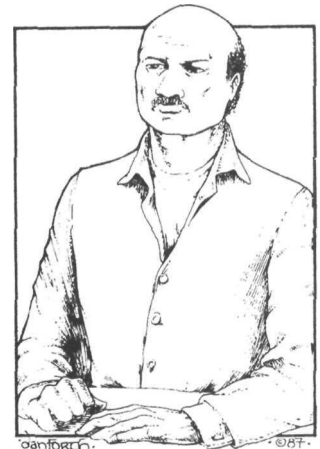
The last several years have not been easy on Roy Masterson. He has lost his entire family to marauders or disease, and his elementary school has closed down. He now operates a private tutoring practice in Weverton but has only two students. They often pay in chickens, eggs, and other produce.

Roy has a keen interest in present-day politics. He is as familiar with Milgov, Civgov, and New America as the player characters are, which is unusual for a civilian. Much of that information is generally not known.

When Roy heard that local boys had retrieved documents from New America, he sent for them and traded for them. The documents Roy has recently acquired are of little use. They make no mention of underground facilities. Nor do they specifically refer to the general headquarters. However, several references are made to a place called Country Home. Roy has other documents which refer to Country Home, but he hasn't been able to locate it or exactly determine its relevance. It is possible, Roy suspects, that Country Home is the code name given by Hughes to his own estate, the very estate the characters are searching for.

Roy is a *Novice NPC*.

NPC Motivation Results: *Heart Jack:* As a teacher, Roy attempts to impart wisdom and knowledge to his students



(unfortunately, he now has few of them). His knowledge of history and present-day politics make him able to offer somewhat knowledgeable council to player characters. *No Card Drawn*: Roy is greedy, but not for gold (although he provides for his daily needs). He craves knowledge of current events and political developments.

JIMMY TAYLOR

The undisputed warlord of Rosemont, Jimmy Taylor is a tyrant and slave driver the player characters may run into. He can only be found in Rosemont.

In his youth, Jimmy was a trouble maker. He was in trouble in school, so much so that he was expelled as a sophomore in high school. He was in trouble with his family and got himself kicked out of the house by age 17. He was also in trouble with the law, having stolen cars, committed shoplifting offenses, and been a general nuisance for years. Deep inside Jimmy resented everyone around him and vowed one day to get even.



Jimmy got that chance when the town's government collapsed in 1999. He seized control in the resulting power vacuum with the help of some ruffian friends and weaponry plundered from the police station. They took control of the city, and Jimmy began executing those people he didn't like, and there were plenty. The rest he locked up until he could organize slave work details, to be directed by him, for working the fields and repairing the town.

Today Jimmy and his group live in the town hall, which they have converted into their own private palace. Jimmy has gone quite mad, power mad, and cannot be dealt with rationally. His followers are enjoying the good life and their macho power trip and have no wish to see things get upset.

See the description of Rosemont for more details about Jimmy Taylor and his operation.

Jimmy is a young man of 23 years who wears coveralls and a baseball cap most of the time. He always carries a club, which he loves to use on his slave subjects.

Jimmy Taylor is an *Experienced NPC*.

NPC Motivation Results: *Club King*: Jimmy is terribly brutal, subjecting people to hardship and pain for the fun of it. *Spade Ten*: The idea of controlling the situation around him always appealed to Jimmy. Only now is this dream being realized.

REVEREND ULYSSES TRASK

Reverend Trask is the spiritual leader of the community of Sandy Hook, which he helped to organize. He is originally from Richmond, Virginia, where he led a fundamentalist Christian church. He encouraged his followers to accompany him to the north, away from the cruelty and desolation of the cities, to start an ideal community, where they could defend themselves against the violent acts and ideas of others.

Sandy Hook is that community, and in large part he has managed to make his vision come true. He owes much to the leadership of Simpson and Grayman, who administratively have held the operation together, but the ability to build a communi-

ty and its spirit were all his. Now Trask has sermons every Sunday and is on a first-name basis with every member of the community.

In his capacity as leader of the community, Trask has been approached on three separate occasions by "ambassadors" from New America. The first two were turned away almost out of hand. Trask is not interested in Christianity with such a martial philosophy as that of the New Americans. However, he does see the writing on the wall, which he feels indicates that the situation is taking a turn for the worse. He is, therefore, willing to entertain proposals from New America, with its enormous might, to protect Sandy Hook, all in return for modest taxes. This is not to say that Trask has been persuaded to join up with New America. On the contrary, he is more likely to remain independent or side with Civgov than he is to openly support New America.

Trask is no fool, nor is he insincere. He wishes the best for his following and has some tough decisions to make about the future. He would even be willing to listen to the player characters if they have some relevant points to make about the virtues of Civgov over New America.

Trask is a stately man of 42 years, tall and clean shaven. His statuesque features do much to reinforce his spiritual leadership.

Trask is a *Novice NPC*.

NPC Motivation Results: *Spade Ace*: Trask is the most charismatic leader the player characters are ever likely to meet. His followers are extremely loyal to him, and any who meet him who remotely share his viewpoints will be drawn to him. *Heart Ten*: If there is good in a person, Trask will generally be able to find it and bring it out. He will give anyone the benefit of the doubt, hence the general policy of the community toward strangers. However, he is not a fool and will not be easily taken in.

MAYOR REGINALD SIMPSON

The community of Sandy Hook looks to Reverend Trask for spiritual leadership and Reginald Simpson for everyday business. Trask encourages this, and the community accepts his authority.

Simpson, a former city employee in Richmond, is a long-time follower of Reverend Trask. Agreed, it is a long jump from sanitation engineer to mayor, but Simpson is a capable and bright man. Under his leadership the new community at Sandy Hook survived its first meager year, expanding its agricultural and craft work base to self-sufficiency in just two years. He is responsible for the town's alcohol production, timber cutting (from groves along the Potomac River in either direction from town), and the



overall distribution of food. To date, Simpson has done a fine job, but he plans still more, including possible reinstitution of the sewage system and electric power in a couple of years. Of course, with the impending drought and famine, these dreams will not be realized.

Simpson is a Civgov sympathizer. In Richmond, his family was killed by Milgov forces which took over and destroyed a city bus, ostensibly to stop several terrorists in the process of a bombing raid. He has turned to his faith and work to bring him through these emotional hard times. To date, however, he cannot think of Milgov as anything more than a group of hoodlums. He will be very suspicious of the player characters unless and until he determines they are not from Milgov. If he never makes this determination, he will recommend that the player characters get out of town, and he will have the town militia to back him up.

If he finds that the player characters are from Civgov, his attitude will be much different. Any upholders of the Constitution are friends of his. He will be anxious about how the fight between the rival governments is going, will help the player characters get supplies or equipment (within reason), and will allow them to stay in Sandy Hook as long as they like. He will become less enthusiastic if he learns the mission at hand is against New America, with whom Simpson has no particular quarrel, but he will remain a friend regardless.

Simpson is a slightly overweight, short man and is 38 years old. He wears a variety of clothing but mostly shorts and T-shirts in the summertime (a throwback to his garbageman roots).

Simpson is an *Experienced* NPC.

NPC Motivation Results: *Heart Ace:* Simpson is very concerned with justice and feels he hasn't gotten his share in the past. He will very carefully weigh decisions he must make as mayor of Sandy Hook. *Spade Eight:* He enjoys his position of power within the community and would like to secure it by doing more and more for his citizens.

HAROLD GRAYMAN

Grayman is the leader of the militia in the community of Sandy Hook. He was originally a sergeant in the Texas Reserves, and he spent some time fighting against the Mexicans in Texas and New Mexico. His unit was pretty much destroyed, however, and after months of searching for the proper chain of command and reassignment, Grayman gave up and travelled to Charlottesville, Virginia, to live with his sister and family.

When he arrived, he found his sister had fled, to where he didn't know and couldn't find out. He became a street person for a month or so until Reverend Trask and his followers moved through town. Intrigued, he approached Trask with his qualifications and joined the migration. Grayman was a natural to become head of the militia once they arrived at Sandy Hook.

For several months, Grayman took the men of the community and molded them into an effective force for fighting off marauders and for patrolling the perimeter of the town. The going was tough, and more than once Grayman thought of giving up. Weapons were difficult to come by, and ammunition had to be packed by hand, an operation he personally oversaw.

Grayman's loyalty now lies with Trask. He has picked no favorite in the overall struggle for power in the United States, but he plans to eventually realign himself with the armed forces once things settle down.

The militia leader will have respect for the player characters as military personnel but will not go out of his way to help them. He will be in charge of checking the weapons the player

characters have with them and will take care of their vehicles for the extent of their stay in town.

Harold Grayman is 45 years old, with a face that looks 55. His rugged life shows in his face and manner. He always wears fatigues of some sort.

Grayman is an *Elite* NPC.

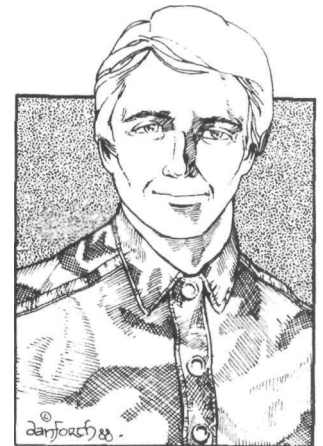
NPC Motivation Results: *Club Nine:* Harold enjoys a good fight and the danger involved. He spent months trying to get back into the army in Texas for this very reason. *Diamond Six:* He hopes to make some money someday, but how he isn't quite sure.

JASON MARKS

As a recently signed-on liaison officer, Jason Marks has never been in a regular army unit, nor has he ever seen actual combat. Born and raised in central Idaho, he has a traditional rural background and jumped eagerly at the chance to join the exciting New America movement, with whose ideas Marks agrees wholeheartedly.

Of course, he found actual experience with New America to be somewhat disappointing. The slick, well-organized army units he expected turned out to be more often than not dirty, unruly packs of mercenaries who could care less about New America and its promises of a better country. Through a precarious chain of command, Marks found himself attached to a unit of irregulars operating in the area near Cumberland, Maryland. His only superior sent him on the particular mission of attempting to recruit the community of Sandy Hook into the New American fold.

Marks is an idealist. Young and impressionable, New America found a loyal follower in this boy. He is vehemently opposed to both rival governments, Civgov and Milgov, and to marauders who expect to unjustly rule their little territories in spite of New



America's inevitable victory. He views Trask as a misguided Christian, presently confused about his direction. He is confused, however, why the propaganda which was so effective on himself seems incapable of swaying the religious leader of Sandy Hook.

The presence of Civgov (or Milgov—Marks does not care which) personnel in Sandy Hook will take Marks by surprise. This is the land of marauders and refugees, and regular soldiers are unexpected. At any rate, he will feel threatened, but safe for the moment under the umbrella of Sandy Hook's refuge. His job is to recruit new followers, not to shoot it out with the enemy. He will do one of two things: He will either slip out of town by night, heading back for Cumberland, or he will stay and ride out the stay of the player characters.

If the player characters choose to confront Marks, they will have to do it without the knowledge of Trask, Simpson, or Grayman—they would frown on this. Marks knows nothing about the internal structure of New America, and he knows nothing about either the Makado Computer Corporation or Country Home. In many ways he is typical of New American soldiers—ignorant of all but essential information.

Jason Marks is tall, brown-haired, and 27 years old. He proudly wears the camouflage and armband of New America.

Marks is an *Experienced* NPC.

NPC Motivation Results: *Spade Jack:* Marks is extremely pompous and views most people who don't follow New America's banner as inferior. *Heart Five:* He wishes to have camaraderie with other members of New America but to date has found no zealots who are his equal.

GREGORY HILLMAN

Greg Hillman is a resident of Brunswick and can be sought out for his knowledge concerning another Hughes site he worked on. In actuality, Hillman knows the exact location of Country Home, and he is possibly the most important NPC in this adventure.

For 20 years Hillman was a mason and construction worker for Reginald Brothers, a small construction outfit based out of Winchester, Virginia. During those years he worked on dozens of construction sites across Virginia, West Virginia, and Maryland. One company that did business with Reginald Brothers, and on whose projects Hillman was a foreman, was Trust Enterprises. At the time, Trust Enterprises passed itself off to this small construction firm as a cover for the CIA. In fact, Trust Enterprises was instead an intricate cover for Hughes and New America.

Hillman worked on two sites for Trust Enterprises. The first was the Makado Computer Corporation building, which the NPC Connors knows about, and which the player characters will probably already have visited by the time they meet Hillman. There is a second site he remembers, which is near Charles Town, West Virginia. Hillman claims that this second site is larger than the first, and that he remembers more or less how to get there. "It's tricky," he'll say, "since it's way back in the woods—it was a bitch getting things in and out of there."



Hillman can be found more often than not at a bar in Brunswick, chugging bootleg alcohol and reminiscing about the good old days when there was work and food and everything for everyone. He does have a drinking problem, which can be used as a lever by the player characters to get him to do their bidding. Provided he can get to a drink now and again, the DTs will not be a problem in the context of this adventure.

Greed will drive Greg Hillman to bargain for his information. He will be willing to give up most things for a few drinks. However, he will only let out where the second site is for \$250 in gold.

Greg Hillman is an aging man in his late 50s, suffering from the effects of alcoholism and failing health. He lives in an emergency exit stairway of the burned-out shell of the local bank, which, by modern day Brunswick standards, isn't all that bad.

Hillman is a *Novice* NPC.

NPC Motivation Results: *Diamond Ten:* Hillman deals only in gold and suspects the characters can come across with it. *Heart Three:* Despite his cranky nature, Hillman is a relatively friendly man who loves to tell stories.

MARY WILLIAMS

Harpers Ferry is a town which has allied itself with New America. As mayor of that town, Mary Williams will only be encountered there, attending to the day-to-day business of keeping her community from disintegrating.

Mary Williams comes from a well-to-do family of long-time Harpers Ferry residents. The family estate is just outside of town, located in a tiny grove. Unfortunately, that estate is outside the area which can be most easily protected from attack, and it was burned by marauders over a year ago. Today, Mrs. Williams lives in Harpers Ferry proper.



Her upbringing was a privileged one. She attended private schools and prep schools in New England and then toured most of the world for several years. She obtained a law degree when she returned and got into city politics at that time. Mrs. Williams has been mayor of Harpers Ferry for 15 years now, and the townspeople are most impressed with her ability to adapt to the changing situation. When times were good, Mrs. Williams was considered a fair administrator. Now that times are bad and getting worse, people are turning to her for wisdom and leadership.

Under the pressure of continuing marauder attacks, Mary Williams took on the deal proffered by New America to become an allied township. The light taxes and conscription rights are a small price to pay for the protection they give, she figures, and the people agree. There are always representatives of New America present at town council meetings.

Mary Williams still clings to her roots as something of a debutante and socialite. She manages to dress very professionally, even in these times of hardship. She is now 54 years old, a role model for all women in the 21st century.

Mary Williams is a *Novice* NPC.

NPC Motivation Results: *Heart Ace:* Mary Williams is very

interested in justice, especially for her townspeople. She will fight just as hard for the individual as she does for the community. *Diamond Seven*: She is a shrewd negotiator and has managed to get material concessions out of New America, which is not an easy trick. Though well-off from birth, Mary Williams knows the value of money, especially today.

COLONEL CYRUS JAMES

Colonel James is a very important figure in the New America organization. He is presently in charge of the supply depot of Bolivar, West Virginia, which is the only spot where he may be encountered.

Cyrus James is an Ohio native and was part of the state National Guard for 1 years prior to the start of the war. He spent the war years in the states, organizing troop transfers and supply allocations for the Ohio troops overseas. That is, he was doing that until transportation across the Atlantic came to a virtual halt in about 1998.

James' very strong fundamentalist beliefs got him tied up with a local parish which advocated isolationism and a return to "simpler times." One way or another, simpler times have arrived. What James didn't know at the time was that his parish was already heavily involved with Hughes and the New America movement, and when the movement surfaced, James was introduced to it and recommended for immediate inclusion into its ranks. James readily accepted.

His skills as a supply officer made him a natural for that task. He has a tremendous working knowledge of the entire New America supply and operation network, including the locations of underground complexes and caches. As a captive himself, James would be almost as valuable to Civgov as Hughes himself.

However, the only likely way the player characters will meet Colonel James is if they are foolish enough to make a raid on the supplies. Since they will almost certainly be defeated, survivors will be interviewed by James. He will want to know where the characters are from, what their mission was, and where they were headed. He will also be interested in more far-reaching information, such as the long-term plans of Civgov, especially with regards to New America. Torture is not out of the question.

James is 48 years old, grizzled, and rough looking. His cigar is his trademark, and, as a supply officer, he's about the only person in America who can get a steady supply of them.

Colonel James is an *Experienced* NPC.

NPC Motivation Results: *Heart Eight*: James does not like to be lied to and will react violently. However, he is willing to give anyone the benefit of the doubt. *Spade Four*: James enjoys being a higher-up in the organization and wouldn't trade his position for the world.

ORGANIZATIONS

There are a number of organizations which the player characters are likely to run into. Information on the important ones is presented here.

The Brick Patrol: Thirty-five underfed high school punks do hardly a marauder band make, especially in these times when marauding and pillaging has become an art for the truly wicked and ruthless. But the Brick Patrol, a gang of youths lead by an overbearing punk calling himself Guido, tries to rule the territory around its new home, the ruins of the small town of Feagaville.

The individual members of the Brick Patrol are scrawny high school kids, lured away from their homes by the charismatic (at least to a high school kid) Guido. His gang of junior terrorists

and thieves has operated in Frederick and some surrounding communities, extorting small towns and families and stealing food. But this spring, the gang has fallen on hard times.

The winter was a hard one, with little food and no fuel for heat. Several of the gang's members deserted over the winter, dwindling their numbers down to 35. Guido's grip on the others is shaky. Kid for kid, the gang is terribly underfed. They have been living off of roadkill and plundered candy bars for months now.

The Brick Patrol is not an effective fighting force, but they will attempt to attack anyone who wanders within a kilometer or so of Feagaville. They are desperate, which this will drive them into foolish attacks. Should the player characters run into them, they will certainly overwhelm the youths, and the Patrol will disperse to the countryside after about 30 percent casualties. There is nothing to take from the Patrol, but capturing their punk leader, Guido, might be fun. Also, should the gang be defeated, the character of Allen Greenberg will attempt to make contact with the player characters.

Members of the Brick Patrol are armed with knives and every third one has a sidearm (50 percent S & W Model 38 Bodyguards, 50 percent Colt Pythons). They are low on ammunition, so they won't fire too often or carelessly. Each member should be treated as a *Novice* NPC or an *Experienced* NPC if he somehow comes across a good meal. They have no vehicles or heavy weapons.

Runner's Crew: Runner's Crew is a motorcycle gang to the north and west of Frederick. It is into extorting food and alcohol from local farm folk, sometimes taking over a whole town for a day or so. To get into Runner's Crew a would-be thug must kill someone from the seat of the bike in front of witnesses.

The Crew is 30 men strong. Treat members of the Crew as *Veteran* NPCs. They are all armed with either revolvers, automatic pistols, or M16s. Ammunition and food are plundered from the locals.

Runner's Crew is centered on a psychopath known as Red Runner, who proclaims his American Indian heritage and wears a war bonnet. His second is a criminal named Geronimo. Both men are bent on destruction and the power trip involved.

If the Crew encounters the player characters, they will ring their cycles and ride around the smaller group to intimidate them. Then they will demand tribute in exchange for their freedom. However, Geronimo may wish to fight any one player character in exchange for the freedom of all. See his character description for details.

The Trolls: The bridge across the Potomac near Sandy Hook, Maryland, is occupied by a unique marauder band who call themselves the Trolls. They are unique in that they have set up an operation where they need not swarm down upon their victims. Instead, their victims come to them.

The bridge used to be an important artery of traffic between Maryland and West Virginia—that is, until the last couple of years. In that time the traffic has thinned, except for refugees who more often than not cross the river on their own.

The Trolls originated from the area of Pennsylvania. When the White Death, a war leader in that state, began his recruiting, he alienated many, like the Trolls, who moved to greener pastures. Travelling south they found the bridge abandoned and began to cross from the east. They met a convoy of New America vehicles coming from the west, and on a whim one of their number demanded a toll be paid for safe passage. The

Continued on page 28



The Land

This chapter describes terrain, towns and encounters for this module.

FEAGAVILLE

Feagaville was a very small community on the outskirts of Frederick on State Highway 180. Now it is all but deserted. It lies about a mile beyond the last barricade on 180 out of Frederick, but the defensive personnel there decided the Feagaville area was untenable and required more troops to hold it than it was possibly worth as an outer bastion of control on the highway.

The town has been heavily looted and burned, mostly by youths and marauders over the last three years. During its final days it had become a tough teenage hangout, the territory of a gang called the Brick Patrol. Young hoodlums from Frederick and the surrounding communities took over the small town, forcing the remaining townsfolk to flee for their lives. Their leader was a pusher and street fighter who went by the name of Guido, a tough punk in his early twenties. Under Guido's direction the Brick Patrol raided into Frederick and other communities as far as 20 miles away, stealing food and destroying buildings and vehicles where they could. For a time the gang had three farm families isolated in the countryside and virtually imprisoned, forcing them to produce alcohol under threat of a violent death. However, they lost control over these people, and they slipped away to relative safety some months ago.

Today the center of operations for the Brick Patrol is in the gutted remains of a looted gas station/general store. The gang members live in the two dozen or so buildings still standing, which are in very primitive conditions. There are 35 young men in the gang, plus 12 young women and five children. All are showing definite signs of malnutrition after coming off a hard winter. They were looking forward to a good spring of raiding into Frederick, but they hadn't counted on Civgov forces moving in and making it a fortress.

There are no other civilians in Feagaville. There are no working facilities, such as water or power. In recent years, Feagaville has harbored these young criminals. This spring, it is more likely that they will fall victim to adult marauder gangs in the area. The Patrol will probably attack the player characters if they come within a kilometer or so of Feagaville.

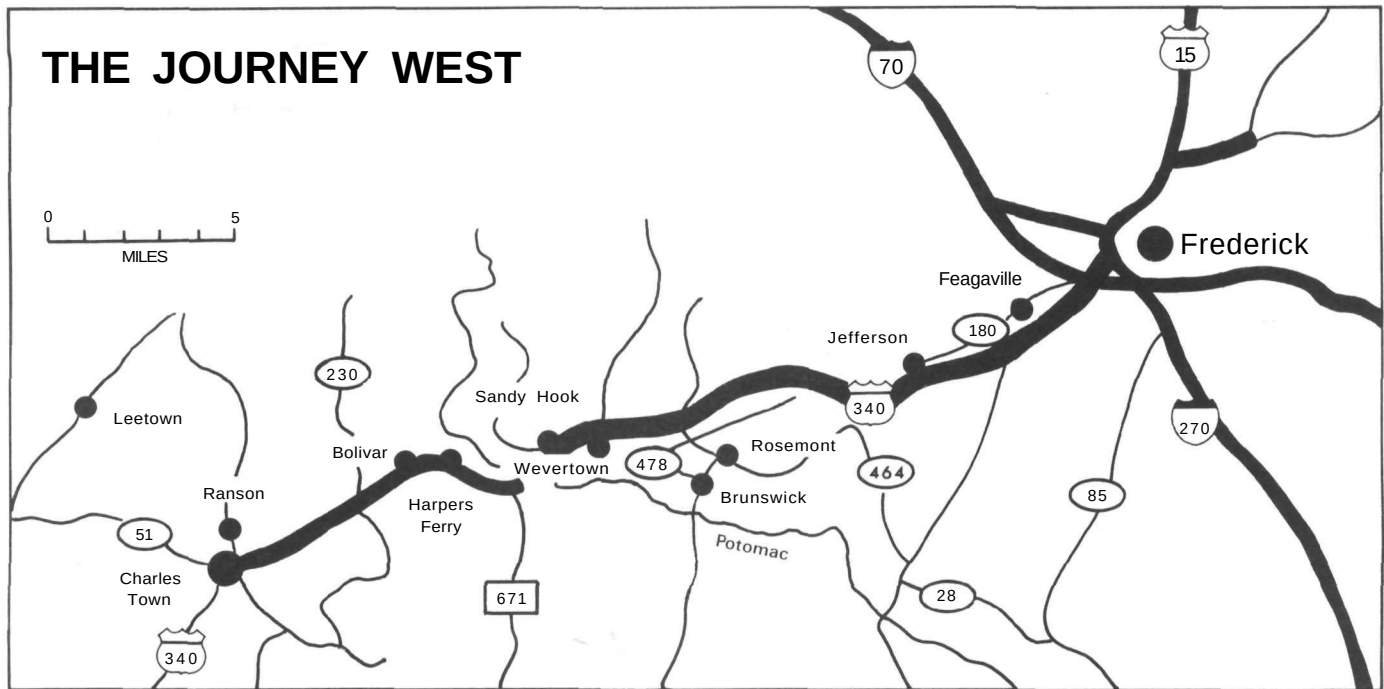
The town has been heavily looted and burned, mostly by youths and marauders over the last three years.

It is possible to run into either the Guido or Allen Greeneberg NPCs with the Brick Patrol. For details on them or the Brick Patrol, consult Characters and Organizations.

RUMORS & INFORMATION			ENCOUNTER TABLE	
Die	Result		Die	Result
2-4	H		2-5	Abandoned Vehicle-1
5	J		6-7	Marauder-1
6-7	R		8	No Encounter
8	K		9-10	Animal
9-10	B		11-12	Marauder-2
11-12	AA			

FEAGAVILLE TO JEFFERSON

"Heavenly Tent City" is what the sign reads, with "Percival Washington Grant, Mayor" scrawled in below it. Just off the interstate the player characters will find a large tent city, with perhaps 300 large tents. It is near a stream, apparently for water and sewage, and centered around a clear hillock. At the top of the hillock is located a single large tree around which seems to be gathered the entire population of the city. The clamor they are stirring up is very loud and angry. Only a couple of barking dogs which are staked out near their tents will notice the arrival



of the player characters.

If they choose to investigate further by approaching the crowd, they will be able to press their way through to the front to see what is going on. It is not advisable to move through the crowd of 400 angry villagers who are brandishing torches and sticks while heavily armed—have the player characters leave the heavier weapons behind.

The central figure has already been tarred and feathered and is huddling pathetically against the tree while the crowd is taunting and throwing rocks at him. Several townsfolk are putting a rope over a limb of the tree, apparently to finish the job. The crowd is yelling such things as "So, you were gonna make off with all our food and money, were ya!" and "This'll teach ya, you phony!" and finally, "Where're the troops you promised us, eh?!" The victim will attempt to proclaim his innocence, but the crowd is in the mood for revenge.

Should the player character not get involved, this will be a brief portion of the adventure where they get to watch a man be hanged by an angry mob. However, the players may wish to intervene on behalf of the potential victim, which might be done in any one of several ways.

The central figure has already been tarred and feathered and is huddling pathetically against the tree....

First, the victim might say "Why, why look! Here are the soldiers I sent away for with the contributions of you fine people!" and point out the player characters who have come up to the front of the crowd. The characters will simply have to play along as the old fool tries to lie his way out of his jam. The townsfolk are fairly gullible and will probably buy the story if the characters go along with the charade.

Second, the player characters might come up with some

charade of their own. They might step forward and say either that they know this man and vouch for his character or that they know he was just moving the food for its own protection. The mob is ready to listen to anyone who has his wits about him, so if the players role play this right, they could be successful. But, if they don't, they could get caught in a very bad situation.

Should they save the old fellow, the mob will disperse, leaving him alone with the player characters. He will introduce himself as Percival Washington Grant ("The Mayor?" is the appropriate response to this). He will thank the player characters for "helping him out of that unfortunate misunderstanding" and offer his services as mayor of this "fine, if temporary, city."

For exact dealings with Percival Washington Grant, read through his character description and motivations.

The tent city has several interesting items for potential plunder. The food wagons hold the combined food of the community, donated by the citizens, to be distributed evenly by the mayor—his idea, of course. He was planning to steal all the food. He also intended to swindle the people out of their money and jewelry by taking up a collection to acquire professional assistance to "protect our homes from ruffians and scoundrels." He pocketed the money. Percival will not be adverse to cutting the player characters in, considering they saved his skin. There are two U-Haul trailers full of food (about 300 kilograms of dry goods and nonperishable foodstuffs) worth perhaps \$2000, and Mr. Grant's suitcase has \$600 cash and another \$800 in "donated" jewelry. The U-Hauls are hooked up to two scrawny horses each—there are no vehicles to steal from these people.

RUMORS & INFORMATION

<i>Die</i>	<i>Result</i>
2-3	A
4-5	D
6-7	L
8	M
9-10	Q
11	T
12	Z

ENCOUNTER TABLE

<i>Die</i>	<i>Result</i>
2-4	Blocked Road
5-6	Animal
7-8	No Encounter
9	Marauder-1
10-11	Independent-1
12	Shots

JEFFERSON

Jefferson was once a pleasant small community of over a thousand people, most of whom commuted to Frederick for work. After the exchange, things didn't change too radically—the strikes against the Frederick area were remote enough that the populace of Jefferson didn't immediately panic and flee. They stuck it out for several years, turning to their own devices for food and maintenance, surviving peacefully while other communities failed miserably.

By the summer of 2000, however, the marauder problem in western Maryland had gotten out of hand, and Jefferson became a target of raiding and extortion by bandits and thugs of all kinds. In the spring of that year there were 150 families still living in Jefferson. By the fall there were only 25 families left, the rest having moved voluntarily or having been burned out. Many civilians have died defending their homes in Jefferson, and the burned-out shells of their ravaged homes are the only monuments left to them.

Those 25 families who have remained in Jefferson live mainly in the interior of the town with a ring of vacant buildings around them. Of course, these are the toughest families of the original community, dedicated to the defense of their homes. Understandably, they trust no one and will turn anyone away from town with gunfire.

With groups like Runner's Crew on the loose in the area, it is unlikely that the Jefferson community will survive the summer. They will, however, take their toll on the local marauders before they are wiped out or forced to evacuate the remains of their little town.

RUMORS & INFORMATION

Die	Result
2-3	C
4	D
5-6	G
7-8	W
9	X
10-11	CC
12	EE

ENCOUNTER TABLE

Die	Result
2-5	Blocked Road
6-7	No Encounter
8	Marauder-1
9	Independent-1
10-11	Patrol-1
12	Animal

JEFFERSON TO WEVERTON

The condition of Route 340 between Jefferson and Weverton is deplorable. Much of the roadbed has deteriorated, leaving the edges of the pavement to slide down hillsides. Mud and dirt slides have cut the road in places, so traffic must move off the track at times. Potholes and the general decay of the road's surface make it very difficult to traverse in anything other than an all-terrain vehicle. From Jefferson to Weverton, Route 340 is a terrible road which does little more than show the way.

There are two exits toward the end of this stretch of highway. The first leads north to Burkittsville or south to Rosemont. The second leads only south to Brunswick. Either of these exits would be a prime spot to get ambushed, and the local marauders often patrol them.

Route 180, however, is in better shape, moving in more or less the same direction, though slightly south of Route 340. It crosses both the roads which are southern exits from Route 340, ending when it bumps into the Potomac north of Brunswick.

Use the Rumors & Information and Encounter tables from Jefferson for this stretch of road.

Roadblock: Several young entrepreneurs have set up an opera-

tion on Route 180 between Jefferson and the Potomac to extort money from travellers. At a point where the road is between two steep slopes, they have narrowed the road to one lane with fallen rock and debris and have erected a log roadblock. The stone and debris make excellent cover for the riflemen whose job it is to make the roadblock and the toll they will ask for stick. They also keep men in the hills behind oncoming traffic who can move in to prevent travellers from simply turning back.

The encounter with the roadblock can run in several ways. If the player characters have forward scouts, they can probably detect the roadblock and the men around it with plenty of advance warning to avoid it, confront it, or whatever. If not, the expedition will likely stumble right up to it before they know they are surrounded.

With groups like Runner's Crew on the loose in the area, it is unlikely that the Jefferson community will survive the summer.

"Halt!" will come the shout from behind the barricade. "Do you wish to travel along this road?"

Regardless of the answer, the young ruffian will make his demands. "You have come to the toll booth and must now deliver \$100 per person in gold or stuff. And if you don't pay, I'm afraid we'll have to kill you all."

There are two forces to be dealt with. The force at the barricade consists of seven *Veteran* NPCs armed with three M16s and four Remington Model 1100 shotguns. The force behind, designed to cut off retreat from the barricade, is made up of five *Veteran* NPCs, all armed with Winchester Model 70s. Stashed with the barricade are 50 magazines for the Winchesters, 200 rounds for the Remingtons, and 10 magazines for the M16s, plus some food and clothing.

WEVERTON

Weverton is an abandoned city. Where once there were over 2000 people living against the Potomac, today there are none. The tiny trickle of refugees who pass through this area and the marauders who forced the people out in the first place sometimes occupy a building or two for a few days, but they always move on. They have also, over time, stripped the town of everything that might be of use.

Outside of Weverton is an enclave in the wilderness, that of the Brown family. The Browns, starting with the family's patriarch, Great Grandpa Brown, right down to the great grandchildren, have fortified the family farm. Their 80 acres of hilly farmland has been completely encircled by a high rock wall. The buildings are all heavily fortified and guarded day and night. In all, there are 75 people in the extended Brown clan, all living off the profits of their one farm.

The Browns make quite a bit of their money from the production of alcohol. They have on their land five large stills, which are usually in full operation. What they don't use they offer up for sale. Many marauders trade for or buy alcohol here, which helps explain why the family hasn't been wiped out. No single marauder group has thought itself strong enough to confront the Browns on their own land and win.

The player characters may buy alcohol from the Browns, whose farm is just *one* mile outside of Weverton to the east. Their prices are 50 cents per liter.

ENCOUNTER TABLE

Die	Result
2-3	Marauder-1
4-5	Independent-1
6-9	No Encounter
10-11	Animal
12	Shots

ROSEMONT

Corporal Connors is a native of Rosemont, or, more correctly, a farm near Rosemont. The community at its height was home to 1000 people, but it has been reduced to around 200. Rosemont is nothing like the hometown that Connors used to know.

Today Rosemont is a slave labor community run by a very well-armed and dangerous warlord, Jimmy Taylor. Jimmy's official title is "boss," taken from an old movie he was rather fond of. Once the town's high school drop-out and teen troublemaker, Jimmy has come into his own.

In 1999, the civil government simply broke down. The mayor was killed in local rioting, and the sheriff left town. Jimmy Taylor was in the city jail at the time, and he and several other thugs broke free, "liberated" the arsenal, and closed off the roads leading out of town.

In 1999, the civil government simply broke down. The mayor was killed in local rioting, and the sheriff left town. Jimmy Taylor was in the city jail at the time, and he and several other thugs broke free, "liberated" the arsenal, and closed off the roads leading out of town. The few people left in town were no match for Jimmy and his thugs who were so well-armed.

Jimmy has forced the populace to work in the fields outside of town. They are led around by guards, often chained so they cannot escape into the countryside. Each night they are returned to their homes. Jimmy has already executed virtually everyone he ever hated in town. Now he keeps the rest in line with threats, hostages, and outright murders.

Today the town hall has been turned into a palace home for Jimmy and his thugs. All 20 of them reside there, where they enjoy the fruits of their slave labor. Jimmy trades food and alcohol to the local marauders in exchange for peace. In the town hall Jimmy entertains himself while in the hearts of the townspeople grows a thirst for vengeance.

If approaching Rosemont during the day, the player characters will run into a forced farm labor gang. The guards, armed with police shotguns and revolvers, will turn the group away. Connors, an NPC with the expedition, will recognize pretty much all of the people involved. His reaction will most likely be hostile, in which case he will be recognized as well.

If approached by night, the player characters will be able to walk into town virtually unnoticed. Jimmy hasn't the manpower to patrol the city by night, too.

The expedition may choose any of the following alternatives: to deal with Jimmy, ignore the situation, or set out to change it as they see fit.

RUMORS & INFORMATION

Die	Result
2-3	F
4	O
5-6	P
7-8	V
9-12	DD

ENCOUNTER TABLE

Die	Result
2-4	Blocked Road
5-6	No Encounter
7-9	Chain Gang
10-12	Marauder

Rosemont is a relatively free town, free from tyranny or marauders, that is. It has, however, developed a reputation for lawlessness which is fairly well earned.

BRUNSWICK

Brunswick has 700 people living in it. However, like in Rosemont, the local government broke down in 1999. Since then, nothing has emerged to take its place. The taverns are still running, and local fishermen and farmers sell their produce on the street, so things are fairly prosperous for those still around.

The town is on occasion raided by local marauders. There is plenty of loot to be found in Brunswick, and no local forces are in place for protection. Brunswick is a prime target along the Potomac for a marauder looking for an easy take.

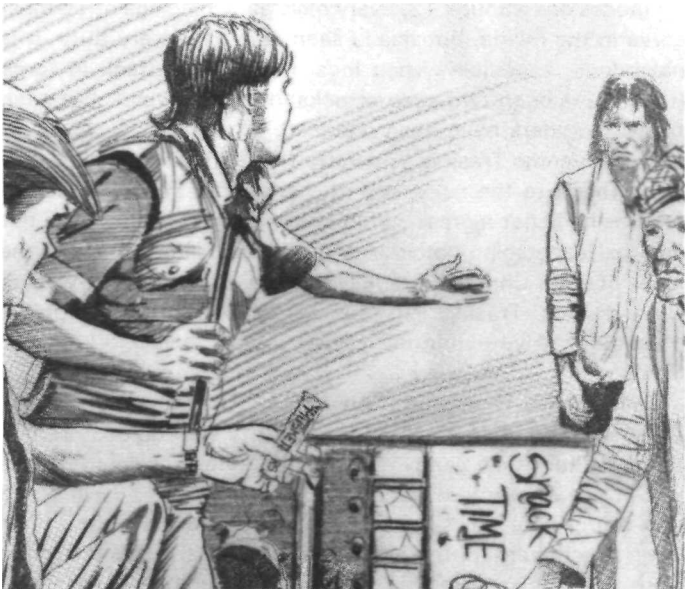
Brunswick is a party town virtually every night. The local ruffians get drunk and shoot it out all over town. Peaceful citizens stay indoors when the sun goes down. The player characters are welcome to participate.

RUMORS & INFORMATION

Die	Result
2-4	C
5-6	G
7-9	FF
10-12	N

ENCOUNTER TABLE

Die	Result
2-3	Animal
4-5	Shoot-out
6-7	No Encounter
8-10	Raid
11-12	Soldiers



SANDY HOOK

The original population of Sandy Hook, Maryland, fled the area in the panic-stricken days of 1997/98. The community stood empty until the fall of 1999, when new settlers moved in from the South, refugees from Richmond and Charlottesville, Virginia. The new settlers are universally fundamentalist Christians, held together by the powerful words of their spiritual leader, the Reverend Ulysses Trask. Together they have reoccupied the community of Sandy Hook and made it their own, protecting it from the outside by clever and proficient use of arms.

The community is now some 300 strong, universally devoted to the protection of their homes, families, and way of life. There is a town mayor, Reginald Simpson, and a leader of the militia, Harold Grayman, who are pretty much independent of the Reverend Trask. The city government does not rely on spiritual guidance for its direction, which may indeed be the reason the community has survived so long.

Patrols of the militia cover the roads into and out of town, specifically Routes 67 and 340. The 340 exit to the town is barricaded and continuously patrolled by four soldiers with automatic weapons plus a sandbagged machinegun position (an H&K HK21, probably brought back from Europe by a returning soldier). The patrols will stop and question anyone approaching by road. People approaching from the countryside have a 50/50 chance of being stopped and questioned.

According to the teachings of the Reverend Trask, Sandy Hook is a community open to any good Christian soul who will leave his weapons outside. Soldiers in the patrols will be willing to "check" weapons and escort willing people into town, where they will be given a house to occupy for as long as they desire. Of course, Mayor Simpson will come to interview new arrivals, and those not wishing to become a part of the community will be politely asked to leave. People not willing to give up their weapons will be turned away by the patrols. Injured or tired parties will be guaranteed comfort and medication, provided they will put up their arms.

Sandy Hook is, by modern standards, a rich community. Its 300 citizens mostly work the fields north of town, away from the main roads, where they have managed to bring in good crops. The schools are most definitely slanted toward fundamentalist Christian viewpoints, but they do teach the basics for grades one through 12. Every male above the age of 15 must serve in the militia, but this is seen as a necessary duty. It is hazardous, especially when local marauders attack in force (there have been two such attacks in the last year), but each time the raiders have been repulsed.

The Reverend Trask is a powerful leader figure, but he is willing to bend to the necessity of a situation. For instance, he realizes he is not a great administrator, so he delegates all but spiritual leadership to others. He is also unwilling to bend to the ideas of other Christian groups which might be more powerful. Nevertheless, Trask is entertaining a guest when the player characters arrive—Lieutenant Jason Marks, a liaison officer in the ranks of New America.

Using Sandy Hook in the Adventure: The player characters and their expedition are likely to be pretty shot up and tired by the time they reach Sandy Hook, even though it is only 12 miles or so from where they started in Frederick. The opportunity to take refuge here may be quite tempting. Both Percival Grant and Allen Greeneberg (potentially NPCs who will be with the group at this time) have heard of Sandy Hook and its reputation for

being a haven in the wilderness.

As for Lieutenant Marks, he will no doubt meet the player characters if they enter town. However, he has also been disarmed and will certainly not attempt to deal with Civgov operatives on the spot. See his character description for his reaction and future actions. Remember, violence will not be tolerated in the community, and transgressors will be dealt with by expulsion or execution, depending on the severity of the crime.

RUMORS & INFORMATION

Die	Result
2-3	E
4	I
5	N
6-7	S
8-9	U
10	Y
11-12	BB

ENCOUNTER TABLE

Die	Result
2-5	Patrol-2
6-7	No Encounter
8-9	Firefight
10	Animal
11-12	Independent-2

BRIDGE

Just south of the community of Sandy Hook is the only bridge across the Potomac for miles in either direction, from Point of Rocks in the south to Sharpsburg in the north. Incidentally, there was a bridge outside of Brunswick, but it was torn down by marauders two years ago. There isn't much traffic across the river these days, and those in need can usually get across the gentle waters on rafts or boats. The bridge is merely the most convenient way to get animals and vehicles across the historic Potomac.

The bridge itself is a two-lane affair, still in great shape by modern standards. The road surface is still smooth, maintained on occasion by the marauders that control it (see below). There are two walkways, one on either side, which span the length of the bridge. Though rusted and dirty, the bridge is remarkably sturdy—it should last a very long time.

The banks on either side of the river near the bridge are shallow and easily traversed. Heavy brush dominates the eastern bank, while sand and silt have built up and jut out from the western bank. Trails can be found that lead down to either bank from the road and bridge.

The Trolls are aware that the Potomac is easily forded in the vicinity of the bridge....

This bridge is "owned" and operated by a gang of ruffians known as the Trolls. They moved in two winters ago, seizing the bridge and fortifying it. The walkways are guarded by sandbagged machinegun positions. The main road is blocked by rock barriers, and one lane is closed off by a makeshift gate. The barricades are continuously manned at both ends of the bridge.

The toll for crossing the bridge is \$10 per person or \$50 per vehicle, payable in gold, food, or ammunition. Other goods might be negotiable. Those who cannot come up with the toll are simply not allowed across, period.

The Trolls are aware that the Potomac is easily forded in the vicinity of the bridge. To keep business coming to the bridge, they regularly patrol the banks on either side for about two miles both upstream and downstream from it. Forging the bridge will

require some sort of boat or flotation device. Provided something of that nature can be found, an individual can get across with reasonable safety in 10 to 15 minutes. Larger animals, such as horses or large dogs, will be able to get across on their own in good spots. Any equipment which cannot be carried by individual characters will have to be towed on separate flotation devices or abandoned.

ENCOUNTER TABLE

<i>Die</i>	<i>Result</i>
2-3	Animal
4-7	Patrol-3
8-10	No Encounter
11-12	Soldiers

HARPERS FERRY NATIONAL HISTORICAL PARK

The great Civil War battle of Harpers Ferry—one of the few major confrontations fought in West Virginia—took place generally between the city of that name and the Potomac. A century later, the site was made into a national park, and relics were preserved for future generations to come and see.

Today the park is no longer maintained, and the tourist buildings on the site have deteriorated. A refugee community has grown up in the foothills toward the river, made up of tents and shacks, housing perhaps 40 families of displaced civilians, mostly from Washington, DC, and Philadelphia. They are clearing some land for crops this year, and they have even had the foresight to build a windmill to irrigate the land. Their security is in question, however, as the marauders on this side of the Potomac are particularly ruthless and hungry.

ENCOUNTER TABLE

<i>Die</i>	<i>Result</i>
2-4	Animal
5-6	Refugee-1
7-8	No Encounter
9-10	Marauder-3
11-12	Soldiers

HARPERS FERRY

Harpers Ferry is a community of nearly 300 people, most of whom are original citizens. Though it has lost many hundreds of people since 2000 and has taken on a few refugee families, Harpers Ferry is surviving for the time being as a community in the wilderness.

The local farms are worked by local townsfolk and by nearby farm families, all of whom consider themselves part of this community. The idea of community "belonging" is becoming more and more prevalent, especially as one moves west away from the Atlantic. With no high-level governments or organizations, the individual community is all people have to cling to. In Harpers Ferry, the idea of community is especially deep-set, combining necessity with a sort of patriotism.

The mayor of Harpers Ferry, who, incidentally, was elected to her office by due process, is Mary Williams, an upstanding and well-off member of the community for many years. Mary Williams and her town council, which lends her almost unanimous support, have led the community down what has proven to be a very profitable and safe path. Since the troops of New America patrol in every direction, she petitioned to that organization for "protection" under the more palatable guise of allegiance.

As with many small towns which have chosen sides in the overall struggle for government in America, Harpers Ferry has agreed to several common tenets. First, the community collects taxes from its citizenry to be delivered to New America on a regular basis. Second, the community agrees to select several of its young people for service in New American units. Finally, the community agrees not to accept or harbor any supporters of the other rival governments.

In exchange for these sacrifices, Harpers Ferry enjoys the protection of New America and its troops. For instance, during a marauder attack last spring, the community managed to hold its own until a New America unit arrived and repelled the attackers with concentrated mortar fire. Also, with their constant patrols, New America can naturally hold marauders at a greater distance from the community and its farms. Of course, in addition to these stated advantages, the community of Harpers Ferry also does not have to worry about pressure from New America, the only organization which is present in force in the vicinity of the town.

If the player characters approach Harpers Ferry, they will, of course, be subject to the normal encounter results. However, they will at least encounter one check point outside of town on the road where several townspeople, *Experienced* NPCs armed with shotguns, will question them and most probably ask them to move around town, escorted of course. If the player characters put up the facade that they are allied with New America, they may be able to enter the city and check things out. There are usually 2D+2 soldiers of New America billeting in Harpers Ferry at any one time.

ENCOUNTER TABLE

<i>Die</i>	<i>Result</i>
2-4	Animal
5-6	Marauder-3
7-9	Soldiers
10-12	No Encounter

BOLIVAR

Pretty much abandoned in the year 1999, Bolivar stood empty for over a year. The local marauders spent their time picking through the remains, as did the populace of Harpers Ferry just down the road. By 2000, it had been for the most part picked clean.

Now New America has taken over the remaining buildings and made Bolivar an important supply depot and troop station in the area. The base is vital to the New America war effort, concentrating weapons, ammunition, food, vehicles, gasoline, alcohol, clothing, and other essentials in the mountainous regions of West Virginia, the only such depot for 50 miles in any direction. The entire operation is under the direct control of Colonel Cyrus James, who presumably takes orders directly from the top of the New America organization.

Supplies: Three large buildings in town (two former elementary schools and one former shopping mall) have been turned into supply dumps. At any one time there are tons of food, thousands of rounds of ammunition, and hundreds of weapons in storage in each of these buildings. Since they are so well protected, and since the player characters could only carry so much away, the exact nature of the supplies in Bolivar will not be listed item for item. Suffice it to say there will always be food and alcohol in unlimited supplies, M16s and ammunition in unlimited supplies, and a number of other weapons in limited supply.

These other weapons will be found in case lots of 1D6 items, with 10 to 100 rounds each. If looking for a particular weapon, there is a 10 percent chance of finding it. If looking for special weapons in general, they can be found easily—exactly which weapon is found should be determined randomly. Remember, only American-made weapons will be found here.

Each of the three supply buildings will be guarded heavily. There will be a barbed wire perimeter patrolled by soldiers, guards at every entrance, and patrolling guards inside the building. Getting in or out will be pretty much impossible, but if the player characters are that desperate, the referee should draw out a map and place guards as described.

There are fairly regular caravans of vehicles or troops with packs moving into and out of Bolivar. They most often come loaded from the west. Troops and patrols regularly come into town to draw new supplies before returning to the field.

Troops: Bolivar is home to about 500 troops, quartered throughout town. They are mostly specialists or supply personnel, not actually regular combat troops. However, in quantity, they would prove to be overwhelming opponents.

There is a contingent of combat troops on hand, however. One platoon of 40 men has been more or less permanently stationed here. They are men who were shot up pretty badly in the New England area, and they have been sent here to recover for a few months. These men should be considered *Veteran* NPCs and are armed with M16s. They also have a heavy weapons section with one M60 machinegun and an 82mm mortar (HE rounds only).

Stills: Colonel James has three large stills set up near the converted shopping mall. They are always in operation, and most of their output is earmarked for convoy vehicles which come and go. But three large stills produce a lot of alcohol, and the excess is stored in either the old gas tanks of the town's abandoned gal stations or in two newly erected free-standing tanks. All of these things are regularly patrolled and guarded.

The frequency of patrols around town should warn the player characters to stay away. They are far better off leaving Bolivar alone in favor of their original objective, Country Home and Hughes.

ENCOUNTER TABLE

Die	Result
2-3	Animal
4-8	Soldiers
9-10	Convoy
11-12	No Encounter

BOLIVAR TO CHARLES TOWN

There will be one catch phrase for the New Americans in this region—thick as flies! Use the Encounter table for Bolivar when near the road in this area.

The player characters will have to move off the road between Bolivar and Charles Town in face of all the New America traffic. They will certainly see several patrols and at least one convoy of vehicles every day.

The land around here is particularly hilly, and it will be difficult to traverse off the road. The mountains are steep and heavily wooded. Clearings are few and far between. The successive valleys most often have a stream and some clearing in them, and an occasional farm house. However, though difficult to get through, the player characters will be able to virtually disappear into the woods here. Though heavily patrolled, New

American troops will have a hard time finding concealed troops. When in the woods, roll 2D6 for encounters. A roll of 12 exactly indicates that the player characters have run into soldiers.

APPROACHING COUNTRY HOME

Provided the player characters have a map from Hillman or have found out from another source where Country Home is located, they will be able to begin searching for it when they get close. No map will be able to guide them successfully through the woods, hills, valleys, and random trails of this area to the exact spot they need to find. It is now up to the recon skills of the party to narrow down the possibilities. There are three general ways in which to locate Country Home—search, follow a patrol, or capture a patrol.

Search: A pattern of searching throughout the wilderness could locate Country Home. The advantage of this approach is that it is likely they can evade a patrol. The disadvantage is that it could take quite a bit of time.

Roll 2D6 for encounters while searching. A roll of 1 or 12 means the player characters have come across soldiers. In the woods they can be evaded as ESY:RCN.

There are two methods the referee can use for the search. The first is to use the Hills and Valleys map provided. Let the characters set out from the starting point in any direction they desire. Track their movement and keep an eye on time's passage. Eventually they will get into a spot where they can see Country Home directly (even at night the estate is fairly well lit).

The second method is more abstract. Every four hours of search, let the player characters roll 2D6. On a roll of 10 or higher they have located Country Home.

In any event, a search will not reveal the three other access points to Country Home, only the estate itself. The access points are too well hidden in the woods.

Tracking a Patrol: There are many patrols in the woods around Country Home. If the player characters wish, they may be able to follow one such patrol until it returns home, leading them to the estate. The advantage of this method is that it saves time. The disadvantage is that it is also more dangerous.

For this method, let the player characters begin searching as per above. When they run into a patrol, they must decide whether or not to track it. It will probably be best for the group to send only its best recon expert on the tracking. Tracking the patrol will be ESY:RCN. If that task fails, avoiding detection by the patrol is AVG:RCN.

Roll 2D6 once per hour. On a roll of 10+ the patrol comes back to Country Home or to one of the three other access points. After eight hours this becomes automatic.

Capture a Patrol Soldier: If a firefight breaks out in the woods, several things can happen. If the firefight lasts more than three combat rounds, the entire Country Home facility will be alerted (see Effects of Alert in Country Home). In any case, wounded soldiers may be interrogated and made to give up their information, leading the player characters to Country Home. The advantage of this method is that it is sure-fire. The disadvantage is that it is extremely dangerous and could jeopardize the entire mission.

Strange Findings: When moving through the woods, the player characters will come across some interesting items. These can be presented to add color to the adventure and to reassure searching player characters that they are on the right track.

Construction Equipment: The player characters come across

a good deal of construction equipment, rusting and abandoned in the woods. It is mostly cement-mixing equipment: a mixer, troughs, some extra bags of cement mix (ruined by the elements some time ago). There's nothing for miles in any direction—so why's this stuff here, anyway?

Heavy Equipment Tracks: The player characters come across a clearing where there are still some large tire and track marks in the ground. They end in places, randomly, as if a road grader were employed to cover them up, but it missed a few places. Again, why would there be heavy equipment tracks out here in the wilderness?

Abandoned Coolie Can: Half buried in mud at the bottom of a hill, the player characters find the traditional green portable latrine common to most construction sites. Yet another piece of litter to reassure the characters they are on the right track.

ENCOUNTER RESULTS

Abandoned Vehicle-1: In the ditch off the side of the road the player characters come across a wrecked $\frac{3}{4}$ ton truck. Judging from the torn sod and the lack of overgrowth, this wreck hasn't been here long. Further proof is that the truck hasn't been stripped. There are four good tires and plenty of spare parts which could be pried loose. The engine itself, however, has a thrown rod. The truck cannot be repaired within the context of this adventure.

Referee's Note: It could be interesting for the player characters to come across this abandoned vehicle while some marauders are stripping it for parts. Use either members of Runner's Crew or the Brick Patrol.

Abandoned Vehicle-2: A civilian car can be seen wrecked at the bottom of a steep hill. It apparently tried to take a curve too fast, hit some debris on the road, and went over the side. No more can be known without climbing the 70 feet down to the wreck.

The car still contains its dead driver, a military man with a briefcase and a New America armband. There may have been other passengers, but they aren't here now. The briefcase has been emptied, and the whole wreck shows signs of having been picked over. Even the alcohol in the tank has been siphoned out.

Marauder-1: The player characters run into 2D+2 *Veteran* NPCs who are marauding in this area. They are merely moving through the area and don't belong to any of the local marauder groups. They are armed with shotguns, have no vehicles, and will avoid combat with vastly superior forces, if possible. If captured, these men are from a Milgov unit which disintegrated in the Massachusetts area, and they know nothing about local conditions, New America, etc.

Marauder-2: Runner's Crew. The player characters run into several members of the crew, out looking for a good time. They are drunk, so they won't be very accurate with their weapons. Neither Red Runner nor Geronimo are with this group. There will be 2D+2 men on motorcycles - two of the cycles will have two riders each. See the description of Runner's Crew for details.

Marauder-3: The player characters encounter 3D6 members of the Martinsburg Klan. The Klan members are mostly mounted on horses (two of every three) carry shotguns or, at least, spears (men on foot have spears). See the description of the Martinsburg Klan for details.

Blocked Road: Debris from the hillsides has slid down onto the road. Rocks and logs and dirt will be difficult to move. At this point the referee must make a decision. It will take some amount of time, up to an hour, to clear the road. It may be possi-

ble to move around the debris, which will also take some time. Further encounters while dealing with this problem are a danger.

Independent-1: A small marauder group, ex-farmers and hunters from the Hagerstown area, will attack the player characters. They are armed with shotguns and sporting rifles. Reckless and half-crazed with hunger, these 1D+1 *Experienced* NPCs will probably present no serious threat.

Independent-2: The characters will encounter 2D+2 *Novice* NPCs who have been forced out of their homes in Jefferson. They have decided to become the hunters instead of the hunted and are ambushing likely groups along the road. Not very well-armed, only half of them have firearms at all (1-2 revolvers, 3-4 shotguns, 5-6 sporting rifles). These men aren't terribly stupid, however, and will flee when faced with overwhelming skill and firepower.

Patrol-1: Many of the remaining men in Jefferson patrol the outskirts of their town to ward off marauders. This group is 1D+1 strong and will be totally hostile, firing warning shots from their M16s at anyone coming too close to the city. It will be difficult to get past this patrol to enter Jefferson itself—they have a marked hatred for all outsiders.

Patrol-2: Harold Grayman will be leading this patrol of 2D+3 soldiers from Sandy Hook. For their arms and training, consult the entry on Sandy Hook. They will position themselves between the approaching characters and their town and make challenge. Of course, their message is that if the characters put down their arms, they will be welcomed into the community for a time. If not, they must turn away and come no closer.

The exact role playing of this situation is up to the referee and the players.

Patrol-3: The player characters run into a Troll river bank patrol. Roll 1D6. On a 1-3 the patrol is on the opposite bank. On a 4-6 it is on the same bank. The patrol is 2D6-2 (minimum of 2) strong, all *Veteran* NPCs, armed with M16s and sporting rifles. They also carry grenades to scare people into submission.

The mission of these patrols is to steer people toward the bridge, where they will be required to pay a toll to cross the river. They are not out to kill people, and they do not wish to find themselves in a difficult firefight. They will first yell to passersby, then fire warning shots if ignored. If fire is returned, in force, the patrol will likely leave the player characters alone.



Shots: The player characters hear shots further up the road. There is a mix of automatic- and single-shot fire.

If they choose to investigate, they will find five marauders, *Veteran* NPCs with sporting rifles, ambushing a refugee family. The refugees are all *Novices*, though there are two *Experienced* NPCs who are armed with M16s. It seems the marauders have bitten off more than they can chew, taking on refugees who are better armed than they are.

The player characters must make the decision to intervene on one side or the other or to ignore the problem. If they manage to intervene on behalf of the refugee family, the family will be very grateful. They will invite the characters to share a meal (very unusual in these times of approaching famine). They will also be very talkative—roll twice on the Rumors & Information table for this area.

Firefight: Shots can be heard at the edge of town. A patrol is obviously in trouble, and the player characters are probably in the best position to assist them, being closest to the action.

The patrol, six strong, is being shot at by eight travellers, *Veterans* with M16s and shotguns, who took the request to lay down their arms the wrong way. The patrol is pinned, and one man has been wounded. The player characters can bring more firepower to bear and will hopefully tip the balance in favor of the patrol. Once the travellers have taken two casualties, they will move off. In any case, by the fifth combat turn, 12 additional patrolmen will arrive from town.

Assisting the patrol will gain the player characters brownie points with Trask and everyone in Sandy Hook. It could win them some extra time to rest here or some additional supplies or equipment offered out of gratitude.

Chain Gang: When there isn't field work to do, Jimmy Taylor often has his men take the gangs out to cut weeds by the roadside. This is just another manifestation of his brutal treatment of the poor people he has enslaved.

The chain gang consists of 30 men, women, and children, all terribly underfed and overworked, chained at the ankles into two long lines. They all have machetes, knives, or sickles. The two guards, *Experienced* NPCs armed with police shotguns, keep a fair distance and watch the progress of the gang.

The guards will warn approaching characters to move off the road while the gang is working. Specific events in this encounter

are up to the referee.

Shoot-out: Shots can be heard from the central part of town. Except for the player characters, no one even seems to notice.

Should they investigate, they will find that the drunks downtown have broken out into the streets and are shooting it out. There are a couple of casualties in the road, but passersby do not seem too worried about the situation.

Raid: Automatic weapons' fire can be heard at the edge of town, rather near the player characters. Someone comes running down the street crying "Raid! Raid!" and everyone around grabs a gun and heads off to the sound of the guns.

Fifteen marauders, *Veteran* NPCs with M16s and an M60 machinegun, are raiding into the eastern part of the city, searching for food and weapons. This will turn into a house-to-house fight. The marauders are out to steal what they can. The townsfolk are out to kill as many marauders as they can.

Soldiers: The player characters run into a New America patrol, with 2D6-2 (minimum 2) men. They are *Experienced* NPCs armed with M16s. The New Americans will avoid combat with other soldiers but will ask questions, such as where the characters are headed and what they are doing here.

If this encounter takes place between the Potomac and Bolivar, the patrol will suggest that the characters turn back the way they came.

If this encounter takes place between Bolivar and Charles Town, the patrol will fire upon the characters if they continue moving west.

Refugee-1: The refugees around Harpers Ferry Park are quite wary, but they might be coaxed into a conversation. They are originally from Washington, DC, for the most part, having moved here over the last year or so. If the player characters strike up a conversation, they will find the refugees friendly. Take two rolls off the general Rumors & Information table.

Convoy: The player characters encounter a convoy of vehicles, owned by New America, moving down the road. The convoy will consist of 1D6 vehicles, with 1D6 soldiers per vehicle. The vehicles should be selected at random, as should their cargoes, if any. Convoys in the vicinity of Bolivar will typically be either loaded down with equipment or completely empty.

Animal: The characters encounter animals. Roll 2D6 on the following table to determine results of this encounter. If the encounter takes place in mountain woodlands, add 3 to the die roll.

ANIMAL ENCOUNTERS

Die	Result
2-6	Dog
7-8	Small game/fowl
9-10	Large game/grazer
11-15	Deer

The results of this table are described below.

Dog: The characteristics of dogs are given in the Animal Data chart of the basic game. In addition, if a dog attacks, it delivers two attacks in the first combat round: a diving blow and a melee attack. No more than two dogs may make diving attacks per character per combat round. All remaining dogs in a pack make melee attacks alone. Once a dog has made either a melee attack or a diving blow, all further attacks will be melee attacks alone.

Dog packs have dwindled in numbers over the harsh winter. For this adventure, their number appears as 2D6, not 3D6. Also, due to hunger, they are more likely to attack. For this adventure,



encountered dogs will have a 70 percent chance of attacking. Of course, there is always the danger that solitary dogs will have rabies.

Small Game/Fowl: At the referee's option, this encounter can represent either small game or fowl.

In cities, towns, and built-up areas, a small game encounter represents rats and, less frequently, rabbits, raccoons and opossums. In the mountain woodlands and in open country, it refers to any of the small animals common in rural areas: squirrels, raccoons, rabbits, woodchucks, skunks, and opossums. Their characteristics are: *Meat:* 1D6x.2 kg *Move:* Varies (see notes below) *# Appearing:* 1 *Hits:* 5 *Attack:* — *Hit #:* — *Damage:* — *Stature:* —.

The referee should adjust the movement rates of various small game animals to fit the particular animal encountered. Small game animals such as squirrels and rabbits can move quickly (*Move:* 15/30/60). Some animals, such as woodchucks, are more likely to duck down a hole than to run, while skunks rarely run at all. Opossums are always sluggish and can be picked up by their tails as they feign death—"playing 'possum."

No animal in this category will go out of its way to attack a human, but any animal will bite or scratch when cornered or while being handled when injured. In general, small game animals will inflict 1D6 - 1 points of damage. Skunks, of course, have their own means of defense; a skunk attack would do no permanent damage, but it could be colorfully described by the referee's narrative.

There is always a chance (referee's option) that small game animals may carry rabies or bubonic plague. Rabies is especially common in skunks. In addition, many rabbits are infected with tularemia, a fatal disease which can be transmitted to humans who eat or handle uncooked rabbit flesh. Infected rabbits look and often act sick, and they can be readily identified by characters with either RCN skill or experience as hunters.

The encounter described as Fowl represents any of a number of wild game birds common in Maryland, including ducks, geese, wild turkey, pheasant, and grouse. In cities or built-up areas, these are more likely to be ducks or pigeons. Their characteristics are listed under Fowl on the Animal Data chart, but adjust for the following: Their meat should be reduced to 1D6x.7 kg, and their *# Appearing* should be reduced to 3D6.

Large Game/Grazers: In farmland and heavily populated areas, this encounter will usually be with horses, cows, or other domesticated grazing animals. Farther out in the country, on farmland and pastures near wooded areas, the encounter may be with domesticated animals or with deer. In mountain woodlands, the encounter will nearly always represent deer.

The characteristics for large game and grazers are given on the basic game Animal Data chart, but their meat should be adjusted down 10 percent.

Deer: This encounter, common in mountain woodland areas, is with 1D6-2 deer (minimum 1). Heavily hunted and starved out over the long winter, Maryland's deer are very few in number and are in generally poor health. The characteristics for large game given on the basic game Animal Data chart can be applied to deer, again, adjusting the meat number down by 10 percent.

RUMORS & INFORMATION RESULTS

Rumor A: "Milgov has taken over much of Massachusetts and Connecticut, and they're holding onto it pretty good. They even have a nuclear power plant running again!"

Rumor B: "There's lots of activity over in Frederick. Seems Civgov is picking up and running for it. God help 'em when they get into the mountain country—the Allegheny Warlords will tear 'em apart."

Rumor C: "No, there's not much left between here and Winchester. Everything on this side of the river is overrun with bandits, and everything on that side of the river is kept in line by New America."

Rumor D: "There ain't been no rain around here all spring, none to speak of, that is. It's said this is just a local thing, but I knew a fellow who came through from Alabama, and things are just as bad there, he reckons."

Rumor E: "A second Soviet invasion is on in the Great White North. They're pouring through Alaska, looking for lands that ain't been nuked to hell. We sure musta' done a job on them commies, huh?"

Rumor F: "340 through these parts is in pretty bad shape. The road is blocked in a lot of places, and marauders prey on travellers."

Rumor G: "The bridge beyond Sandy Hook is occupied by a bunch of ruffians who demand a toll to cross. They also patrol the banks of the river in either direction to make sure no one gets across that way."

Rumor H: "Apparently Canada is faring better in this drought. Up there the harvest is probably going to be another record, and around here we'll be eating our tennis shoes before winter."

Rumor I: "The crops are going to fail. That's why Civgov is moving out of Maryland. They say they're all packing up for a trip to California, clean across the country!"

Rumor J: "Runner's Crew is a particularly nasty bunch of characters. One of 'em, I don't know his name, gets his kicks by taking people on in hand-to-hand, and he never loses!"

Rumor K: "A bunch of White Death's troops have taken off to the South and are on their way to these parts. I don't know if they've got a leader or not, but they've already wrecked several towns up North and are makin' a hell of a mess."

Rumor L: "Once in a while some goons from New America come through this way. They don't ask questions or anything, just sorta' checkin' things out around here."

Rumor M: "A couple of local boys found a wrecked car which belonged to New America out on the road somewhere. They



took the stuff they found over to Roy Masterson's place—he loves junk like that."

Rumor N: "New America has plenty of activity on the other side of the Potomac. Their patrols are thicker than flies over there."

Rumor O: "Big rain storms are approaching from the west. Old Jake Marshall's arthritis has never been wrong yet!"

Rumor P: "Weverton is completely abandoned these days. I heard there was a secret Milgov operation going on there. Lots of men and buildings, trying to induce rain by using something called orgone science, whatever the hell that is."

Rumor Q: "If you're planning to go near Sandy Hook, watch for patrols. They're pretty friendly, really, but won't take any shit. Sandy Hook is some sort of religious commune, and anyone willing to lay down their arms may stay there for a while."

Rumor R: "No, I don't know anything about underground stuff or junk like that. But I do know that some fellows from New America came through here recruiting once, and they came by helicopter. The helicopter landed outside of town, and when they left it went west. That's all I know about 'em."

Rumor S: "There's a lot of fighting between New America and the marauders around Harpers Ferry (West Virginia) right now. A refugee family moved through here just last week, and they said the New Americans were pounding the marauders pretty hard."

Rumor T: "Civgov is evacuating to the west because of a terrible chemical spill in Rockville. Everything down there is dying, and it's spreading this way!"

Rumor U: "Yes, I've had representatives who have come directly from Hughes himself negotiating for New America. They refer to his estate as Country Home, but I have no idea where it is. One thing, though. The men who claim to come from there always arrive clean, in pressed uniforms."

Rumor V: "Connors, your family has been driven off, and your father was killed. That scum Jimmy Taylor is going to meet his maker one of these days, so help me God!"

Rumor W: "There are plenty of smaller bands of marauders operating around here these days. The larger groups are tending to break up. Of course, that's good for us, since a smaller band is easier to take on."

Rumor X: "Sandy Hook is this loony religious community, brainwashing its children and turning out devil worshippers by the dozen. That place is evil; that's for sure!"

Rumor Y: "The Harpers Ferry battlefield is overrun with ghosts of dead soldiers. It's said they won't rest until this new civil war is over, too."

Rumor Z: "Hughes is dead. His own people got him some time back. Now New America is puttering along without his leadership. It's just as well, though, since he was probably the anti-Christ anyway."

Rumor AA: "There is apparently a *Los Angeles*-class submarine being used for power up in New England somewhere. Does that sound like a waste or what?"

Rumor BB: "Hughes? Hughes was going to use Camp David as his new headquarters. But when the nukes got it, he decided to move out to the mountains in Colorado. You'll never find him anywhere around here!"

Rumor CC: "There is a huge warrior kingdom springing up around Winchester, Virginia. They say rival factions and gangs are banding together to seal off that area and start their own nation."

Rumor DD: "Yeah, there's a guy named Gregory Hillman who

used to work construction around here. He lives in Brunswick now. He and my brother are good friends, so I know he's still alive down there somewhere."

Rumor EE: "Milgov is preparing to sell off California in order to pay its expenses. But right now there are no takers."

Rumor FF: "Gregory Hillman? He's a construction worker who lives here in town. You can find him in any one of the taverns downtown."

Continued from page 21

New Americans, not wishing to get into combat, agreed to pay the toll, and a new industry was born. The Trolls have been at this bridge ever since.

There are 33 members of the Trolls. They are *Veteran* NPCs armed with M16s and sporting rifles. They also have three M60 machineguns sandbagged into nests, two at the east end and one at the west. They also have an 81mm mortar with 28 remaining rounds of HE ammo trained on the approaching road at the west end of the bridge.

They have erected barricades at each end, which are continuously manned by five or six men each. The rest of the men are detailed to shore patrols (see below) or to fishing, a major source of food for the band.

In order to keep traffic moving toward the bridge and not across the river where it can be forded, the Trolls patrol the river banks on each side. They aren't interested in killing people. They will merely fire warning shots to divert people toward the bridge. This usually works with all but armed soldiers. To avoid a firefight, the Trolls will run from heavily armed people who wish to avoid the bridge toll.

The Trolls do most of their business with New America. Actually, the arrangement is mutually beneficial. The Trolls are well paid for their business; in addition, the New Americans are assured that the bridge is open to their use and is well protected at all times.

The Martinsburg Klan: In the 1980s, the chapter of the Ku Klux Klan based in Martinsburg was an active participant in Klan politics. However, when the Klan started to lay down with Hughes and New America, the Martinsburg members took umbrage and "seceded" from the organization.

In 1998, when the town of Martinsburg, West Virginia, was on the verge of total collapse, the Martinsburg Klan put into action a plan to take over all parts of city government, putting their members in place of elected officials. Most of the townsfolk simply got out of town, but the Martinsburg Klan managed to hold on for a few months. They were eventually uprooted from Martinsburg by a rebellious populace, and the Klan has been on the run ever since.

Today, the Klan is reputed for its use of horses. The Klan's cavalry has terrorized many towns in West Virginia and Virginia, though seldom straying too far from Martinsburg or Winchester. Their 50 members are definitely right-wing, but they have never been fond of Hughes or New America. Many of the Klan's losses have been to the legions of New America.

But, as with virtually everyone these days, the Klan is on hard times. They are desperately short of weapons and horses. They are often tailoring raids to gain just these items.

Klan members are either *Experienced* or *Veteran* NPCs (50/50) and are armed with shotguns, sporting rifles, or spears (33/33/33). Their initial reaction to encounters with soldiers is to attack by surprise, if possible, in order to seize all weapons and ammo.



The Makado Computer Corporation

Makado is a successful computer and stereo manufacturer based out of Osaka, Japan. After a terrific sale of import items into the United States, Makado turned the direction most Japanese firms turned and began building assembly plants in America itself. The idea of employing Americans to make goods for Americans was quite popular during the '80s and '90s, the years when Makado enjoyed its best sales and greatest profits.

In 1992 Makado began to build several new plants in the United States. Maryland won a bid for construction of one such facility, a warehousing and distribution center, to be built near Brunswick in far western Maryland. Makado agreed, contracts were drawn up, and a construction firm was agreed upon. Trust Enterprises, a smaller construction contractor, successfully underbid the competition and began digging the foundation.

What Makado was not aware of was that Trust Enterprises was a front for New America. The builders of the Makado distribution center in Brunswick would be doing their jobs, all right, but would be doing a bit more. When they dug the foundation for the Makado warehouse, they also dug out a complex underground network of storage areas and barracks to be New America's western Maryland supply depot, a possible command post for future operations in that area.

The New America operation was brilliantly pulled off. The building inspectors for the area at the time were carefully bought off, and the Makado representatives were never allowed to see the underground construction. Since the Makado warehouse was designed to receive many trucks, the few extra that would be carrying New America materials would never be noticed. Finally, due in part to a successful plant within the Makado organization, New America sealed off part of the Makado building, convincing the management and employees at the plant that that part of the building was under U.S. government control. No admittance was allowed, nor was it ever questioned. The plain trucks which called there were always admitted without question, and New America's western Maryland cache

operated without a hitch.

At its height, the New America depot at Brunswick had 30 employees in charge of several tons of general supplies. Specialists also installed sophisticated electronics for communications and business operations independent of existing utilities. (If this depot were ever to come into operation, it was to be assumed that a catastrophe had already wiped out such things as the phone system.)

However, due to an operation decision made by Hughes in 2000, the Makado site was abandoned. Operations were not going as planned in Maryland, and consolidation was in order. The Makado site was emptied and deserted in a matter of a few days. New America left Brunswick as quietly and secretly as it had come.

APPROACHING THE PLANT

Today the plant is abandoned by both Makado, which basically went out of business when the nuclear exchange fell, and by New America. There are no guards, no patrols, no one at all who would bar entry by the player characters.

There is an access road which leads out through the woods from the Makado site to Route 478, which leads along the Potomac to either Weverton or Brunswick. The road was designed to accommodate trucks, but it has not been repaired in several winters. Now it is full of potholes and cracks, and there are places where trees have fallen to block the way, testimonials to the infrequency of visits back and forth.

THE MAKADO MARYLAND DISTRIBUTION CENTER

The diagram of the entire surface building (which refers to the building above ground—see below for the underground complex) shows where the Makado operation stopped and the alleged government operation began. Makado occupied only the eastern two-thirds of the building; the rest was sealed off from their view and knowledge.

The purpose of the Makado operation was to be a regional distribution point. Makado dealt directly with stores who sold its computers and would fill individual orders for parts and

equipment from this location. Repair work was not done here, unless the shipping of new mother boards and the like can be considered repairs. As such, this facility is a basic warehouse with no frills.

Exterior Features: The outside of the building shows considerable weather damage and rust. There are four main entrances to the Makado section—two loading dock entrances, a door near those docks, and a front door. The front door was glass, but was heavily boarded up when Makado pulled out. There appear to have been no attempts to break in through either the front door or any of the other three entrances. There are air conditioning ducts and equipment on the roof of the building. If the player characters try, they can probably get through these as easily as getting through one of the locked doors. If they do, they will end up above the storage areas.

There are a total of 12 windows, as well. All of these have been boarded up like the front door. They are located all around the Makado portion of the building.

Loading Docks: There are two loading docks for full-sized trucks on the east side of the building. The docks are cement and set into the parking lot, so trucks backing in are lowered to be even with the ground level of the building. The dock farthest north has filled with dust and debris, but the other is relatively clear. The cement itself is crumbling away, and the wire fences around them, to keep people from falling in, are very rusty and sharp, an accident waiting to happen.

Shipping: The shipping area has several desks and filing cabinets still in it, plus long assembly tables. Cardboard boxes, designed to ship special components, can be found on the dusty floor, but these are obviously scraps the Makado people chose to leave behind. Everything has been stripped clean. The cabinets and desks are completely empty; the shipping tables are cleared of everything but dust; even the trash can has been emptied. Some of the scrap metal from the desks might be useful, but other than that there is nothing here worth taking.

Storage: The major portion of this section of the building is devoted to storage. It is a dense grid of heavy, steel shelves, which reach from the floor the full 15 feet to the ceiling. Access was gained by large forklifts which could get to the top. One of these is still here, but it is broken down, and its mechanisms have seized up. Again, some parts might be salvageable, but not many.

The shelves contain a bunch of leftover junk: a carton of 50 ring binders, some dusty Makado stationery, skids, boxes, and broken computer components. None of this is very useful, but it is pervasive enough to effectively block vision from one end of the building to the other.

Break Room: The employees at Makado enjoyed a nice break room. Actually, this is quite a find, because the candy and pop machines are still there and their contents are untouched. There are 40 cans of pop and 10 kilograms of recoverable food in the vending machines. Of course, the machines will have to be destroyed to get the food and drinks out.

There are five long tables and a number of chairs. Other things, like a microwave and a television, were obviously taken when Makado moved out.

Offices: Each office has traditional accoutrements: a desk, wastebasket, filing cabinet, and computer table. The offices haven't been cleaned out as thoroughly as the shipping areas. There are still plenty of papers to be found on the floors and in the desks. To search through the papers will take about half an hour.

Among the papers can be found the following:

First, documents on the agreement between Makado and the U.S. State Department to ignore happenings in the other portion of the building. Penalties are described, etc.

Second, several letters back and forth between the personnel manager and Trust Enterprises. The personnel manager is complaining about some infractions pointed out by OSHA (Occupational Safety and Health Administration), which he feels Trust should take care of. The exchange of letters leads to no solution of the problem. However, all of the return letters but one from Trust Enterprises are postmarked from Brunswick. The odd letter is postmarked from Charles Town, West Virginia.

Third, there is a letter from the director of the warehouse to the personnel manager to stop questioning the role of the government offices next door. The director advocates no interference and suggests the personnel manager could lose his job.

Director's Office: The director's office was once more ornate than the others, but it is now in essentially the same shape as the others. To search it thoroughly will take another half hour.

If searched carefully, the player characters will find an address and phone number book. In it are three numbers listed for Trust Enterprises. If a phone book can be found, the numbers can be traced down to Charles Town, West Virginia, not Brunswick where Trust is allegedly headquartered.

Restrooms: There are two restroom facilities for the staff. Of course, none of them work today.

"STATE DEPARTMENT" OFFICES

The western third of the Makado building is sealed off, under the guise of a U.S. government operation during the time Makado was in business. Of course, both facilities have been shut down for some time now. Gaining entrance to that portion of the building will be somewhat more difficult, since it had far greater security when in operation.

Exterior Features: There are no windows to this part of the building. Like the Makado portion, it too is rusted and weathered. There are three entrances. The main personnel entrance is on the north of the building, toward the northwest corner. It is a heavy metal door with no exterior means of access—there are no key holes, no door knobs, nothing. Prying this door open will prove to be just about impossible. The second entrance is the garage door to the loading dock, also located on the north face of the building. This door will be easier to force, but it is still of very heavy construction. The final entrance is a garage door on the western face of the building, obviously used for driving vehicles directly into the building. It is as heavy as the loading dock door and can be forced or blown.

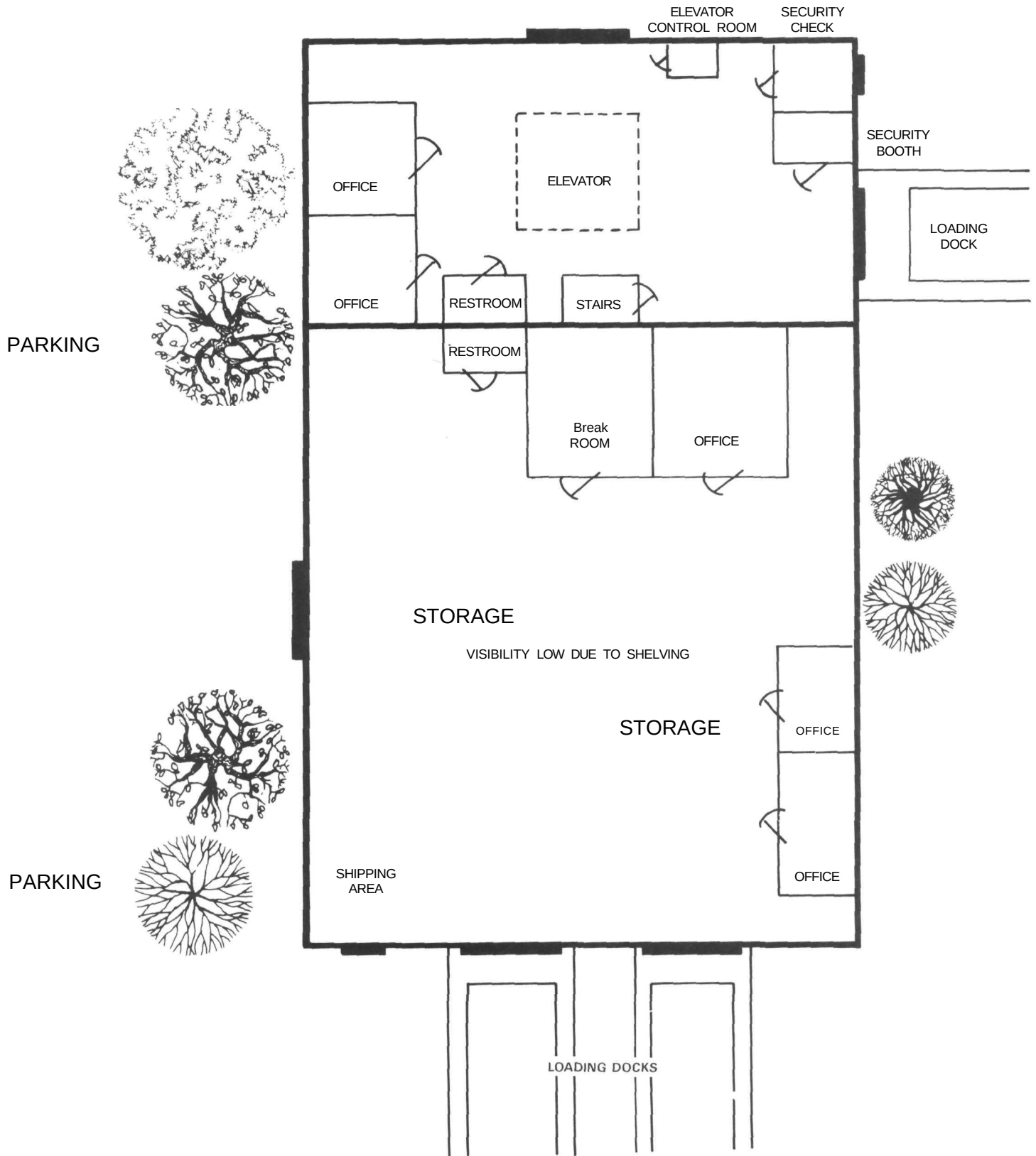
For purposes of demolition, the personnel door will require 150 points of explosives to break through. The two garage doors will only require 50 points each.

Security Check: People entering through the personnel entrance must first stop for a security check in this small room. It is separated from the security booth by a glass wall, not unlike a bank teller's window, where documents and identification can be exchanged with guards on the other side. There is another heavy door opposite the main entrance (100 points explosives).

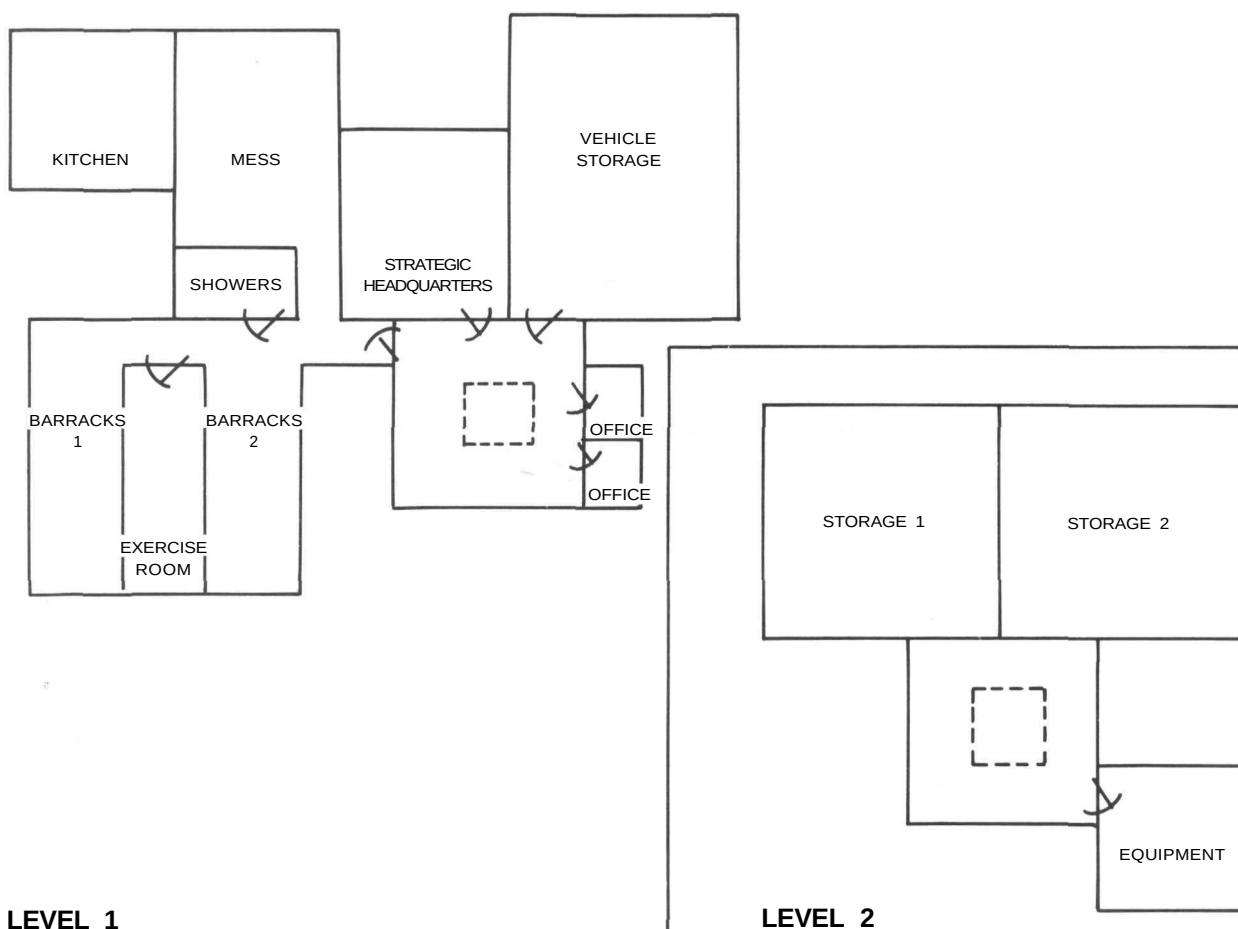
Security Booth: Guards making security checks on incoming personnel did so from this security booth. It has several electronic controls, apparently for opening either door to the security check area, and lots of severed telephone cables. There is a standard door leading into the back of the security booth.

MAKADO COMPUTER CORPORATION

SURFACE LEVEL



MAKADO LOWER LEVELS



Receiving Area: There doesn't seem to have been any storage in this area of the building. Instead, the space was used to assemble incoming and outgoing shipments of equipment and supplies for loading onto a truck or for storage in the underground portion of the building.

There are several two-wheel carts still in existence here, plus a pile of skids and pallets. Debris includes old cardboard, including Pennzoil and Heinz cartons, scrap binding metal, and scrap paper. The receiving desks are against the eastern wall, where there's nothing left behind but a rubber stamp holder and the bare spots where computer terminals once sat.

Elevator: The most interesting feature of the entire surface level of this facility is the elevator. Like elevators on an aircraft carrier, this platform measures 30 by 40 feet, large enough to lower a main battle tank to the underground. There is a railing along both the elevator platform itself and along the surface level to keep people from falling in when the elevator is lowered. The western portion of each railing is a gate facing the surface level garage door on the west face of the building.

It is obvious from tire tracks on the concrete floor that many things were driven onto the elevator platform from the receiving area. Also, large tire tracks suggest that entire vehicles were driven into the building and then lowered away.

Aside from the railing the elevator platform is featureless. The "works" are all kept underground.

Elevator Control Room: This glassed-in booth is the operational brain of the elevator. The controller has access to simple controls allowing him to raise or lower the elevator, open the gates, and open the garage door automatically. There is a small stool, ripped-out phone lines, and a standard door into and out of the booth.

There is no longer any electrical power to the building, so the elevator does not function. There were emergency generators set up, but these were taken when the site was abandoned.

Storage: There are large metal shelves in the southwest corner of the building. They only reach 10 feet into the air, so access was most likely gained on foot. They seem to have been the storage place for shipping and labeling paraphernalia, such as rubber bands, address stickers, and the like. Remnants of these items can still be found.

Offices: These two offices are completely empty. The only features which reveals their former use are the signs on each door that say "office." Like other areas, the phone cables have been ripped out of the walls, and the florescent lights have been removed from the fixtures.

Stairs: There is a railing and a gate protecting the stairs which

lead down along the center of the eastern wall. The gate itself is not locked. The stairs are clear, but it is too dark to see without artificial light.

UNDERGROUND LEVEL ONE

The first level underground is accessible only by the stairs since the elevator is unusable without power. The stairs end in another gate which is, again, not locked or barred.

Elevator Room: The room which contains the large elevator is the central point of arrival or departure from this level. It has been cleaned out, except for debris similar to that found on the surface level. Dust and debris litter the floor, making it somewhat hazardous to walk on. One thing is strange, however. There aren't any rats down here. There is a large number "1" painted on the west wall of the room.

There are six doors leading out of this main room. There is a garage door in the northwest corner, labeled "Vehicle Storage." There are two standard doors in the north wall which are unmarked. There are three heavy doors (100 explosive points each) in the southeast, south, and southwest parts of the room, none of which are labeled.

Vehicle Storage: Heavy tire and track marks scar the floor in both the main room and the vehicle storage area. The area is large enough to have accommodated up to 10 large or 25 smaller vehicles at a time, and the tracks on the floor suggest it was used heavily at one time.

There are oil cans on the floor, plus oil stains. There is a fanned ventilation system in the ceiling, presumably to allow running the vehicles without gassing the underground. There are two flat jeep tires along the west wall and a good monkey wrench to be taken.

Offices: Two more offices are located on this level. These seem to have been involved with base-wide communications, judging from the large number of phone and electrical cables into the rooms.

There is one desk left in the eastern-most office which was never totally cleaned out. In it can be found bunches of New America shipping records, all centered on a place called Country Home. There is also a red book, sealed, which contains civilian telephone access codes to that same place called Country Home.

To Surface: This is a single, long corridor which leads off into the blackness. If the characters wish to follow it to its conclusion, they will find that it is over 100 yards long and comes to stop in front of another heavy door. This door can be forced or blown open. The end of the corridor is in the woods off a hillside near the Makado site. The opposite side of the door, that visible from the outside world, is carefully camouflaged as a large stone. The corridor and door do not seem to have ever seen a lot of use.

Strategic Headquarters: This room is filled with tables and chairs, most of a particularly rich nature. The tables are oak or walnut, inlaid with maps, American coins and such. The chairs are all plush, wheeled commanding chairs, with built-in calculators in the arms and stereo setups near the headrests. All this indicates the room was to be used as some sort of remote command post, if necessary, perhaps in times of emergency or as a standard post for this section of the country.

The eastern portion of the room seems to have been devoted to communications equipment, but this equipment has been removed, leaving nothing but empty tables and severed wires. But by far the most interesting item in the headquarters room

is the giant wall map of the United States. Covering the entire south wall, the map is a relief view of the states, plus Alaska, Hawaii, and Canada. Most of the major cities have stars and different colored lines leading to a central point. That central point is located outside of Charles Town, West Virginia, and is clearly labeled Country Home.

This map is quite out of date, and it was used at one time to coordinate different aspects of the then completely underground New America. The different colored lines and the cities indicated mean nothing today.

Barracks One and Two: These barracks have been designed to hold approximately a platoon each, or about 80 men total. They have been stripped down, but some apparently nonessential equipment has been left behind. Though the mattresses themselves are gone, for instance, the metal frames have been left behind. There is also a broken air conditioning unit and an abandoned foot locker, but nothing that is particularly useful.

Whether these barracks were intended for a permanent garrison of the complex or as a temporary billet for visiting troops is unclear. What is clear is that with the facilities provided, the troops would be able to stay here indefinitely.

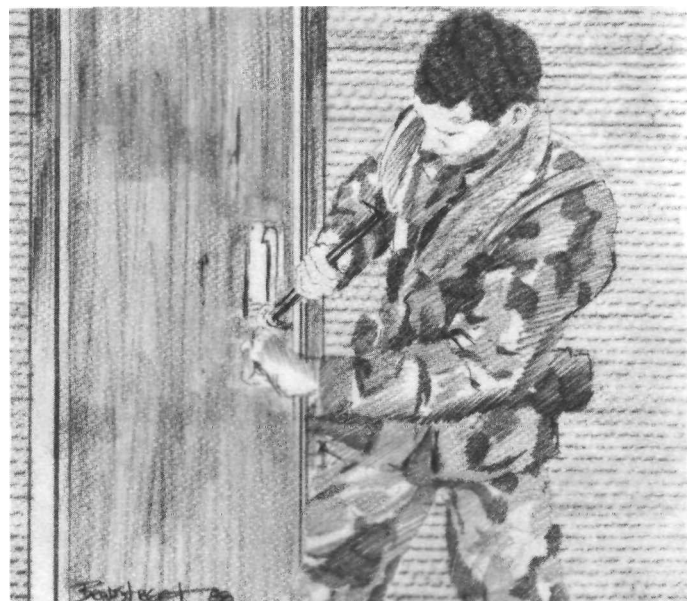
Exercise Room: The weight training and fitness equipment was apparently built into this room and was left behind when the underground was abandoned. They are all very high-quality machines, used apparently to keep men fit while serving time underground. There are benches at either end of the room and mirrors on the walls.

Showers: There is nothing spectacular here. Merely standard showers and lavatories for the troops who would be staying here.

Mess Hall: This mess hall still has all of its institutional tables, and it has sort of an eerie feeling of emptiness. The room is empty enough that sounds echo loudly.

The tables are of a design that they can be easily folded up and gotten out of the way, possibly to use the room for assemblies or small sporting events.

Kitchen: The kitchen still has all of its permanent fixtures in place, such as a wall freezer, the ovens and stoves, and a large dishwasher. The pots, pans, and other mobile equipment have been removed. None of the freezers or pantries have any food left in them.



UNDERGROUND LEVEL TWO

Underground level two is 20 meters below level one. The stairs continue down through the darkness to the central shaft area.

Central Shaft: This room is remarkably similar to the one above it on level one. The debris is similar and more prevalent on this lower level. The debris down here is more organic in nature, however, such as broken bags of flour and smashed cans of food. Though the smell is pretty bad, there are no animals larger than bugs feeding on the mess.

There are three doors leading out of this central shaft room. The first two are both on the western wall and are garage doors. Tire tracks leading from the elevator pit to each of these doors suggest heavy traffic at one time or another. The third exit from the central shaft room is a regular door in the northeast corner. There is a large "2" stenciled on the wall of this room.

Storage One: This storage area has a 10-foot ceiling without other features. The southwest corner of the room is littered with a dozen or so broken bags of grain, both wheat and corn. The grain has become very moldy. The rest of the room is littered with remnants of similar bags, broken buckets, and a couple of shovels left behind.

Storage Two: This storage area also has a 10-foot ceiling. It was apparently used to store canned food since there are dozens of crushed or abandoned cans lying around. If they wish to, the characters will be able to scrape together about 10 kilograms of undamaged canned food here—a veritable treasure trove in the face of oncoming famine. There are also several abandoned skids, mostly broken, along the north wall.

Circulation Equipment: The air circulation was performed from this location. The pump equipment leads by shafts to the other chambers of the underground and obviously to the surface at some point. Without knowing where, there is no way of finding that air circulation vent at the surface. The equipment is still in place, but the emergency generator has been taken out, and without power the air pumps won't run. They also seem to be in disrepair, and they would take some time to clean up for operation.

CONCLUDING THE MAKADO COMPLEX INVESTIGATION

At any point in their search, the player characters may consider themselves satisfied that the complex is long deserted and has little to offer. However, diligence on their part will allow them to pick up several clues to the whereabouts and importance of Country Home, the very hiding place of their prey, Hughes himself.

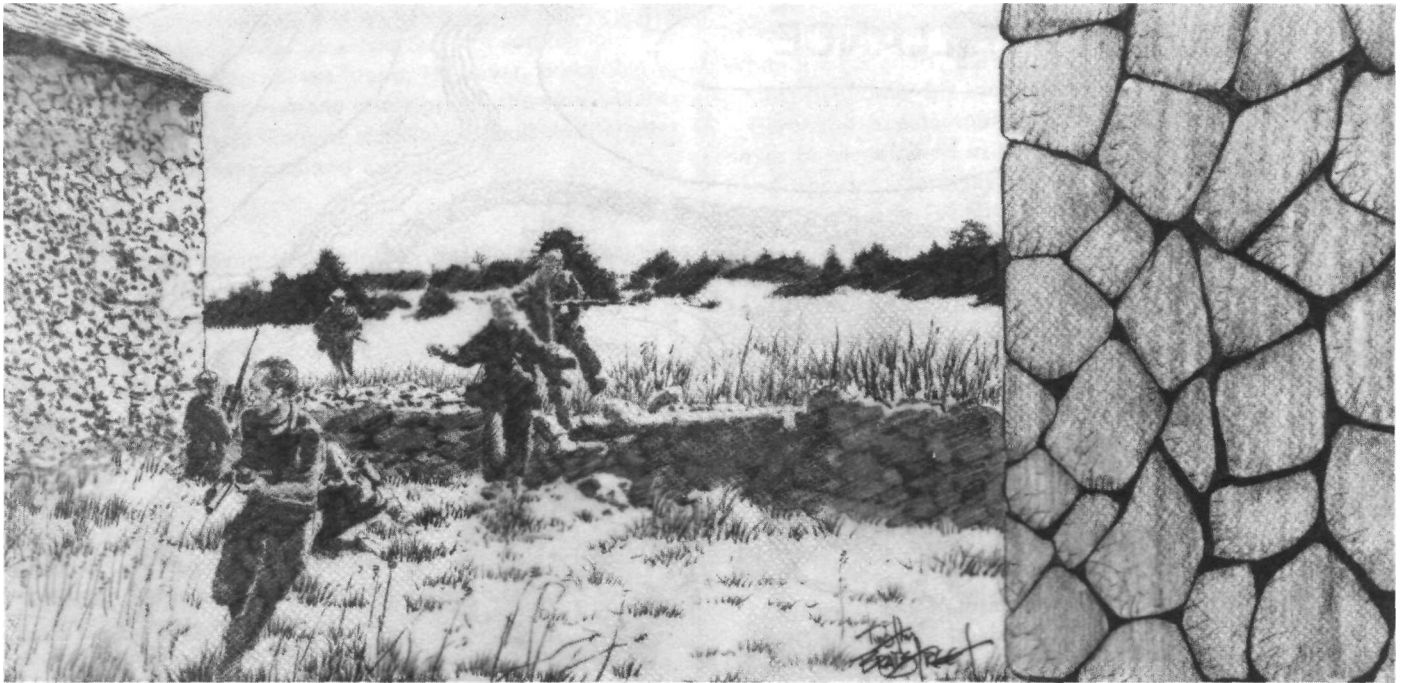
Since the complex is deserted, and there are no other interested parties, the crawl through the complex will be without danger. If, as the referee, you feel this is too easy, it might be possible to spice things up a bit.

First, it may be possible to say that this complex is only partially decommissioned. A patrol of New American soldiers could enter the picture to liven things up for the player characters.

Second, it could be that marauders have located the complex and have moved in. If so, they could have built the place into a fortress, or they could be simply living in the surface building in lieu of better accommodations.

In any event, after the investigation of the Makado site, the player characters will no doubt want to press on toward Country Home.





Country Home

Note: For a surface map of the Country Home estate, see page 48.

Hughes' dreams of a new America, modeled after his visions of morality and justice, center upon his national headquarters complex he named Country Home. Built to his specifications, Country Home is not only his headquarters from which he can direct the actions of his enormous organization; it is also his home, a personal refuge from the chaos, disease, and disorder going on across the nation he is trying to save and rebuild. Along with several of his closest friends and supporters, Hughes intends to ride out the desolation in much the same way that the nobility locked itself away to avoid the black death of the Middle Ages. To Hughes, all this pain and suffering is probably necessary, but it is most distasteful.

Basically, Country Home is a mansion and grounds built over a complex and sophisticated underground facility. The entire New America operation is strategically directed from within its walls, communicated by use of messengers and radio equipment all across the country. There are about 200 soldiers who permanently reside there, a personal guard hand-picked by Hughes himself as the best, most loyal retainers he could find. The entire upper echelon of New America, including military leaders, industrialists, politicians, aristocrats, and other VIPs and their families are also happily tucked away here in the hills, away from the suffering. They enjoy a life-style seen nowhere else in America today, with electricity and other excesses always at their fingertips. Together, the guests, leaders, and soldiers of New America at Country Home have food and necessities enough to last them more than a dozen years without resupply, certainly time enough for their legions to obtain a tight grip on the recovering nation.

All in all, Country Home is going to be a tough nut for the player characters to crack. But that's exactly what the player characters are here to do—get in, get Hughes, and get out, alive if possible.

VISIBLE FACILITIES

So much of Country Home is invisible to the observer on the surface that it is important to separate it for explanation. The characters will no doubt come upon Country Home for the first time through the surrounding woods and hills, and their impressions of what they see will be very important for their future planning.

The narrative sections below deal with individual aspects of Country Home's surface features. On investigation by the player characters, these sections can be read by, read to, or paraphrased by the referee once that particular feature can be seen.

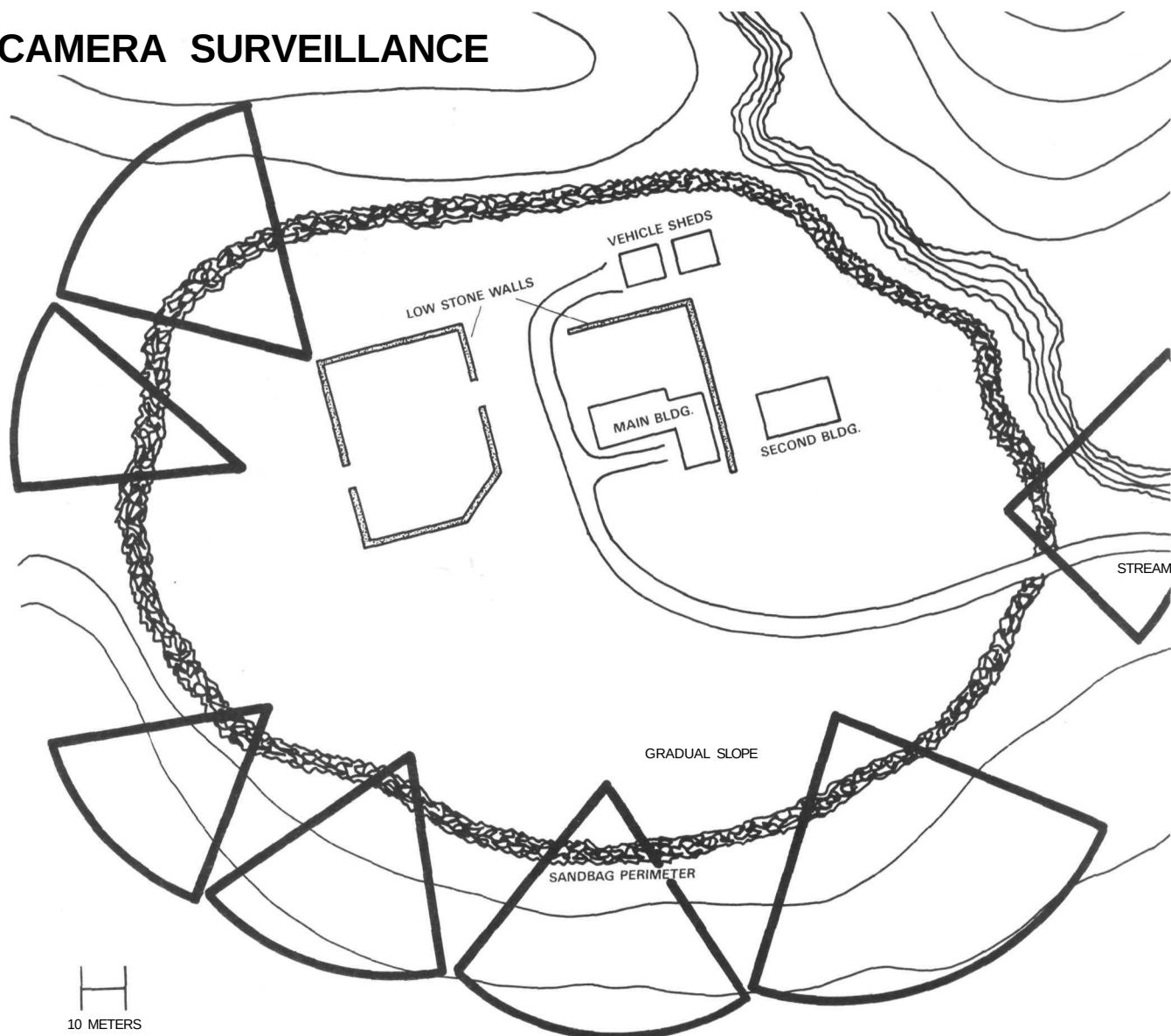
Overview: This place is quite a spread. The main buildings themselves are all made of stone, kind of European-looking. There is a walled garden off to one side, and some sheds are out back. The sandbag perimeter extends about a hundred yards in every direction from the mansion, and it seems to be patrolled by grunts and dogs. The gravel road runs from the main buildings out through the sandbags and down out of the hills alongside a muddy stream. The grounds of the whole place are lightly wooded, which will help if the characters have to approach the buildings.

Main Building: On closer examination, the main building seems to be quite large. It has two levels, with probably eight or nine really huge rooms, like dining halls and stuff. There's ivy on the walls, and ornate, shuttered windows. The roof is made of tiles, and the chimneys of stone. The stones themselves seem to be a dark grey, and they were probably shipped in special for this building. That Hughes must have had a lot of dough.

Second Building: The second building is kind of like the main one, being made of the same stone and all. It is a little smaller, but isn't physically connected to the others. Of course, who knows what's going on underground. From the looks of it, though, it's pretty much the same, with maybe four or so big rooms.

Vehicle Sheds: These are just like the kind of shed I might have put in my back yard. They look a little out of place next to this exotic mansion. Anyway, they're pretty standard. The

CAMERA SURVEILLANCE



drives run right up to them, and there's always a couple of guards hanging around them. There could be four or so vehicles in each one, depending on how big they were.

Gardens: Right now I can see tomatoes, corn, and definitely beans of some kind. Man, that looks tasty! There's also a bunch of flowers and junk—what's the point, who can eat those. There's a low stone wall around the garden and lots of trellises. There doesn't seem to be any guards that just watch over the gardens, though.

Stream: Apparently it hasn't rained too much around here, either. This stream usually runs swiftly down out of the hills, since there are lots of smooth rocks and a large bed. Now it's pretty muddy and sluggish. There just isn't any water coming down out of the hills above it.

SECURITY AROUND COUNTRY HOME

Hughes set up his personal refuge to be as secure as possible. He doesn't want prying eyes looking in on him, and he would like to be able to ride out an attack should things go bad for New America. Toward that end he took great care setting up a sophisticated network of security systems. Security around Country Home is two-fold—camera surveillance and round-the-clock patrols and guards.

Camera Surveillance: When originally constructed, Country Home was surrounded by video cameras trained on the surrounding woods. They are built to pivot back and forth, sweeping out an area beyond the sandbag perimeter into the surrounding woods. Their pictures are all received in a central monitoring room in the underground complex.

Today, however, there are only seven cameras left operational. The cameras on hand have been breaking down regularly, and replacement parts have been very hard to come by. The working cameras have been trained toward the downward slope, but there are gaps in their ability to cover the entire perimeter. There is a gap to the west of the complex, along the stream and road, and another toward the hills behind the main buildings.

Sighting the Cameras: It is possible that the cameras can be spotted in advance by the player characters. This is a task, ESY:RCN, to be rolled if any character announces he is carefully examining the sandbag wall itself, using binoculars. Without binoculars, the task is AVG:RCN.

Once a first camera has been spotted, locating each of the others is ESY:RCN, regardless of vision enhancement. Failure means the camera was not spotted. The player characters will be able to come up with some idea of the camera placement around the estate and thus a plan to avoid or eliminate them.

It will be possible to take out cameras with long-range weapons. A bow or crossbow would be able to do the job silently. However, they could reason that, since a monitor somewhere would instantly go blank, an investigation would soon follow. Subsequent action should be planned and immediate.

If the player characters blindly walk into the field of vision of a camera, roll 1D6 per character per combat round. On a roll of 1-4 the character has been spotted on the video monitors, and an alert will be sounded (see Alert). If this is at night, the character is spotted on a roll of 1-3. If they take special precautions to camouflage themselves, add one to the die roll. If they are fortunate enough to pick an approach which is blind to the cameras, there is no chance they will be spotted.

Patrols: Patrols refers only to troops outside the sandbag perimeter (those inside will be termed guards or sentries). Each patrol consists of five men, *Experienced* NPCs, armed with M16s and hand grenades. There are always three patrols out in the woods at any one time.

Sentries: There are always five sentries guarding the inside of the sandbag perimeter. They are *Experienced* NPCs armed with M16s and hand grenades as well.

INFILTRATING COUNTRY HOME

One way or another, the player characters will have to enter Country Home or its grounds to capture Hughes. The accompanying maps and descriptions of each level of the underground complex will allow you as the referee to run the players through it.

It may be possible to move through the complex unnoticed, provided the characters are sufficiently disguised. For instance, putting the New America armband on over an army uniform will probably do the trick.

When in Country Home, the player characters will periodically run into soldiers or guests. Roll 1D6 per combat round.

ENCOUNTER TABLE

Die	Result
1-2	Soldiers
3-4	Guests
5-6	No Encounter

Guests will not question disguised characters. Soldiers will question the characters on a roll of 5 or greater on 1D, 3 or greater if there is an alert (see below).

HUGHES

Hughes' biggest problem, his worst enemy, if you will, is his own arrogance. He is convinced no one could possibly penetrate his fortress home, so he will be totally unprepared for that eventuality.

The player characters will be able to recognize Hughes from photographs provided by Sgt. Maddox. If the player characters have sufficient time to make observations from afar, they will be able to determine the following things.

First, Hughes' bedroom is the room on the southwest corner of the second floor of the main building. He generally sleeps between 11 p.m. and 6 a.m.

Second, Hughes tends his gardens, unescorted, every morning around 8 a.m.

Third, there are plenty of guests around the grounds throughout most of the day. It might be pretty easy to infiltrate as a mock-guest if the player characters can get some civilian

clothing and get cleaned up.

Fourth, judging from the comings and goings of certain soldiers, there must be other exits from the complex out into the woods. If they get trapped inside the complex, they may be able to find their way out through some other tunnel.

It is up to the referee to place Hughes at the time of any assault on him. During the night he will most likely be in his bedroom. During the day he spends time in his gardens during the morning, meditates in a lounge or his den around midday, and then checks over his entire operation every afternoon.

Hughes' biggest problem, his worst enemy, if you will, is his own arrogance. He is convinced no one could possibly penetrate his fortress home....

Moving Hughes once captured will be a problem for the player characters. If he is wounded or drugged, he will have to be moved along under his own power. If he is unconscious, for whatever reason, he will have to be carried. At any time when the player characters are moving Hughes through the complex, add one to the die roll to be stopped and questioned by soldiers. If Hughes can be recognized, they will automatically be stopped. Taking Hughes as a hostage may be a viable alternative.

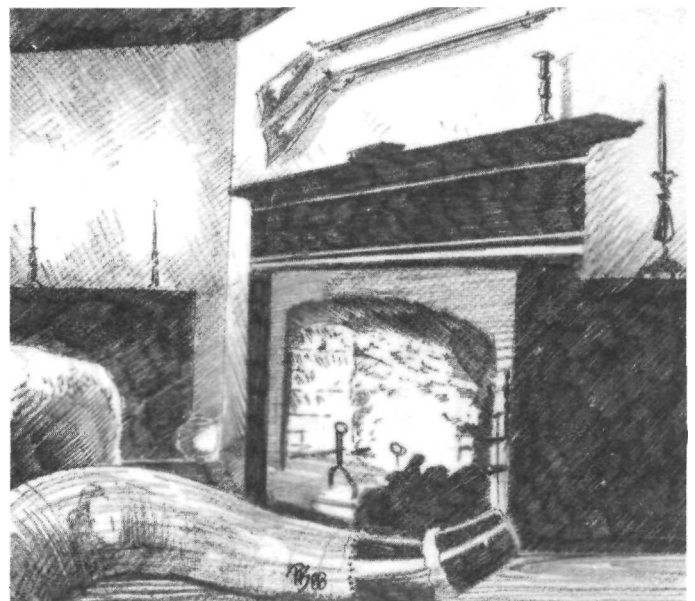
ALERT

Once an alert has been raised in the Country Home complex, things will become a bit stickier for the player characters, but not much. The panic will help mask them while they perform their mission. The following will occur during an alert:

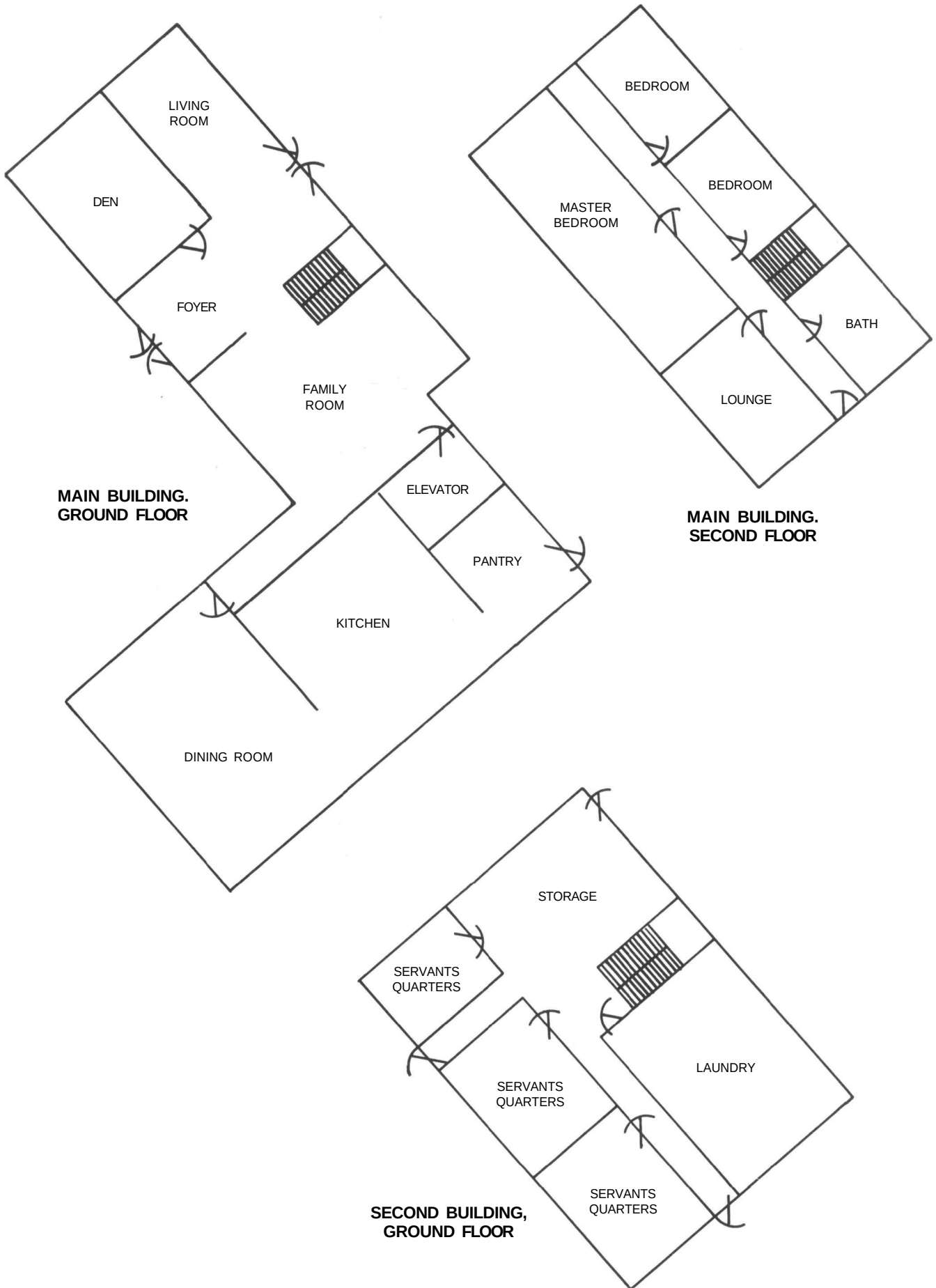
First, the chance of being questioned inside the complex goes up, as described above.

Second, wherever Hughes is at the time of the alert, he will begin moving to the headquarters area of the military level, level 1. This is his personal safe house.

Third, the patrols around the perimeter will double to six, and the guards along the sandbags will double to 10.



MAIN BUILDINGS



Main and Second Building

The two major buildings were constructed to Hughes' specifications, based on buildings and mansions he has seen during his travels in Europe. Both buildings are occupied by Hughes and his more important guests, who prefer life above ground to life below it.

MAIN BUILDING GROUND FLOOR

The ground floor of the main building has a basic "L" shape. Note that there is no special security here—Hughes depends upon the outer security and doesn't want guards all over his home.

Foyer: The main entrance to the building leads into a decorative foyer, complete with mirror, hatrack, chairs, and benches. Usually guests will be greeted by a servant who will announce their arrival, take their coats, and show them into the living room.

There is a door on the west wall leading into the den. The foyer opens into the living room to the north and the family room to the east. The stairs to the second floor also land in the foyer area.

Den: This den is a favorite refuge of Hughes himself. It is decorated in traditional early American style, with an antique writing desk and chair, a glass-enclosed bookcase, and a gun rack over the stone fireplace. Hughes' love for antique firearms made him a collector, and he keeps several of his Civil War relics here.

Living Room: Done in a more modern style, the living room has two couches and a love seat, plus a complete entertainment system. Guests are most often entertained here as opposed to the family room, which is used for those living on the premises.

Family Room: This large room is divided into three distinct conversational areas, each centered on a different low antique table. There is a stone fireplace against the east wall. There is a door in the east wall to the elevator room, and the corridor leads out to the dining room.

Elevator Room: The door to the elevator room is not locked (if you're in the house, you know all about the underground and are welcomed there). The elevator itself has buttons for ground level and levels one through four. This is a passenger elevator, which can hold up to 10 people.

Pantry: There is a direct exit from the pantry to the outside, where produce from the garden or elsewhere can be brought in. Food stored here is intended for relatively immediate use. Long term storage of food is underground.

Kitchen: Hughes enjoys a good meal and has built a kitchen worthy of the finest restaurants. He employs a chef who is equally worthy. The kitchen has all modern appliances, powered by the coveted electricity of the Hughes estate.

Dining Room: This is a formal dining room, with a single table capable of seating up to 30 people. Dining with Hughes is an honor, and not everyone gets to do so every day. There are two buffet tables, one on each the north and south walls of the dining room.

MAIN BUILDING SECOND FLOOR

Access to the second floor is only gained via the stairs. The elevator on the first floor does not go up to the second.

Bedroom One: This is a smaller bedroom, currently occupied by Victor Smalls, an industrialist and friend of Hughes. The room

has the obvious furniture, all antique. The desk has a computer tie-in with the entire Country Home network.

Bedroom Two: This other bedroom is currently unoccupied. It is similar to bedroom one, including the computer tie-in.

Bath: The bath includes tub, shower, and a small Jacuzzi. There is a heat lamp and vanity, and the servants make certain there are always fresh towels and soaps.

Lounge: This lounge is restricted, only to be used by Hughes himself. The wall is done in a map of the United States, and the desk has a complicated computer console. There is a telephone hookup which he can use to communicate with radio enhancement with virtually all areas under New America control. Hughes likes to use this room for his strategic planning, but it is not his command headquarters.

This den is a favorite refuge of Hughes himself. It is decorated in traditional early American style, with...a glass-enclosed bookcase, and a gun rack over the stone fireplace. Hughes' love for antique firearms made him a collector, and he keeps several of his Civil War relics here.

Master Bedroom: Hughes sleeps here with his wife, Laura. They have a covered bed which he had shipped in from Italy, enormous walk-in closets, a small fireplace, and an entertainment system. Hughes actually sleeps very little so spends little time here, but he wishes his bedroom to be decorative nonetheless.

To Attic: The remaining portion of the "L" on the second floor, above the kitchen and dining room, is an attic. Actually, it is a typical attic, filled with unused furnishings and boxes of personal effects. Hughes has thousands of books, many of which did not make it into his library in the underground—the excess can be found here.

SECOND BUILDING

The second building is not connected to the first above-ground—they are connected through underground level one. In Hughes' original estate plan, this building was to be servant-oriented, and that has remained unchanged to the present.

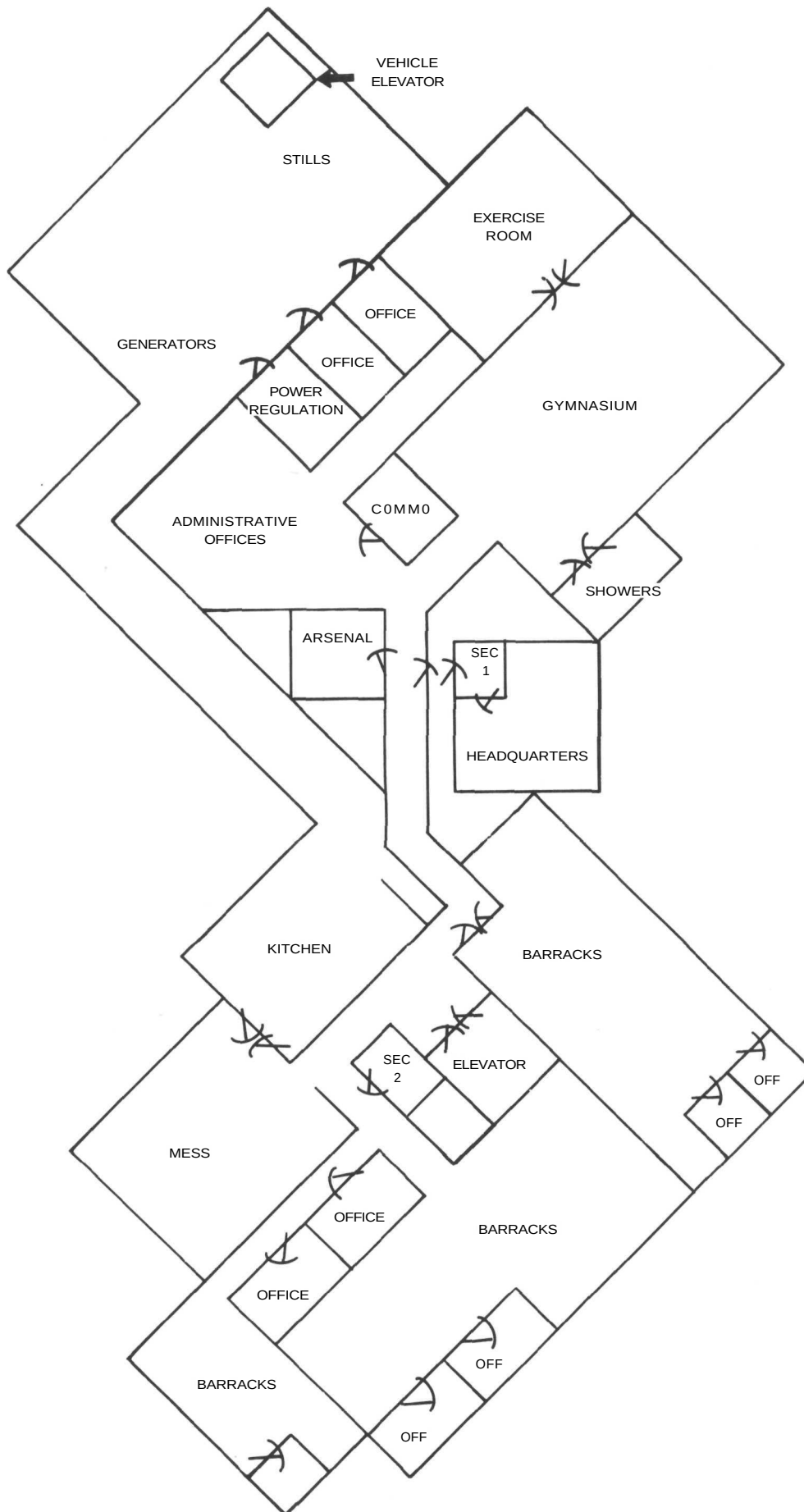
Laundry: Several large washers and dryers are built into this room. There are also several wheeled baskets for moving clothes around. The servants regularly pick up laundry from all the non-military personnel at Country Home.

Storage: This storage area contains vacuum cleaners, cleansers, rug shampooers, mops, brooms, and every manner of household cleaning paraphernalia. There are also a couple of work tables for minor repairs or folding laundry.

Servants' Quarters: These three rooms are basically the same, each designed to house two servants. The furnishings are not as rich as those in the main building, but compared to life outside of Country Home, they are virtual palaces. There are additional servants' quarters in the underground.

Second Floor: The second floor of this building is a storage attic, accessible only by the stairs.

UNDERGROUND LEVEL 1



Underground Level One

The first level below the surface at Country Home is mostly devoted to military purposes. The New America command headquarters is located here, as are the barracks for all the military personnel. In addition, the power plant for Country Home is on this level, providing electrical power for the entire installation.

Barracks: There are three halls of barracks for the troops. These are typical of other barracks—each soldier has a bunk and his footlocker. Quarters for the officers have been set aside, partitioned off from the regulars where possible. There are beds for just over 200 soldiers on level one.

Mess Hall: The soldiers eat all of their meals at this mess hall. The tables are institutional, and, of course, discipline is maintained at all times. For special occasions, there is a big-screen monitor at the southern end of the room, sometimes used for training films, but more often used for viewing old football games on videotape.

Kitchen: The kitchen relies on supplies to be brought from the vehicle elevator in the power plant. A direct corridor has been left open there for just this purpose. New food is brought in when possible, but sometimes food must be drawn from the long term supplies on the next level below the surface. The kitchen relies on soldier-cooks, but all in all the meals here are not too bad.

Arsenal: Every soldier has his personal weapon with him at his bunk. The excess weaponry is kept here, with a non-commissioned officer and two security men always on duty. The arsenal is locked up after lights out.

There are 74 M16s (20,000 rounds), 30 .38 Special revolvers (700 rounds), 12 30-30 LAs (1400 rounds), two M21 sniper rifles (180 rounds), 17 double barrel shotguns (550 rounds), two HK-CAW shotguns (1240 rounds), seven M60 machineguns (3400 rounds), 14 81mm mortars (300 HE, 21 WP rounds), 600 fragmentation grenades, 45 antitank grenades, and 12 thermite grenades.

Security One: This is a permanently manned check point between the main military community of level one and the strategic command headquarters. This area is highly restricted, and only high level command personnel are allowed entrance. The post always has two security troops on duty manning both doors, which lock electronically.

Headquarters: Strategic planning for New America takes place in this room. The main table is a huge map of the United States, with underlighting which shows troop placements, their movements, and enemy positions. There are telephones along the walls which lead directly to communications, where messages are radioed out to units in the field or other regional headquarters.

This headquarters room is usually in use, though central meetings between Hughes and his general staff are somewhat infrequent. Hughes has detached himself somewhat from the day-to-day fighting in the field.

Security Two: This is the monitoring room for the camera surveillance of the surface. The findings of all seven working cameras are seen here. A telephone is installed for security men here to raise an alert. There are always two men on duty here.

Administrative Offices: Work stations have been set up here for the junior officers to attend to their paperwork. There are computer terminals, typewriters, a photocopier (!), plus desks and filing cabinets. There may or may not be officers working here at any given time.

Communications: The heavy radio equipment which New America relies upon for continental messages is located in this room. The antennas are located on nearby hilltops (camouflaged, of course). Commo specialists are always on duty, sending important messages on command or keeping up with regular housekeeping functions. There is also always a security guard present in the communications room.

Elevator: This elevator leads directly up to the main building or down to the other three levels.

Showers: The troops use the showers located here. There are also urinals and toilets, but the overall feel is rather Spartan.

Gymnasium: The soldiers stationed here enjoy a full-sized gymnasium, large enough for full-court basketball. Tournaments are always in the works, and fitness training is mandatory for everyone. The gymnasium is always in use during daylight hours, but never after lights out.

Exercise Room: This room is filled with fitness machines of all varieties, put there in the hopes that they would help stave off the effects of long-term underground living. They are regularly used by the troops and occasionally by the other people at Country Home. However, the important civilians enjoy a much more plush weight room in the lower levels.

The main table is a huge map of the United States, with underlighting which shows troop placements, their movements, and enemy positions. There are telephones along the walls which lead directly to communications, where messages are radioed out to units in the field....

Security Three: This is a light security check point for those entering the power plant area. Paperwork isn't generally necessary, but the two security personnel there will require a good reason for entering the plant.

Power Plant: Hughes has set up his entire operation to run off of electrical power generated by alcohol-burning generators. The stills and generators are located on this level.

There are five large stills in operation at all times. Material for conversion to alcohol is brought in by truck from the countryside and taken down the vehicle elevator which is conveniently located in the same chamber. The stills are tended by several soldiers, and their output is carefully collected for use in the generators or for vehicle operation.

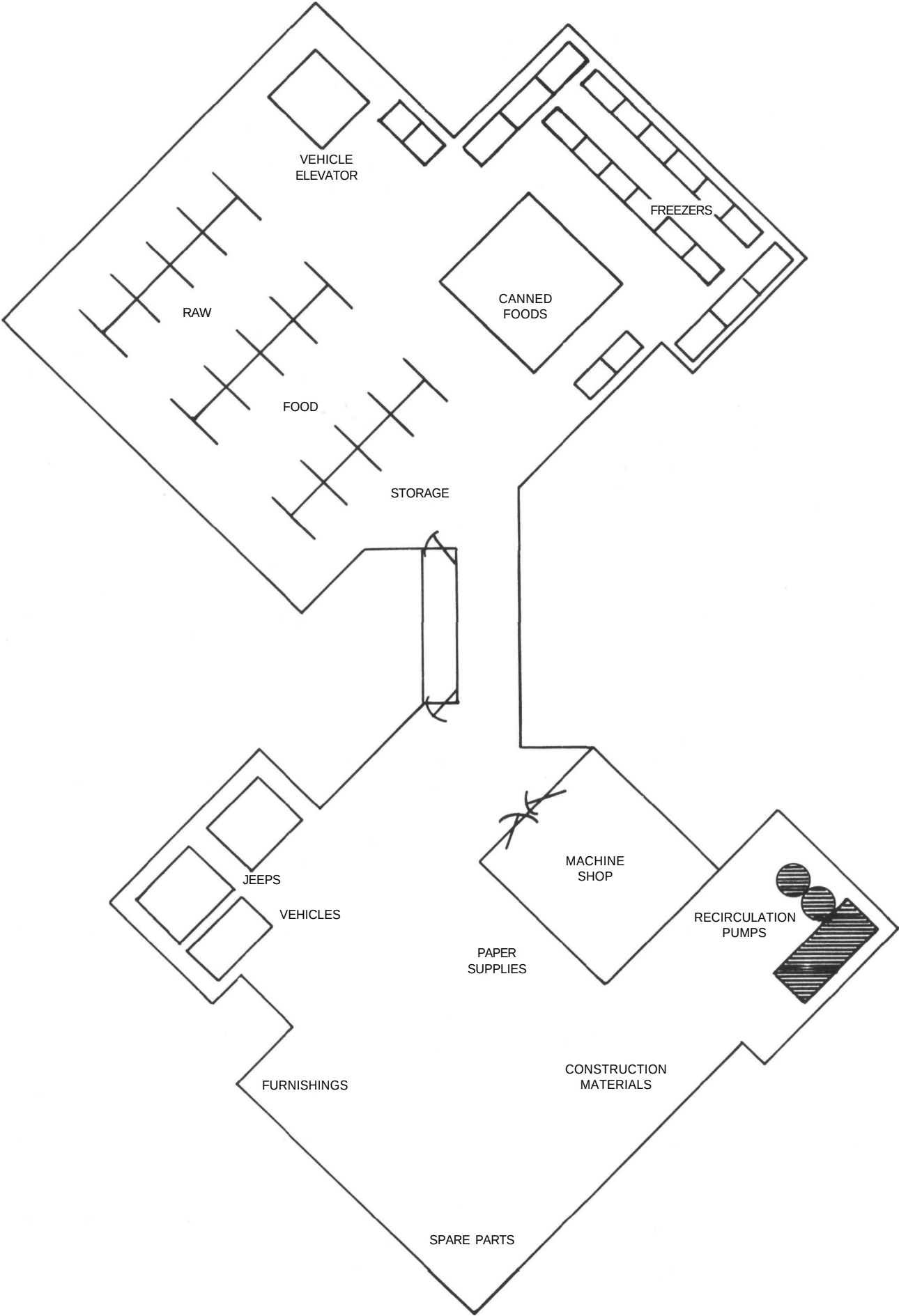
The three 500-kilowatt generators are always in operation, fueled by the stills. Their maintenance is detailed to four specialists from among the ranks of the troops.

Both the generators and the stills are vented directly to the surface.

Power Regulation: The heavy electrical wiring which spreads throughout Country Home originates in this room. Maintenance is left up to the same four men who look after the generators themselves.

Offices: Consumption reports, alcohol output, and all other paperwork associated with the power plant is taken care of in these two offices.

UNDERGROUND LEVEL 2



Underground Level Two

Level two is for the most part devoted to the long-term storage of food and other supplies. Remember, the idea of Country Home is that it should be able to withstand a long period of time before the nation reassembles itself. Of course, if things go bad for the New America movement, it will be important that Country Home can survive by virtue of its secret location and preparedness.

Hughes has been buying and stockpiling materials in caches all over the country. The materials he has set aside for Country Home are sometimes of higher quality, but they are a tiny share of the materials which are constantly being pumped into the war effort. New America has thousands of men in the field which need to be clothed, fed, and resupplied, and most of them are nowhere near Country Home.

Items stored on this level are intended for use by Country Home itself. They could be distributed to troops in the field if the situation becomes desperate.

Level two is divided into two broad classifications of storage: food storage and materials storage.

FOOD STORAGE

The incredibly large food storage area is a single excavation, basically forming one huge chamber. Its great area is subdivided into smaller portions by cinder block walls in places, separating different blocks of stored food.

Large amounts of grain have been accumulated. These are divided into two broad categories, seed and food, and then by general type (wheat, corn, etc.). Most of the grain has been bagged to keep dust down. However, the entire room is very dusty from grain residue, and many of the men who work there wear filter masks. The air circulation equipment is presently being upgraded to deal with this problem.

Dehydrated food has many practical applications. It is very light and makes good travelling food. Patrols often take dehydrated rations with them into the field—MREs are mostly made up of dehydrated foods. Second, they do not take up much space. The original plans for Country Home allowed little space for food storage, so a great deal of dehydrated food was obtained to deal with this problem. Since there are no animals, all milk at Country Home is dehydrated.

There are skids and skids of canned food, especially high protein items such as stews and meaty soups. Canned foods will last a very long time and will remain quite tasty over that time. Unfortunately, canned food takes up a great deal of space and weighs quite a bit.

There are 20 large freezers in operation in the food storage area devoted almost solely to meat storage. Meat is becoming harder and harder to come by in the outside world, and the Country Home supply is beginning to dwindle.

The workers in the food storage area have a variety of moving equipment, including skid movers and powered forklifts. Orders from the kitchens are, of course, taken care of immediately. Incoming food comes through the vehicle elevator, which comes to level two in the food storage area.

MATERIALS STORAGE

There are a variety of materials to be stored in this area, from computer spare parts to construction materials. They are all inventoried by the staff on hand, placed into cartons, where possible, and packed away somewhere in this broad open area. There

are free standing shelves in places, but not everywhere.

One possible long range goal of Hughes is to eventually erect a new city somewhere nearby to take the overflow when Country Home becomes flooded with new people, drawn by its success. Many of the materials for that eventuality are stored here.

Spare Parts: All of the computers, communications equipment, power plant equipment, lighting, etc, is subject to breakdown. There are plenty of spare parts on hand in this area, most of them new and in their original containers.

Paper Supplies: Hughes has enormous reserves of paper and office supplies. There are pens, pencils, paper, colored paper, binders, folders, post-it notes, index cards, paper clips, staples, envelopes—everything a regular business office could use and in tremendous quantities.

Furnishings: Both office and residential furnishings have been set aside for future use. There are desks, filing cabinets, bookshelves, chairs, tables, couches, and even dishwashers and washer/dryer sets. All of these are in their original shipping containers waiting patiently on skids for their eventual use.

Hughes has been buying and stockpiling materials in caches all over the country. The materials he has set aside for Country Home are sometimes of higher quality, but they are a tiny share of the materials which are constantly being pumped into the war effort.

Construction Materials: There are piles of lumber, 2x4s, 4x4s, plywood, roofing materials, bags of ready-mix cement, sheet metal, and sheets of glass. There are saber saws, radial saws, hammers, rechargeable screwdrivers, drills, and even lawnmowers. They've even got box after box of nails, screws, bolts, nuts, sandpaper, work gloves, and tool belts.

Vehicles: At one time there were several more vehicles stored in this area. Now there are only three jeeps. The other vehicles have been sent out to fighting units in the field. Vehicles can be driven down the corridor between food and materials storage.

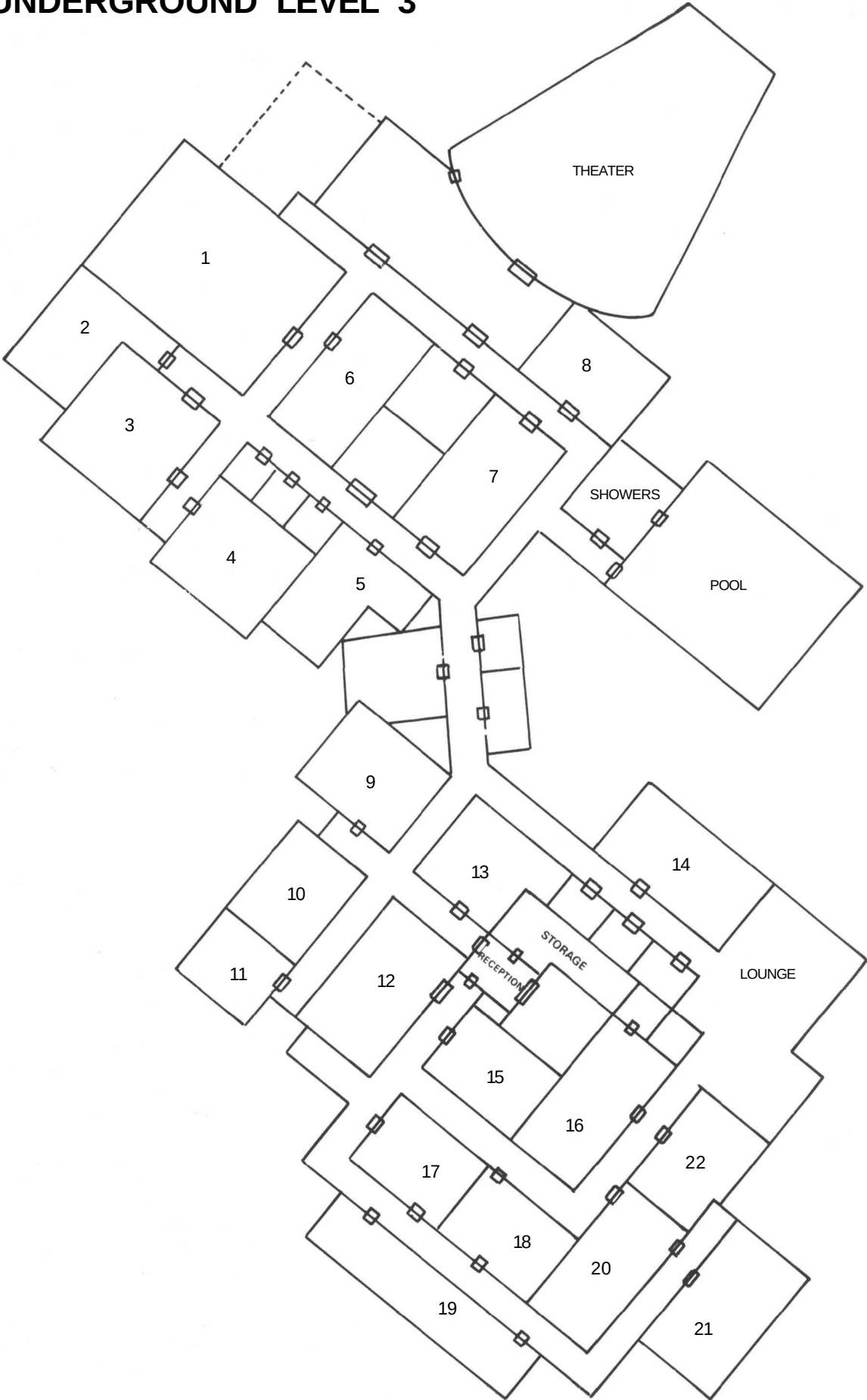
OTHER AREAS IN LEVEL TWO

Machine Shop: Many of the repairs made on installation equipment are performed in this machine shop. The shop has a metal lathe, propane torch equipment, and plenty of worktables with clamps and vices. Work orders keep the machine shop busy most of the time. They have even been known to use the machine shop to perform gun repairs.

Fabrication of new parts for deteriorating equipment is more and more necessary, as the supply of ready-made spare parts has dwindled from the early days. The machinists are becoming skilled craftsmen, and they will no doubt be valuable to the New America organization as it progresses.

Recirculation Pumps: The air in the lower levels must be continually recirculated. The central location of these pumps keeps pace with the activities on these levels, but they have been breaking down lately due to excess dust clogging the machinery. Steps are being taken to correct that problem, and new fans will probably be needed to replace these.

UNDERGROUND LEVEL 3



Underground Level Three

This third portion of the underground level is devoted primarily to luxury family living. Most of the living space for the guests of Hughes and New America is on this level. The actual support for that living space is generally found on the lowest level, level four.

There is very little construction outside the confines of the two central shafts on this level. There is, however, a theater chamber and a pool chamber which have been extended out into the rock around the vehicle elevator shaft.

LIVING QUARTERS

Unlike the soldiers and servants, the guests who are on "retreat" here at Country Home enjoy a terrific living environment. Level three is characterized by its 22 family living spaces, each designed to accommodate a single family of varying size. They range in size from around 40 to over 125 square meters in surface area, and they are numbered one through 22 on the adjoining map.

Each family which has been given a living space has also been given certain leeway in arranging the rooms within it. The spaces themselves were originally empty with plumbing and kitchen facilities in place. Drywall and labor was then provided by Hughes to subdivide the areas into bedrooms, living rooms, etc. Each living area is now quite unique, right down to its decor, carpeting, and furnishings.

Every living area is hooked into an interroom communications system unique to this level. They also have video hookups linked to the theater complex, so the family can enjoy whatever is being broadcast from there. Otherwise, taped movies or programs are the only source of video entertainment.

Many of the living spaces also have accompanying storage rooms nearby on this level. These are designated with the number of the living space they are associated with and the letters "sr," storage room. The occupying families can use these for long-term storage of personal items as they wish.

Of course, there are other areas of interest on level three.

Theater: The tenants have their own theater on this level. Due to its height requirements, it had to be constructed outside the normal confines of the central shaft, instead being dug out beyond those confines into the rock and dirt outside.

There are regular showings of taped movies at the theater every evening. The movies change periodically. The theater itself can hold up to 50 people, which is usually more than enough.

In the outer part of the theater are vending machines with drinks and, when available, popcorn and candy. Sometimes these run short for a time until a new shipment from the outside world can be obtained.

And, as stated earlier, video programs run from the theater can be viewed in every living area.

Swimming Pool: Level three also offers its residents a small swimming pool. Like the theater, the height of the ceiling and the depth of the pool itself necessitated its construction outside the central shaft itself. The reason the swimming pool was built underground goes back to the basic design concepts of Country Home. For Country Home to be put into action, some disaster would have to take place. Were this a terrible nuclear exchange, it was decided the outside environment would not be favorable for human beings, so the pool was built underground.

The pool itself is 10 meters by seven meters. There are two diving boards. The room is well lit, and there are several heat lamps which can heat up the room on demand.

The shower room is just off the pool area. There are two showers and restroom facilities. Also, there are two tanning beds for the general use of the guests.

Unlike the soldiers and servants, the guests who are on "retreat" here at Country Home enjoy a terrific living environment. Level three is characterized by its 22 family living spaces, each designed to accommodate a single family....

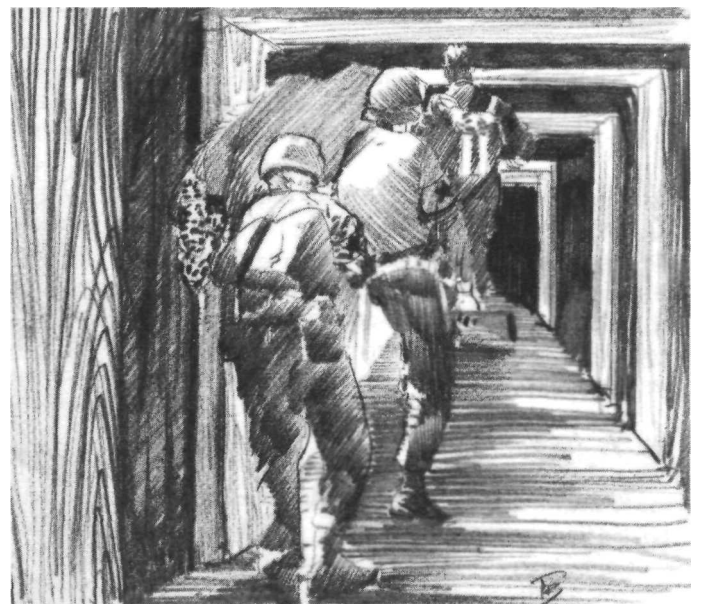
Reception: There is a reception room just outside the personnel elevator room. Most people coming to level three come through this elevator entrance. The reception room is fairly small and has doors leading to the corridors of the entire level.

There is a receptionist on duty who checks people in and out of the level. Her job is to make certain that all people are in on time and to keep general track of where people are at any time.

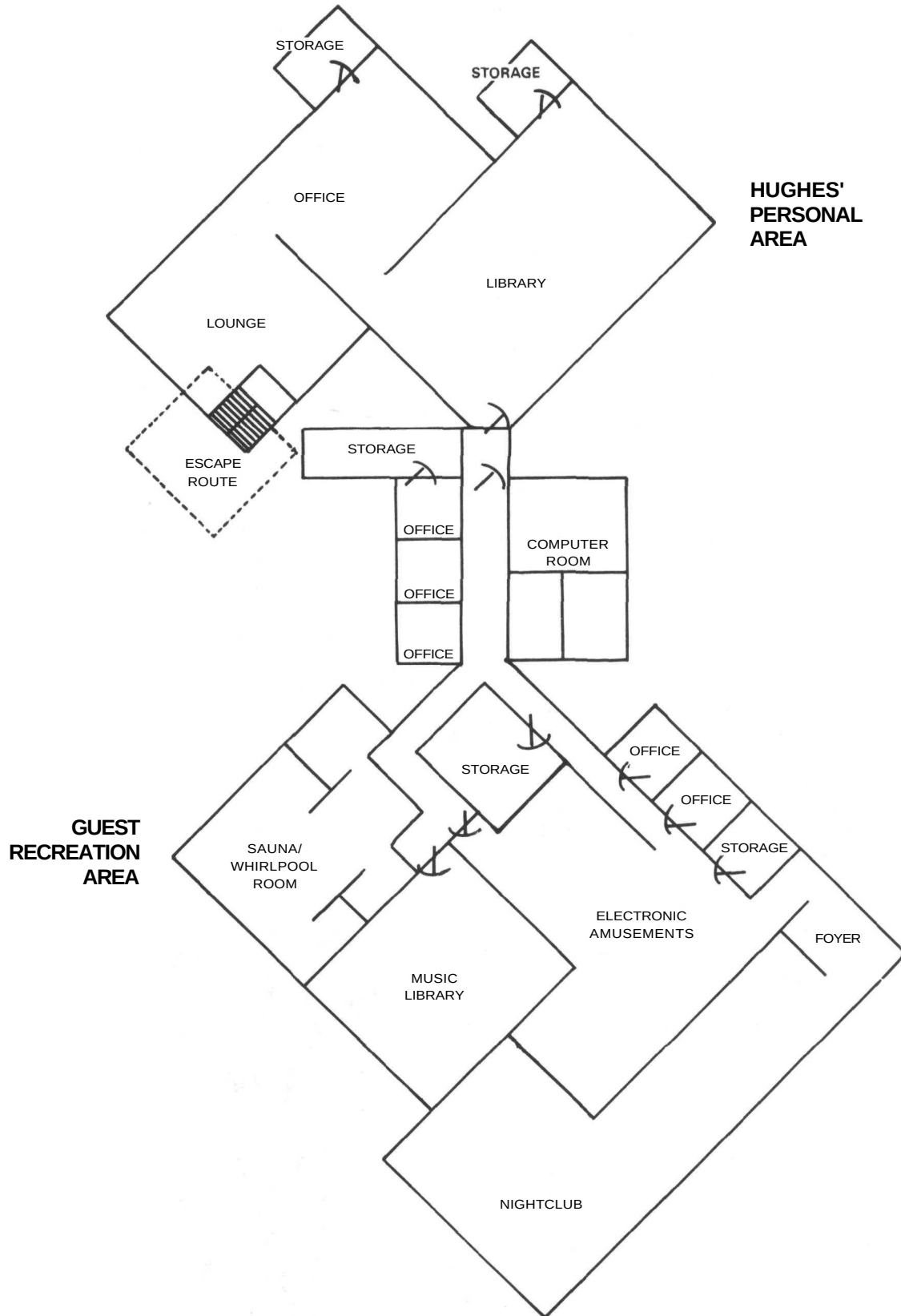
There is a large storage closet off the reception area. It contains office supplies for the receptionist, plus items the tenants might be in need of, such as nonprescription drugs, extra bedding materials, and so on.

The Lounge: There is a lounge area in the personnel elevator central shaft. It has a number of recreational games for the enjoyment of the tenants, including a pool table and ping pong. There are also chairs and tables for other games or just for general conversation. There is a big-screen video monitor and a complete entertainment system.

The lounge is sometimes used for tenant meetings and get-togethers, but more often than not it is used informally. The children are discouraged from staying here—they have a playroom on the next level.



UNDERGROUND LEVEL 4



Underground Level Four

The fourth underground level is devoted to three separate functions. First, the area around the personnel elevator shaft is designed for the comfort of the guests, most of whom live on level three. The second portion, mainly centered on the central corridor, is Hughes' sophisticated computer operation. Finally, Hughes has a large area set aside for his personal use—a private retreat cut off from everyone else at Country Home. There is an emergency exit from the complex in Hughes' private area, his final escape route should things go bad for New America.

GUEST RECREATION

The personal guests of Hughes are people who have helped him and his New America in the past, or those who have shown exceptional devotion to the cause more recently. Their functions now are more often than not just memories, but Hughes never forgets services rendered. To him, the comfort of these people, who helped him get started and kept his organization going, is his duty to them. Their survival through the terrible times going on outside of Country Home is Hughes' personal goal.

Cooping sophisticated, intelligent people up in a single complex with limited access to the surface, however, has proven to be a monumental task. Keeping them entertained takes a great deal of thought and ultimately a large part of level four.

Electronic Amusements: Those who helped Hughes plan Country Home advised him that electronic amusements would be economical in space and fairly cheap to keep in operation. The amusement center has dozens of electronic machines, including several pinball games, more video-oriented games, some games of skill, and even a holographic video game that was just coming into production when the nuclear exchange put an end to such frivolity. The room is lit with theatrical lights flashing to the sounds of the modern music in the background.

Sauna/Whirlpool: Those wishing a more relaxing time can visit the sauna or whirlpool on this level. The sauna is large enough to accommodate 12 adults at a time. The whirlpool can hold a similar number. The entire room is made to look like a cave, with fake rock walls, a little waterfall, and fake palm trees and plants everywhere.

Music Library/Room: Hughes has always been fond of both classical and American country music. This library reflects those tastes, but it gives ample attention to other varieties of music. There are over 2000 compact discs in this collection, ranging from Bach to Billy Joel, from Aretha Franklin to Johnny Cash. The room itself is divided into the library section and five individual booths for enjoying the music selected. Every booth has a plush reclining chair, a CD player with amplifier and speakers, an optional headphone setup, and plush walls to absorb sound, keeping it in that booth. The booths are very dark, depriving the listener of any distractions from the music itself.

The bar's stock of alcohol is impressive. It has virtually all known varieties of liquor and can still make virtually any drink (though some guests are complaining about the lack of orange juice as a mix). The stock would be worth a fortune out in the real world.

Bar/Nightclub: The bar has no particular name, other than "the bar." It has a complete bar setup, a dance floor, and a number of tables. There is a baby grand piano near the bar, with a traditional player/singer in Hughes' employ. At times he's given the

night off, and the sound system kicks in with more modern music.

COMPUTER CENTER

The main computers for Country Home are kept on the third level. Hughes himself picked all of the computers and software used in the installation, personally overseeing every aspect of their installation and testing. The computer terminals found throughout the complex tie in to this computer center.

What Hughes has are four mini computers (that's mini, not micro—these are small main frames). On them he has such databases as his own unit strengths, organizations, personnel files, equipment purchases, and so on. He also has stolen IRS files on virtually every taxpayer in the nation as of 1996. For a time, through computer piracy, Hughes and his hacker employees went into the business of stealing computer files of information, and they now have a collection of info from the telephone company, the Pentagon, the White House, Interpol, and even the Soviet Embassy. What Hughes does with this information is not exactly clear, but he does spend a great deal of time looking through it.

The computers are kept in a dirt- and dust-free, temperature-controlled environment. The computers, under normal circumstances, do not require such precautions, but spare parts are virtually nonexistent, and Hughes does not wish to take any chances. If the player characters get to this room, they will be awestruck by the "banks and banks" of computers, something they haven't seen or dreamt about in years.

HUGHES' HIDEAWAY

The only entrance to this portion of level four is through the heavy, metal door off of the computer area. Only Hughes has the pass card which will unlock it. It is a 200 explosive-point door.

Library: This is perhaps the most extensive library left on the North American continent. Hughes' love of books made him a collector since his youth, and he still has every book he ever purchased. This library is not open to view by even the guests at Country Home, though Hughes has been known to loan out books to those people, one at a time.

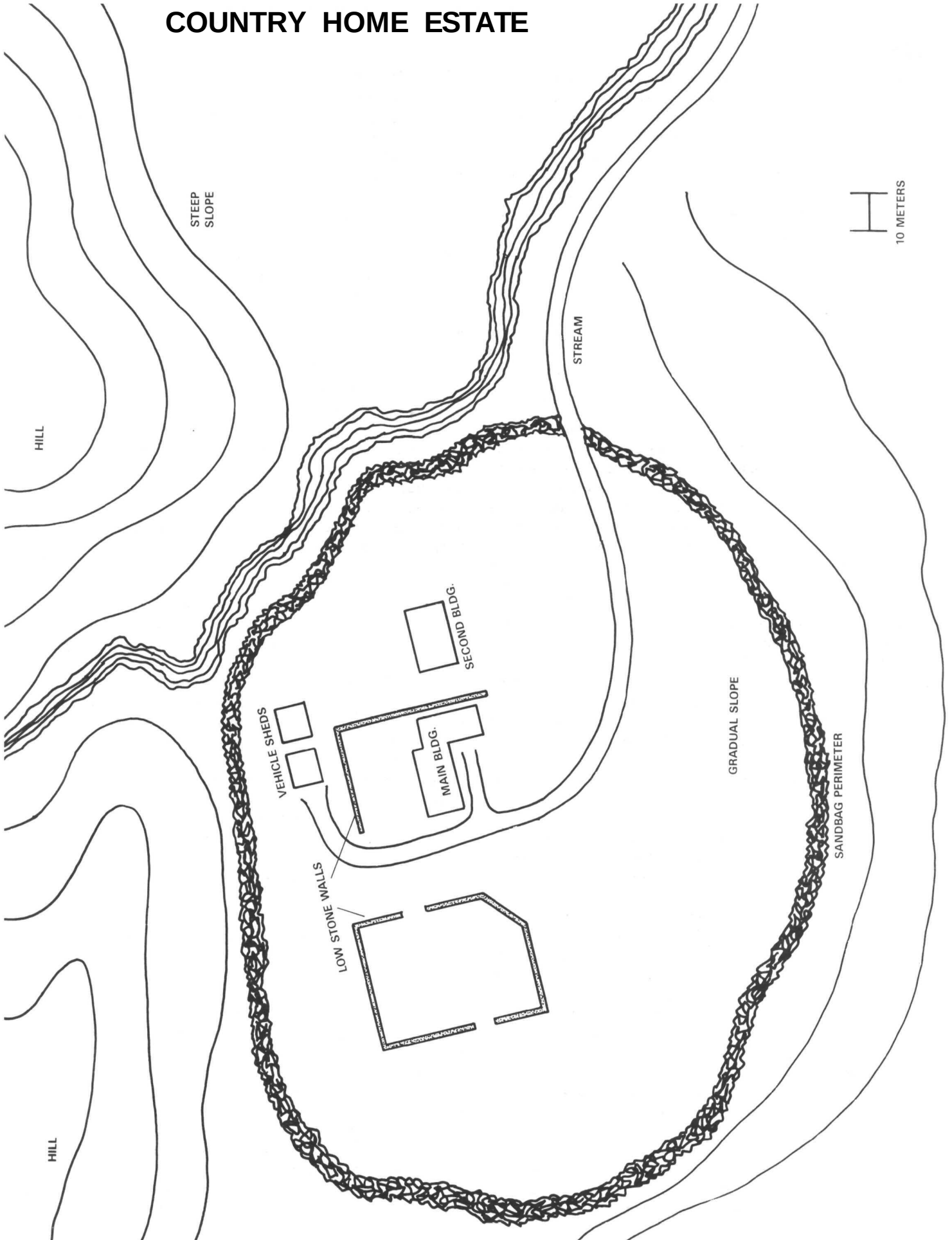
Office: This office is not nearly so ornate as his dens in the main building, but it is perhaps more functional. This plain desk probably sees more use than any of the others at times.

Hughes keeps the majority of his antique gun collection in cases in this office. There are guns dating back to the 17th century here, including flintlocks, matchlocks, rifled muskets, and more recent arms. None of these are functional, however. The only working weapon is the .38 Special in his top desk drawer.

Escape Route: Hughes' arrogance about the impossibility of danger here at Country Home was not so great that he couldn't be convinced not to have a personal escape route. That route was specially designed and kept secret from everyone but Hughes himself, and it originates from this, his private area on level four.

The escape route is a mine-like shaft sunk into the earth below level four, which extends straight out through the countryside for more than three-quarters of a mile. It ends in the burned-out chicken coop of an abandoned farmhouse in the hills south of Country Home. In the shaft are emergency supplies for Hughes himself, including food, clothing, plenty of gold, and some weapons. Of course, this is a last resort for Hughes, and it would only be used in a desperate emergency situation.

COUNTRY HOME ESTATE



Kidnapped

Finding this Hughes guy is certainly going to be a trick. For all we know he looks nothing like this picture we've got, and every indication is that he has barricaded himself into a personal fortress which makes Crystal Mountain look easy. Not only that, Caldwell has us under specific orders not to grease the guy, just to capture him. Caldwell mentioned something about slow torture for all of us if we off the dude.

But even all that doesn't scare me half as much as this drought. There hasn't been any rain around here for months, and, if it doesn't change, there ain't gonna be any country left to fight over.

Kidnapped is an adventure module for **Twilight: 2000**, GDW's post-World War III role-playing game. In *Kidnapped*, the characters must travel through the drought-stricken countryside to locate and abduct the leader of New America.

Kidnapped includes the following materials:

- Introductory material for the adventure.
- An overview of the blight and famine which is now ravaging North America. The lack of rain is leading to the spread of famine and disease, breaking down even further the level of civilization in America.
- A complete description of the area between Frederick, Md. and Charles Town, W.Va., from the edge of Civgov control to the very heart of New America.
- A list of important non-player characters and organizations, including horrible motorcycle gangs, a con man, religious leaders, and more.
- Complete maps and descriptions of two important New America complexes, including an abandoned supply center in Maryland, and the massive Country Home estate in West Virginia from which Hughes will have to be snatched in the face of tremendous odds.

Design: Timothy B. Brown

Development: Loren K. Wiseman

Twilight: 2000

Series Module



Since 1973



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