

JEREMIAH

THUNDER MOUNTAIN



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K. Scott Agnew & Jim Andrews

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A promotional image for the TV series 'Fringe' featuring the three main characters in a futuristic, industrial corridor. The man on the left is wearing a black leather trench coat and has long dreadlocks. The man in the center is wearing a dark jacket over a plaid shirt. The man on the right is wearing a brown trench coat and is looking back over his shoulder. The corridor has a metallic ceiling with exposed pipes and a floor that reflects the overhead lights.

INTRODUCTION

The End of the World. Characters in the very first episode of the critically acclaimed television series *Jeremiah* seek this enigmatic location. The New World equivalent to Shangri-La, the End of the World is actually a real place. Known as Thunder Mountain, it is, in actuality, the Cheyenne Mountain Facility in Colorado Springs. Or at least it used to be.

Like the rest of the world, the Cheyenne Mountain facility was devastated by the Big Death over 15 years ago. Originally designed to withstand a nuclear attack, Thunder Mountain became home to NORAD and was later expanded to help in homeland defence during the War on Terror. Thanks largely to one young boy, Thunder Mountain became a haven in a sea of chaos after the Big Death. Markus Alexander rallied the few children in and around Thunder Mountain and organised them as the rest of the world collapsed outside. Taking in stragglers over the years, Thunder Mountain only recently began to re-emerge into the world.

This sourcebook for *Jeremiah – The Roleplaying Game* covers the events that led to the founding of the current Thunder Mountain society, its re-emergence into the world, the creation of the Western Alliance and the key characters that made all this happen.

Chapter 1 covers the basic history of Thunder Mountain while Chapter 2 details the layout of the underground facility. Chapter 3 goes into greater

We, the survivors of the Big Death, have grown to adulthood in the shadow of the greatest disaster the world has ever known. The last sixteen years have been unimaginably brutal. But there comes a time when you have to stop looking back, and start looking forward.

Starting today, we begin putting the world back together again. In this room, we will determine the shape of the world to come. We will hammer out the rules, discuss the issues and, in a peaceful and constructive fashion, craft a new world out of the ashes of the old.

Markus

detail on the communities and towns that rallied behind Markus to form the Western Alliance and the remaining chapters include new rules, skills, feats and advanced character classes. Expanded rules for airborne movement and combat are included and all major onscreen personalities are fully detailed. In addition there is also a two part adventure to introduce your characters to the world of *Jeremiah*.

It is all right here, everything you need to bring the hope for the future that is Thunder Mountain into your *Jeremiah – The Roleplaying Game* campaigns.



CHAPTER 1

THUNDER MOUNTAIN



Early History (1966-2002)

Built in 1966, at the height of the Cold War, Cheyenne Mountain Air Force Station was designed to be the nerve centre for co-ordinating effective detection of, and response to, the perceived threat of Soviet bombers. A joint effort between the United States and Canada and the headquarters for NORAD, Cheyenne Mountain's mission has evolved over the years and expanded to include the monitoring of space, worldwide operational theatres and even illegal drug trafficking. This evolution of capability, along with expansions to both its equipment and base facilities have created what is arguably one of the most impressive military installations in the world.

In the early 1960s, with the advent of Intercontinental Ballistic Missiles (ICBM), a new threat to North America was realised and became a top priority. Missile warning and air sovereignty were the primary missions in the Mountain throughout the 1960s and 70s. It was during this period that the Ballistic Missile Defense Center was installed within the Mountain.

In 1979, another command was added to the roster of Cheyenne Mountain. With the emerging Soviet anti-satellite capability, the Air Force established a Space Defense Operations Center to monitor this new threat. Although the space defence capabilities and systems established in Cheyenne Mountain were in their infancy, this marked the beginning of an increasing role in space.

This trend continued into the 1980s when Air Force Space Command was created and tasked with the Air Force Space mission. In April 1981, the launch of the first space shuttle, Columbia, ushered in a new era for Space Defense Operations Center crews. Along with their worldwide sensors and under the direction of Air Defense Command, they supported this historic event. Cheyenne Mountain would continue to lend its support to every shuttle mission.

In the latter part of the 1980s, the air sovereignty mission received renewed emphasis. International drug trafficking, using small, light aircraft, was becoming common. Cheyenne Mountain, already a



hub for monitoring the perimeter of North American airspace, began to play a key role with U.S. and Canadian customs and drug enforcement agencies. The Air Warning Center, with its air defence network, was created to provide surveillance and control of air operations within North America.

In the early 1990s, Operation Desert Storm showed the need to provide Theatre Ballistic Missile Warning (TBMW) for deployed forces worldwide. The use of Defense Support Program (DSP) satellites, with their capability to detect heat from missile and booster plumes, provided early warning to both civilian populations and Coalition forces in Israel and Saudi Arabia during the war.

The lessons learned during the Gulf War highlighted the importance of being able to provide timely TBMW to deployed US forces. Cheyenne Mountain Operations Center (CMOC) refined this process and the capability of detecting theatre ballistic missiles and communicating those threats to the theatre commander, as they emerge, became a reality.

On September 11, 2001, Cheyenne Mountain added yet another mission in its role in the defence of North America. The terrorist attacks against the United States marked a new age in worldwide threat assessment and deterrence. It was no longer sufficient to monitor the perimeter of North American airspace for threats. Operation Noble Eagle was enacted as a homeland defence mission, expanding NORAD's mission of aerospace warning and control to include the monitoring of the interior airspace of Canada and the United States. NORAD and CMOC were tasked to assist the Federal Aviation Administration and Navigation Canada in responding to any threatening or hostile domestic aircraft.

In the latter part of 2002, two new commands added branches under the Mountain. U.S. Northern Command and U.S. Strategic Command were added to Cheyenne Mountain's list of support centres. CMOC became responsible for

providing support to USNORTHCOM's mission of homeland defence and USSTRATCOM's mission of space and missile warning, which had formerly been associated with U.S. Space Command.

Thunder Mountain Facilities

The underground Combat Operations Center (COC) was designed in the 1950s, to ensure a reasonable probability of continuity of function against a five-megaton weapon with a three-mile circular error probability (CEP). It was also required to be self-sufficient for brief emergency periods, have backup communications and television intercom with related commands, serve as emergency housing for personnel on site during battle conditions and provide protection against fallout and biological and chemical warfare.

Early Design

Performance criteria changed as design and construction progressed through the early 1960s, to better provide for shock-mounting of the interior buildings and protect against electro-magnetic pulses (EMP). The initial plans were changed so that all connections between buildings and components would be designed for the required flexibility to remain functional. Blast doors were added to close and protect the complex from blast and overpressure. The initial design criteria were based on assumptions concerning



theyieldandaccuracyof future Soviet weapons and acceptable risks.

The main entrance to the complex, approximately one-third of a mile from the North Portal via a tunnel led to a pair of steel blast doors each weighing 25 tons. Behind these blast doors, a steel building complex was built within a 4.5-acre grid of excavated chambers and tunnels, all surrounded by 2,000 feet of mountain granite. The main excavation consisted of three parallel 588 foot long chambers, 45 feet wide and 60 feet high, intersected by four chambers, each 335 feet long, 32 feet wide and 56 feet high. Within this grid were constructed fifteen buildings, freestanding without contact with the rock walls or roofs and joined by flexible vestibule connections, to make up the inner complex. Twelve of these buildings were three storeys tall; the others were one and two storeys.

The outer shell of the building was made of three-eighths-inch continuously welded low carbon steel plates supported by structural steel frames. Metal walls and tunnels served to reduce electromagnetic pulse (EMP). Bulkhead-like metal doors at each building entrance serve as fire doors to help contain fire and smoke. Although the design of the structure reflected the necessity of resisting the effects of nuclear weapons, it also made it possible for the complex to absorb the shock of earthquakes.

Blast valves were installed in reinforced concrete bulkheads and were placed in the exhaust and air intake supply, as well as water, fuel and sewer lines. Sensors at the North and South Portal entrances detected overpressure waves from a nuclear explosion and caused these valves to close and protect the complex. All of the buildings in the complex were mounted on steel springs, which allowed them to move 12 inches in any one direction. To help enable the complex to be self-sufficient, adequate space was devoted to support functions: a dining facility, a medical facility with



dental office, a pharmacy and a two-bed ward; two physical fitness centres with exercise equipment and a sauna. In addition, a small base exchange, chapel and barbershop were also added.

All the utility systems necessary to make the facility functional were located within. The primary supply of electrical power was initially supplied by the city of Colorado Springs. A secondary source or back-up power supply was also required and was provided by six 1,750 kilowatt, 2,800 horse-power diesel generators.

Water for the complex came from an underground water supply inside Cheyenne Mountain. Within the mountain there were four excavated reservoirs. Three of these reservoirs served industrial purposes and the remaining reservoir provided the complex's primary domestic water supply. Altogether, the four reservoirs had the capacity to store 1.5 million gallons of water.

Incoming air could be filtered through a system of chemical/biological/radiological (CBR) filters to remove harmful germs and/or radioactive and chemical particles. The fresh air intake was mainly from the South Portal access, which is 17½ feet high, and 15 feet wide and linked to the North Portal access which was 22½ feet high and 29 feet wide. The entire tunnel from North to South entry Portals measured nine-tenths of a mile long.

The Cheyenne Mountain Upgrade Program

The first major improvements made to the Cheyenne Mountain complex consisted primarily of computer system upgrades and started in the 1980s. Initially, this consisted of several small-scale acquisition programs but it quickly ballooned and was soon millions over budget and years behind schedule. It was determined that what was really needed was a major overhaul of all systems in an integrated manner. This consolidated program was started in 1989.

Operation Noble Eagle

With Operation Noble Eagle, a whole new era began for Cheyenne Mountain. The terrorist attacks of September 11th, 2001 showed the US people that they could be hit at home. Terrorist attacks on American military assets worldwide, and even governmental and civilian locations at home and abroad, were nothing new. What was new was the co-ordination and effectiveness of the terrorists. The 'War on Terror' had begun, at home as well as abroad. The United States government took these threats to heart and in very little time, plans were underway to ensure a continued presence even in the worst disaster.

The newly formed Homeland Defense department needed a headquarters and Cheyenne Mountain was put forward as a potential site. With the homeland defence mission already underway in the Mountain, it seemed only logical to install the headquarters

there as well. The directors wanted a secure area and again, Cheyenne Mountain fit the bill. Although it had been designed in the 1960s to withstand a near nuclear detonation with the weapons of the day, the reality was that modern weapons, with more accurate targeting and far higher yield could easily destroy it. A terrorist having access to ICBMs was never really considered a credible threat so this was not an issue. The only real problem with the Mountain was room, or more accurately, the lack thereof. It was decided that the Cheyenne Mountain centre would be expanded to nearly triple its original capacity. This coincided with the creation and upgrades of other military and governmental bunkers across the country. The planning, which included factors such as continuity of service of the existing commands took nearly two years.

This bold plan called for extensive excavation to expand the facilities of the original Cheyenne Mountain complex and work started in November of 2003. With modern drilling and subterranean building techniques pioneered with the Chunnel and perfected with the 'Big Dig' in Boston, the construction of the new addition actually took less time than the planning stages.

The original steel fabricated buildings were, for the most part, decommissioned and removed. The large tunnels that they inhabited were converted into garages, a hangar for helicopters and storage areas. The new areas were much more conventional in construction than the originals were. It was deemed unnecessary to attempt to create a secure bunker that could withstand a nuclear attack. Instead, efforts were directed towards ensuring the facility would be self-sufficient for extended periods of time. To this end, the living areas were greatly expanded and a cafeteria was added. The medical facilities were expanded as well to include two operating rooms, a small lab, an x-ray room and a ward with twenty beds. Two complete isolation units were built with the capability for long-term occupation. A holding area was created with ten cells and an interrogation room was built. Because of the new biological threats posed by terrorist organisations, two



more isolation units were also constructed outside the medical area.

As impressive as these facility upgrades were, by far the most significant additions to the Cheyenne Mountain complex were actually developed for other sources. To enable quick deployment of the helicopters in the facility, an elevator, akin to the ones used in Iwo Jima class helicopter carriers was installed in the hangar. This elevator is capable of lifting any of the helicopters stationed at the mountain into departure position in just under five minutes. Normally, the helicopter is launched from the pad next to the elevator opening but in an emergency, the helicopter can launch directly from the top of the elevator platform. The other major addition to the facility was the new nuclear power plant. As nuclear plants go, this one was small, based on the power plants used in US destroyers and cruisers. The General Electric D2G nuclear reactor was capable of power output up to 150 megawatts and had an expected lifetime of 25 years.

Fall of the Old World

The Big Death virus took everyone by surprise. A plague that killed in days with virtually 100% lethality and with no cure or even treatment was the stuff of nightmares. By the time the military realised what was happening, it was already too late. Through their own ultra-efficient transportation system, the US military had unwittingly helped spread the disease. When the President was informed of the problem and its likely cause, he immediately began the evacuation of key personnel to predetermined areas for safeguarding.

Retreat to the Mountain

Three convoys of personnel were sent to the secure bunker under Cheyenne Mountain. Approximately 1300 doctors, scientists, technicians and other 'essentials' were gathered up and routed towards the base. These men and women were accompanied by their families and two full battalions of the 7th Infantry



Division from nearby Fort Carson. Only one convoy made it. Contact was lost with the other two and they were assumed lost. In all, some 2200 people were brought to the mountain, including civilian and military personnel. Although Cheyenne Mountain was not equipped with the extensive laboratory and medical facilities that some of the other secure bunkers had, it was deemed of vital importance due to its unparalleled communication and monitoring capabilities. Cheyenne Mountain was to serve as the hub for co-ordinating efforts to maintain control and continuity of government.

Shortly after the convoy of civilians, another cargo arrived. Amid much secrecy and security Meaghan Lee Rose was brought to the mountain. Her arrival caused some degree of concern to Major Quantrell as Meaghan had contracted the virus. The odd thing about her was that she had not died. Indeed she showed no symptoms whatsoever. Meaghan was immediately quarantined in one of the bio-containment rooms, awaiting her relocation to the Center for Disease Control.

Quantrell became ever more paranoid over the next few days and started taking control of the systems and facilities of the mountain. Dr. Sean Alexander, one of the doctors rounded up by the military and now working to discover a cure for the Big Death virus, tried to reason with Quantrell but to no avail. His requests for unrestricted access to communications systems, so he could co-ordinate his efforts with



the CDC, were denied. In short order, the base was completely shut off from the outside world.

Closing out the World

Going against his orders, Major Quantrell, now the ranking officer at Cheyenne Mountain, ordered the full lockdown of the facility. As the world outside continued its inevitable slide into chaos, Quantrell was determined to preserve what he had left. The containment zones in Atlanta, New York and San Diego had already fallen and communications with the other bunkers were soon lost as well. After ordering the blast doors sealed, Quantrell ordered the ducting welded shut to ensure nobody could get in or out through the air filtration systems. The civilian personnel, many of whom had family still outside and unaccounted for, protested to no effect.

In the end, simple greed caused the downfall of the mountain. Cletus Marlow, known to his friends as 'Clete', brought the virus within the walls and sealed the mountain's fate.

The Fall of Cheyenne Mountain

Hours before the order to seal the air ducts, Corporal Clete Marlow took one last trip to the gym in Cheyenne Mountain Elementary School. As the dead piled up across the country, many locations were used to dispose of them. Proper burial was simply out of the question. Cremation was also stopped when the fires began to get out of control. Many school gymnasiums were turned into makeshift mortuaries where dozens

or even hundreds of bodies were left. Most of these were carted in and left. This meant that many of these people were left with their wallets and jewellery still on them. Most of the crews that picked up and deposited the dead were either regular Army or the National Guard. Corporal Marlow had been part of one of these crews. After he was assigned to Cheyenne Mountain, Corporal Marlow stole a couple of environment suits from the lab and returned several times to these bodies to take whatever of value he could find. He figured that the crisis would blow over in time and he would be set up for life. Unfortunately, on his last trip out, he punctured his suit and became infected.

Unwilling to accept the worst, Corporal Marlow returned to Cheyenne Mountain to resume his duties, not telling anyone that he had been in contact with the disease. In the confusion of those first few days after sealing off the complex, nobody noticed that Clete did not report for duty. He had locked himself in his room for fear that he would be banished from the mountain. The damage however, had been done. Several people who had come into contact with Corporal Marlow after his return, began to exhibit symptoms of the virus. Panic quickly spread through the facility as everyone became aware of the situation. Only four people escaped before becoming infected. Major Quantrell was the only one of these who survived the next few weeks.

After the Breach

In just one week, every adult in Cheyenne Mountain was dead. They lay where they had died, many in the corridors, some in their rooms and countless more in the garages and tunnels leading to the outside. Military and civilian alike all died in agony and dementia. Among the bodies, the children moved, unsure of what to do and too numb to really care. Thankfully for them, one young man stepped forward and took charge. He organised the other children who were still able to function and began moving the bodies out of the mountain.

Markus Alexander had always been mature for his age. Realising that the bodies, if not disposed of, would bring about more disease and death, Markus took it upon himself to try to pull the children together and organise them. Markus made the decision that

only the youngest of the children should help move the bodies. He knew from his father that the virus was transmitted through contact and that it only affected those beyond puberty. Not willing to risk others' lives unnecessarily, he nonetheless did his part in the gruesome job. When all had been moved to a parking area well away from the entrance to the complex, Markus sent the rest of the children back inside. He then doused the pile of bodies with gasoline and set it ablaze. Markus stood silent watch over the pyre for the remainder of that day and into the night, alone.

It was after Markus's lonely vigil that he discovered Meaghan. She had been left by Quantrell to die alone in one of the quarantine rooms in the detention area. He had sealed off the area shortly after she had arrived and in the panic that ensued with Corporal Marlow's discovery, had been forgotten. Forgotten that is by all except Major Quantrell. When the virus broke out within the mountain, Quantrell's first assumption was that she had somehow broken free and infected them. He decided to go to her cell and kill her himself, but on his way there, he was overcome by panic and fled into the woods, leaving her alone, with nobody in the mountain even aware of her existence. Markus was searching through the complex when he heard a distant banging. Following the sound he found Meaghan, starved nearly to death, weakly smashing a chair against the glass of her cell. When he tried to open the door, she stopped him. After Markus brought her something to eat, she told him her story. They both decided to keep her existence a secret from the other children for fear that they would try to kill her. Markus began bringing Meaghan food every day, claiming he just wanted some quiet time to himself. Their relationship continued in this fashion for nearly sixteen years.

Organising the Children

After the grisly business of removing the bodies from the rooms and corridors of the complex, the children, led by Markus, began the arduous process of repairing the base. In the panic of the first few days after the discovery of Corporal Marlow's body, quite a lot of damage had been done. Thankfully,

none of the major systems had been destroyed. The power and water grids were still functional and the food stores were plentiful, especially considering the reduced number of survivors. The medical facilities were another matter altogether. Much of the fighting that had occurred in the base had been centred there as hundreds of people tried to get to the non-existent vaccine. Markus knew that they would need medical supplies if they were to survive in this harsh new world.

After two weeks of isolation at the mountain, trying desperately to contact any other survivors on the radios, Markus decided that it was futile. He picked ten of the older children whom he could trust and sent them to Fort Carson to retrieve some medical supplies and whatever they could scrounge of usefulness. Markus stayed at the base to continue his repairs on various systems and in case anything should go awry. Expecting the search team to return with medicine, gasoline and perhaps some batteries, Markus was stunned when they showed up with fifty-three children whom they had found at the base. This brought the number of children at the mountain to over two hundred. Without hesitation, they were accepted and welcomed. The next day, Markus organised several search teams to scour Colorado Springs and bring in any survivors they found. Within two weeks, their numbers had swelled to nearly a thousand. With the onset of winter looming, the children of the mountain began to look to their survival as a long-term possibility for the first time. As many of the children





The first three years after the Big Death were probably the hardest emotionally for the children who survived. Even so, the children who had come to think of the mountain as their home had done a remarkable thing. They had learned to live and work together as a community. They had planted the seeds that would someday blossom into a new chance at survival, a new chance at civilisation. As new children were brought in from the wilderness, a few at a time, a new name started to become popular. Cheyenne Mountain was a name associated with the Old World, a name that belonged to a government and a military that no longer had any meaning. Some of the younger children began to call their new home 'Thunder Mountain', in reference

to a little used nickname that NORAD had for the facility. It caught on and in short order, everyone had adopted the new name.

had had parents in the military, they adopted some very militaristic procedures. This proved quite successful and in very little time they had set up a routine whereby the younger children were schooled by the older ones in makeshift classrooms. Everybody took turns in the cafeteria and some even began to teach themselves how to drive. Much of the organisation of these routines happened without Markus' intervention, often without even his knowledge. There was no doubt in anyone's mind however, Markus was their leader.

The Rise of Thunder Mountain

Though these early routines bore a resemblance to Army life, they were only that way on the surface. There was no real command structure created, the more aggressive children generally took charge. There was also no attempt at training as a fighting force. Over the next few years, with direct guidance from Markus and some advice, behind the scenes of course, from Meaghan, the children began to come together more cohesively as a community.

In time, they began to split into smaller groups, focused on specific tasks. There was no way everyone could learn all of the needed skills to keep the vast complex running. Markus had at first set about creating teams to enable them to specialise in certain aspects of maintenance and the upkeep of vital systems. There was a team that worked on the electrical systems, a team that looked after the vehicles, even a team that started to learn about medicine.

As the number of children calling Thunder Mountain home grew, Markus knew that their stores of food would soon run dry. They began working some of the nearby farms and had soon established small camps at several of them. When fall came again, the produce from these farms started to roll in to supplement the dwindling stores at the mountain. Five years after the Big Death, things were starting to look up for Thunder Mountain, though those at the mountain were not yet aware, a new way of life was forming not too far away.

Raiders

When news of a slaughter reached the mountain, nearly a week later, the children were stunned. Markus led a team to check out the nearest farms. They took fifty of the older children and armed themselves well from the mountain's armoury. Though none of them had any real training with weapons, Markus did not believe the raiders were still around and the danger was minimal. He was correct, the raiders had moved on after a couple of days, but they had destroyed everything first. Markus visited each of the farms and the scene was the same at all of them. The children who had worked the fields were all dead, the houses they had fixed up and were living in and the crops they had been tending had all been burned. Anything of value, including the vehicles they used, tractors and trucks alike, were gone. The devastation was

complete. In all, two hundred and fifteen children were buried by Markus and his team over the next week. They had nothing to bring back to the mountain for the coming winter. These events had a dramatic, yet understandable, effect on morale at Thunder Mountain. In the following few weeks, several teams who had been out looking for more survivors, were also caught and slaughtered or simply disappeared. Panic gripped the mountain and Markus stopped all but the most vital sorties. Markus, still scarred by the Big Death and by watching his parents die before his eyes, was unwilling to sacrifice any more children needlessly. In the face of unknown dangers, they began to make plans for becoming even more self-sufficient within the mountain.

Becoming Self-Sufficient

Using the farming experience they had gained over the previous two years, the children of Thunder Mountain, some of them now almost twenty, created their own underground farm. Using hydroponics techniques that they had read about in the computer archives, they were able to create a very efficient system and were soon growing many vegetables within the mountain itself. With only a fraction of the mountain's many computer systems operating, there was a surplus of power for providing lighting and powering the pumps needed to circulate the water and nutrient mixtures. In practically no time, they had as much food being produced within the mountain as they had been shipping in from the farms they had replanted outside. This last hurdle was all that had remained in the way of Thunder Mountain completely shutting itself off from the outside world. With abundant power, clean water and now food, Markus decided it would be best to close the doors for a time, so they would have a chance to form plans on how best to handle these new threats outside and come to terms with their losses. There was just one thing they needed to do first. In the dead of night, while the rest of the mountain slumbered, Markus took fifteen of his closest supporters and went first to Fort Carson and then to Peterson Air Force Base. They broke into the armouries of both and took all of the weapons, ammunition and ordinance they could carry in the trucks they brought with them. Everything else they

burned. Although Markus had security in mind for Thunder Mountain when they did this midnight run, he was not thinking about gathering all the weapons they could find to make war, he was thinking about destroying all the weapons they could so nobody else could use them. The weapons they did bring back to the mountain, they hid in several places in case they were needed in the future. Thunder Mountain would not be caught unprepared again.

A New Beginning

A Time Apart

After the tragedy that had befallen the mountain, it is no wonder they spent the next five years holed up with very little contact with the outside world. The only outside contact was through the few search teams that were sent out to keep an eye on things in the nearby towns and watch for any signs of danger or conflict. These search teams had strict orders to interact with others as little as possible and under no circumstances to reveal the existence of Thunder Mountain. These years were very productive for the mountain. Most of the damaged systems were repaired and the children learned a great deal in all fields. For the outside world this was a time of great upheaval. Many of the survivors of the Big Death were now past puberty and into their late teens. Now nearing adulthood, these young men and women struggled with their place in the new world order. With no central government controlling things and no adults to teach them right from wrong,



power went to those willing and able to seize it. For the most part this meant whoever had the guns. Unfortunately, the lack of readily available firearms and ammunition was not a problem during this timeframe. Thousands of young people died because they were simply in the wrong place at the wrong time. Wars between gangs were commonplace, and most did not hesitate to take what they wanted from those who could not effectively fight back. It was during this time that the worst of the atrocities were committed and the most blood was shed.

In their mountain stronghold, Markus' people were able to make quite a few breakthroughs however. They had already managed to repair most of the systems that had been damaged and had set about teaching themselves the things they needed to keep the complex operating smoothly. In addition to this, they also began to fully realise the potential of the facility and the systems at their disposal. Designed as the central hub in a worldwide network of surveillance stations, Thunder Mountain had the capability of monitoring almost anything anywhere. Much of this capability had been lost during the breakdown of course, but a staggering amount still remained operational. The manned radar and observation stations were gone as well as the all capability that involved air operations, like the AWACS and other weather observation air teams. What did remain was most of the satellite capability and nearly all of the hardwired links to other stations. Though degrading, many of the satellites were still operational to a degree. The satellites were still capable of transmitting images but they were restricted in what they could observe as none in the mountain had yet learned how to reposition them. The images they did show of the world were universally bleak and served to reinforce the decision to remain separated. In addition, it was discovered at this time that several unmanned reconnaissance vehicles (UAVs) were stored in the helicopter hangar. These were uncrated and preparations were made to begin to learn how to operate them. At this time, Markus set up mandatory drill instruction with the weapons they had available. All of the young people in the mountain over the age of sixteen began learning to use M-16s and the



pistols that were in the mountain's armoury. The heavier ordinance, machineguns, rocket launchers and mortars, remained safely secreted away. Some even began using the simulators to learn how to fly the different helicopters that had been left in the hangar.

The Search Teams

The search teams they had continued to send out brought back very little in the way of good news. Some communities would try to regain a semblance of normality, with a few dozen or even a couple of hundred people coming together for security. Few of these lasted for more than a month before they were either destroyed by raiders or broke apart on their own. Many of the things that had sustained the survivors up to this point began to run out as well. Functioning vehicles were becoming ever more scarce as they broke down and nobody knew how to fix them. The gasoline that kept even the few that were in good repair on the road was dwindling as well. Food had always been a problem since the Big Death, but as canned goods were consumed and no more were made, they became a valuable commodity. Countless people were killed simply for the contents of their backpacks. The nomadic lifestyle adopted by thousands in the first few years following the end of the world as they searched for meaning, was again taking over.

As the search teams brought back the dire news that the world was again spinning into oblivion, morale at the mountain began to sink. With few exceptions,

lawlessness seemed the norm and the search teams had to tread lightly to avoid getting caught up in the many petty squabbles.

It was during these years that the search teams took on a new and much tougher role. They had originally been intended as rescue and salvage teams that would venture forth from the mountain to find survivors and supplies to bring back. As the world outside became ever more dangerous, their mission changed as well. Instead of helping to organise outsiders and recruit new people for the mountain, they began to just gather information and not reveal their identities under any circumstances. Despite their caution, this period saw the loss of many search teams.

Silent Contact

One of the best of the search teams was led by a young man named Simon. He had a way of getting information and help from people without them even realising they had given anything up. Even more impressive than Simon's way with people was his ability to take the smallest puzzle fragments and mesh together a picture of his surroundings that was eerily complete. During his travels, which took him farther than most of the other search teams, Simon began to uncover clues to a puzzle that drove him forward with an increasing sense of urgency. He periodically sent reports back to Thunder Mountain but he was wary of using his radio to do so. The reports he did send were cryptic and vague at best. All that Markus knew was that Simon had found something that could change everything. Even so, Markus had faith in Simon's judgement and left him alone to follow his path as best he could.

The clues that Simon was following took him all across the Midwest. The clues painted a picture of confusion and subterfuge. They included such diverse things as the kidnapping of children for experiments, rumours of old men and even a supposed vampire. Eventually they brought him to Clarefield, where he found Jeremiah and tried to recruit him to the mountain's cause. Simon had seen Jeremiah perform several acts of courage and had heard of others and when he spoke to him, he felt certain that he was the type of person who could help them in their cause. Jeremiah was sceptical of the offer, coming as it did with little information, so he declined.

A Horrific Discovery

Clarefield was at this time a fairly prosperous place. It was ruled by Theo and her gang but for the most part was safe and secure. Some of Theo's Brain Boys had detected infrequent radio transmissions and she kept them on alert to try to find the source. Radios meant batteries and batteries meant power. Theo had become somewhat obsessed with the idea of a place, somewhere to the west, that had been coined 'the End of the World'. This place was believed to be a refuge of the Old World with the entire infrastructure still intact. Most people thought it was just a myth, like Atlantis, but Theo thought otherwise.

The real reason that Simon and his partner, Mathew, had gone to Clarefield was revealed to them later that same night. Simon had been contacted by the Brotherhood of the Apocalypse a few days earlier and a meeting was set up. This meeting confirmed Simon's worst suspicions and he hurried with his partner to where they had hidden their truck outside of town only to be apprehended by Theo and her boys. All of the little clues had finally added up to a stunning conclusion and just when Simon had been about to reveal to Markus what he had been following these long months, he was snatched away by thugs bent on finding the 'End of the World'. Simon and Mathew were brutally interrogated by Theo but they revealed nothing. With Jeremiah and Kurdy's help, Simon escaped and they sped off in Simon's truck. Unfortunately Simon had been shot while escaping and he died before he could reach the mountain to warn the others. He charged Jeremiah with bringing his message back to Markus.

The Mountain Must Be Warned

Using Simon's map and directions, Jeremiah and Kurdy found Thunder Mountain and delivered the message. Though the message was simple, 'It's coming again'. Markus immediately understood. Simon's suspicions had been confirmed at his meeting in Clarefield. It appeared as though the Big Death virus had not died, as they had thought. The message had been a warning but Markus did not have enough information to make anything of it. He asked Jeremiah and Kurdy to join them and to take on the job of retracing Simon's steps, using his journal, to get as much information they could. They agreed and the pair soon became one of the best search teams the mountain had.



CHAPTER 2

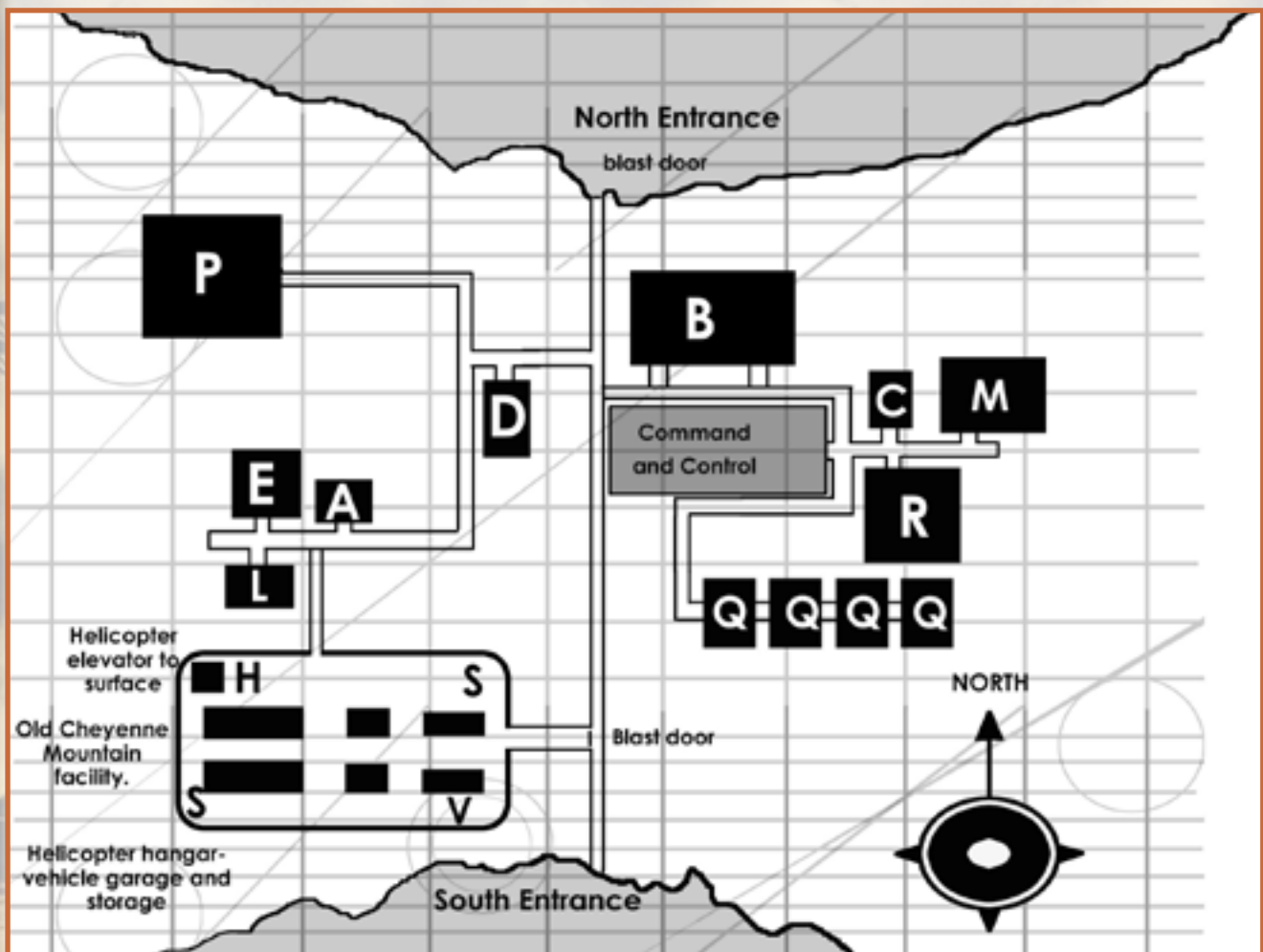
Inside Thunder Mountain

The Thunder Mountain complex consists of several distinct areas grouped together by corridors and tunnels. The older part of the mountain fortress, built in the 1960s has mostly been converted to a large hangar for the small fleet of helicopters based there. Some of it has also been converted to an underground garage for the storage and repair of ground vehicles while the rest is mainly storage space and hydroponics. The original entrance tunnel remains as well, of course. A nine-tenths of a mile tunnel bored through the roots of the mountain, it is an impressive sight for any newcomers, made more so by the inclusion of the blast doors, added at both the north and south entrances during the upgrade.

During the upgrade, not only the operational capabilities of the mountain were improved. As the mission changed to include the possibility of extended quarantine within the mountain, facilities were added to mitigate some of the effects of long-term seclusion. Recreational and fitness facilities were added to help with morale. The

medical facility was expanded to include operating rooms and a new much larger cafeteria was included as well.

The main corridors in the new complex are ten to fourteen feet in width. They were designed to accommodate small golf carts for quick access. They are generally well lit and many have pipes and ducting running along the walls and ceilings. The secondary corridors are mostly three to five feet wide and the lighting varies according to their function. There are few pipes or ducting along these as they are not sufficiently wide to accommodate them. There are also many smaller crawl spaces and ducts between the various rooms and sections, most of which are large enough for an adult to squeeze through. Most of the newer parts of the complex, corridors and rooms alike, are concrete, but there are a few more conventionally constructed dividing walls in larger areas. In an emergency situation, bulkheads can be locked, sealing access to each section.



Medical Facilities (M)

The medical facilities of Thunder Mountain are quite extensive for a military base of its size. Two fully equipped operating theatres with galleries complement the wards that contain 24 beds for short-term care. There are also three private rooms for extended care, a nursing station able to monitor all of the rooms and three offices for resident doctors. There is even a dentist's office with two examination rooms.

Nursing Station

At least one nurse or doctor occupies this area on a 24-hour basis. The station also serves as a reception area and waiting room for incoming patients. A long desk along the north wall dominates the room. The computers and telephones here are hooked into the main base network. Extensive records are kept on all base personnel, both in the computer system and on paper. The electronic medical records are protected by password and the paper ones by a locked filing cabinet. There is a first aid kit and a portable defibrillator behind the desk. The rest of the room contains eight chairs, a couple of floor lamps and a table with some magazines on it. The magazines are there more as a joke than anything else, as they were old even before the Big Death. There is also a bulletin board on the south wall by the door.



Records and Supplies Room

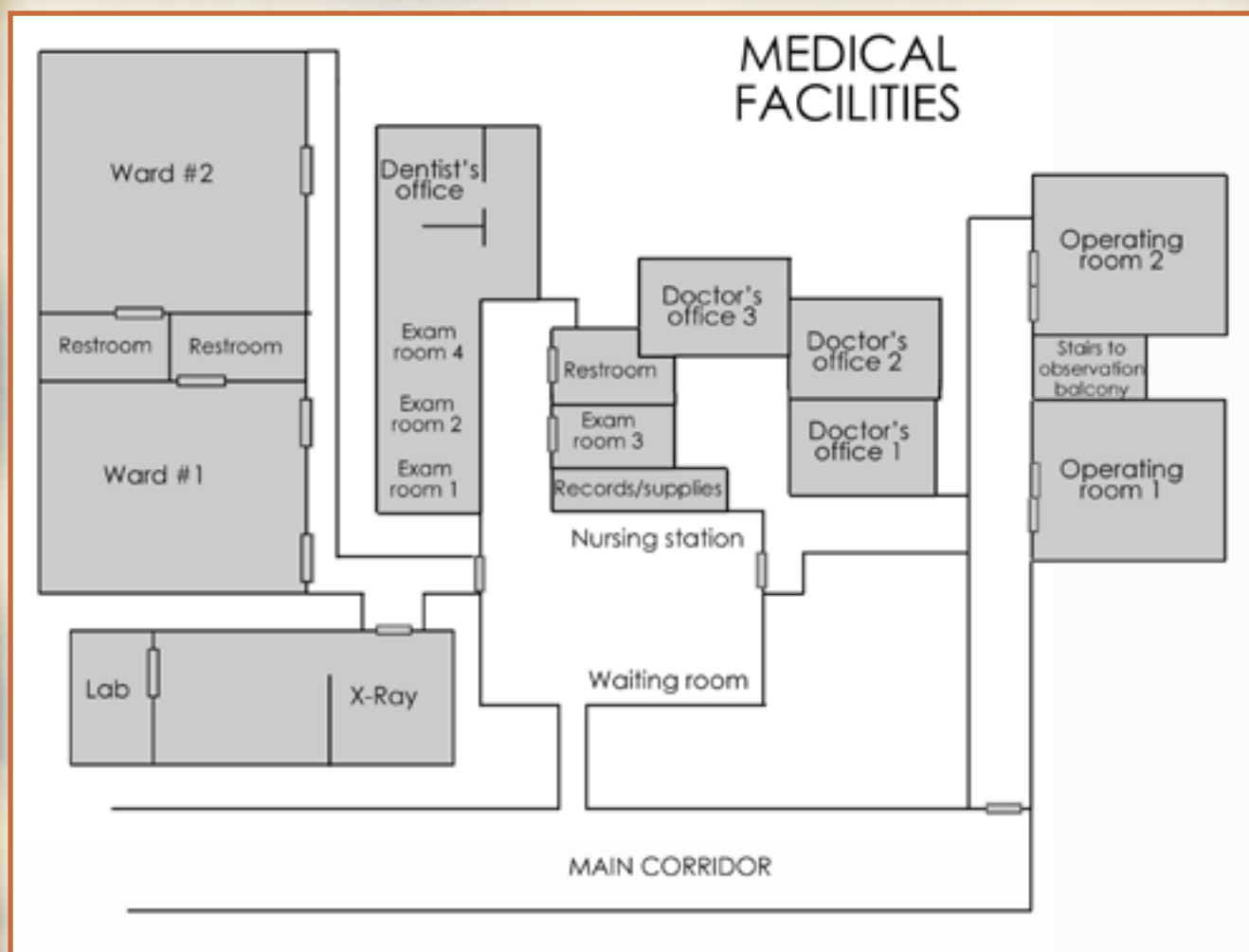
This room is small and dark and contains all medical files older than two years. There is also a locked medicine chest here that contains several different medicinal drugs, including painkillers and narcotics.

Examination Rooms

These four examination rooms are much the same as any that would be found in a modern clinic. Twelve by eight feet in size with the walls covered in medical posters and charts; there is very little room to manoeuvre here. The examination bed, stool and cupboards take up most of the available space. The cupboards contain the standard fare for routine medical examinations.

Thunder Mountain Communications

The telephone system within Thunder Mountain is in good repair. Many of the telephones have the ability to access the internal public address system and make broadcast messages throughout the facility. There is also a continually updated address book in the phone system that can direct a call to any room or area desired using the dial pad. There are some exceptions to this however as some telephones are restricted to certain circuits. There is also an operating cellular tower on top of the mountain that has a range of over twenty miles. Complementing the telephone systems are short and long wave radio transmitters and receivers. These have also been kept in proper working order, as they are the primary means of communicating with the search teams.



Doctors' Offices

These three spacious offices are all similar in appearance. Each contains a large wooden desk with a computer console, several filing cabinets and bookshelves and a couple of chairs.

Office #1 is used by John Dryden, one of the self-taught physicians at Thunder Mountain. He is very competent and a good diagnostician. John is currently the head doctor and oversees the four other doctors in addition to keeping an eye on the overall health of the personnel at Thunder Mountain.

Office #2 is occupied by Denise Carraway. Denise is a promising surgeon and has on several occasions, saved the lives of people who would otherwise have died without her expertise. Though self-taught, she has become remarkably proficient in a short time and has performed over a hundred operations. The search teams are particularly fond of her and many owe her their lives. Unfortunately, the type of work required by the search teams brings them in harm's way all too

often and Denise has had to remove bullets from more than one. Denise also delivers the few babies born at the mountain.

Dentist's Office

This area is fairly open and well lit and contains two rooms for dental exams as well as light surgery. The two rooms are divided by a half-wall down the centre and each contains a dentist's chair and all the tools needed for most dental work, including x-rays. There is a locked medicine cabinet at the end of the hallway that contains syringes and drugs normally used in dentistry. There currently is no full-time dentist but the other doctors take patients as needed and can perform the few minor surgeries required.

Wardrooms

Each of these large rooms contains ten beds for short-term medical care. There are also tables next to each bed and lockers for personal belongings at the foot. The beds are equipped with call buttons that light up



a panel at the nurses' station and emits an audible alarm. Mobile IV bottles and monitoring equipment can be brought in if a patient requires them. There is a restroom with bath attached to each wardroom.

Operating Rooms

Each of these operating rooms is identical. Both have all of the latest equipment available before the Big Death and are kept sterile and in good repair. There is an observation balcony between the two rooms with tiered seating for sixteen people facing either direction. The corridor outside is eight feet wide and the doors leading into the operating rooms and this corridor have push button access.

X-Ray Room & Lab

The x-ray table and camera dominate the x-ray lab. A large table sits in the middle of the room and can be adjusted up or down. The camera hangs down from the ceiling above, mounted on an adjustable swing arm. The wall on the west side of the room blocks off the area where the x-ray technician sits when doing an x-ray. There are two chairs along one wall with a filing cabinet between and two lighted wall displays above. These displays are used to view the x-ray film if it is developed, mostly though this is irregular now as the x-rays are viewed on a computer monitor. The lab that adjoins the x-ray room is well set up to handle most

medical requirements. It was damaged quite badly when Cheyenne Mountain fell but has been repaired and most of the equipment that was damaged has been replaced by equipment scavenged from the Army base or the hospital in Colorado Springs. Much of the equipment in this lab is actually beyond the ability of the doctors and technicians to use without further study.

Bio-Containment Rooms

These two identical 'clean' rooms were installed during the upgrade and only one has ever been used. Just before the mountain was sealed off by Major Quantrell during the Big Death, Meaghan Lee Rose was brought to Cheyenne Mountain for quarantine en-route to the CDC in Atlanta. Meaghan had contracted the virus but miraculously was not killed by it. Scientists hoped to examine her to determine why she was unaffected but before she could be transferred, the virus got loose within the mountain and all of the adults died. Meaghan has stayed in her own small world since that day, more than fifteen years earlier. The only one who knows she is still there is Markus and he brings her meals every day. There is a guard on duty at the entrance to this area around the clock but he does not know the code to enter. The bio-containment rooms are actually two rooms, the clean room and the observation room, separated by a thick Plexiglas window. The clean rooms have been set up for long-term care or quarantine and are totally self-contained. They each have a bed, washroom with

shower and a small seating area. They even have their own separate air filtration system and airlocks that can be used to send objects into the room. In an emergency, the air can be completely evacuated from the clean room in a matter of seconds.

Living Quarters and Recreational Areas (Q, R & C)

Living Quarters (Q)

The new living areas built when the mountain complex was renovated are modern but could never be called luxurious. They consist of four structures, each with three levels that are completely segregated from each other. The first three 'buildings' are for bachelor enlisted personnel and consist of a series of bunkrooms along with a few common areas for lounging. Each of these bunkrooms has twelve beds, an adjoining restroom and enough storage for personal belongings in closets and lockers. There are two communal restrooms with showers on each level and a lounge area with some chairs, couches and tables. The fourth structure contains private rooms for officers and civilian or married personnel. Each of these apartments contains one or two bedrooms, a small living room and a restroom.

The residential quarters of Thunder Mountain are currently filled to capacity and then some. Many individuals actually sleep in closets or other utility rooms for lack of living space in this section.

Recreational Facilities (R)

The recreation areas of Thunder Mountain are where most of the people spend their waking, off-duty hours. There are facilities for several activities including racquetball, a large weight room and a gymnasium with a basketball court. There is also a pool and sauna with lockers and adjoining change rooms. One of the two television rooms has been emptied of its contents and now serves as an exercise studio for aerobics and self-defence. The other one is used mostly as a quiet area where people

can talk privately or read. This room also serves as a video library with hundreds of DVDs and VHS tapes lining its shelves. There are weekly movies shown here and there is room for around two hundred people to crowd in. These movie nights are quite popular and become even more so when one of the search teams brings in a new movie.

Cafeteria (C)

The cafeteria has tables and benches for roughly eight hundred people at a time. The kitchens that provide the food for the cafeteria are quite extensive and can keep up with the demand. The counter where the food is served buffet-style is twenty feet long and most meals offer two choices of entrée. The cafeteria is most often crowded with people eating or just talking.

Maintenance Areas (A, E, L & P)

Engineering (E)

The engineering section of the complex consists of several rooms for the repair and construction of necessary equipment. This includes electrical and computer repair rooms with adequate tools and facilities to complete most jobs. There is also a machine shop that is capable of light duty metal fabrication and repair. Although the shops are well equipped, these tools do break fairly regularly and the search teams make it a point to try to keep them supplied.



Air and Water

Filtration (A)

The main air and water filtration systems are located near the engineering section. All of the pipes and ductwork terminate in these rooms and the pumps required to move everything along are located here. The filtration systems are also located here and can be monitored from the engineering section nearby. This section is kept under strict security and the rooms are locked at all times.



Labs (L)

There are four distinct labs in this section. Each one has its own special equipment and they are well supplied and stocked for most requirements. These labs do not have the capabilities of many university or hospital labs but they serve the mountain's purposes nicely.

Maintenance Closets

Scattered about Thunder Mountain are dozens of small closets that serve as storage for essential tools and as places to keep all of the machinery that keeps the complex running. Most of the ductwork and the small conduits through which the electrical and network cabling runs is also accessible from here. Most of the time the doors to these closets are locked.

Most of the doors within Thunder Mountain can be locked. Generally, the doors are heavy wood with fairly simple locks. Some areas of the base are more secure and have heavier steel doors with good deadbolt locks. There are even a few areas with passcard security locks on the doors. The main blast doors to the facility can be opened by a passcard but this can be overridden from inside. Many areas also have security cameras that are monitored from the security station or from any terminal with the correct access codes.

Power Station

The main power for the complex comes from the nuclear reactor that was installed during the upgrade program. Though the reactor itself is small in size, the other equipment that goes along with it fills a sizeable area. The electrical generators and backup batteries that power the emergency lighting in case of main power failure are also located within the power station. This area is actually made up of several rooms including the main reactor room, the reactor control room, the switch room and the battery room. The reactor control room is a small room with three chairs in it and most of the wall space is taken up by a large panel that monitors the reactor. There is a window that overlooks the two-story reactor room. This room is occupied on a 24-hour basis and the door is always secured. When needed, a lead-lined steel shutter may be lowered over the window. The reactor room and the control room are also monitored by remote cameras that link into the main base security system. The power generated by the reactor is controlled and may be turned off from here. The reactor room is where the actual reactor resides. It is heavily shielded by two-inch-thick lead walls, in case of a leak. The battery room contains enough batteries, mounted on two racks the length of the room, to power the emergency lighting and the air filtration systems for 48 hours. If the air filtration system is shut off, the lights can be powered for a week. The switch room contains all of the base's power relays. From here, power is routed to all of the other sections in the base.

and may be redirected as needed. The door to this room is always locked and it is rarely occupied.

Security and Detention (D)

Security Station

The main security station consists of a small area that is divided into several small rooms. Most of this space is taken up by an office with a console to monitor all of the security cameras about the base. All of the more sensitive areas of the base may be monitored this way on the eight screens that continually switch between the 53 cameras within and six outside the base. Any of these screens may be manually locked to a particular camera but otherwise they switch views every 15 seconds.

This desk is manned around the clock by at least one guard. There is a small arms locker here that contains a number of M-16 assault rifles and 9mm pistols. These weapons are unloaded and the ammunition is in a separate locked drawer at the bottom of the locker. There are also military helmets and flack vests here for ten personnel, along with some tear gas grenades. Behind the security desk with the monitors is another office. This is where the duty officer normally sits and receives calls. Within are a small wooden desk and some filing cabinets. There is always a fully loaded 9mm pistol in the desk drawer.

Cells

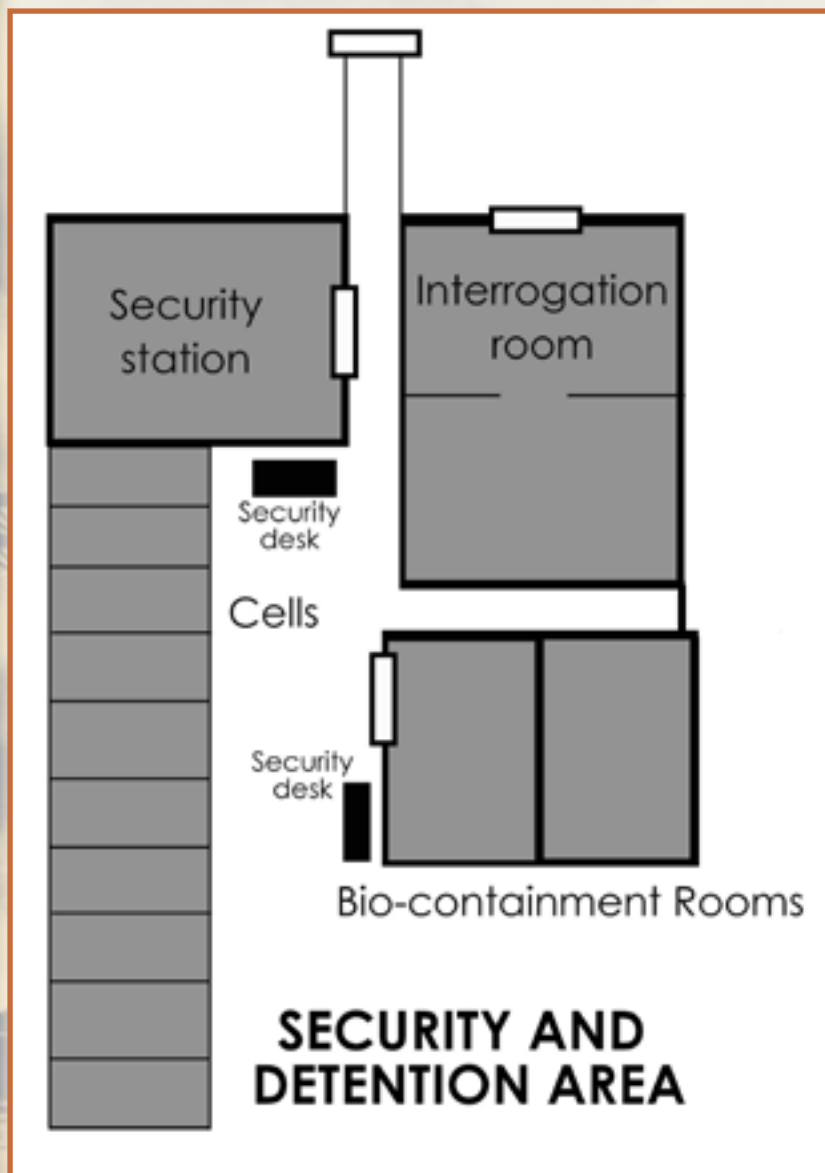
Adjacent to the main security office and down a short corridor are the detention cells. Each of these ten cells is identical. They consist of a small 10 by 10 foot concrete room with the front wall being made of steel bars. Inside each are bunk beds, a toilet and a sink. They are clean but there has been no effort to make them warm or cosy. The cellblock is closed off from the main security office by a sturdy steel door.

Interrogation Room

The interrogation room is small and normally dimly lit. There is a table inside and some chairs and along one wall is a large one-way mirror. The room has been soundproofed but there is a microphone and speaker that go directly to the observation room attached. There is a security camera in the room as well. The observation room that lies on the other side of the mirror has a small table and four chairs that all face the mirror. When this room is darker than the other, people can see into the interrogation room but cannot be seen from inside.

Security Desks

There are several security desks outside of sensitive areas that are manned on a 24-hour basis. Normally there is one outside of the main entryway into the command and control section and one outside of the power station but on occasion they are set up in other areas as well. The guards at these desks take the names of personnel that enter the restricted areas and note the time on a clipboard.



Bio-Containment Rooms

These two rooms are identical to the ones in the medical area except that they are unoccupied.

Command and Control

Before the Big Death the Command and Control section of Thunder Mountain was the heart of the operation. Each of the missions had their own areas dedicated to their tasks. The bulk of the control rooms and offices belonged to the Department of Homeland Defense. NORAD also had its headquarters in this area and it was from here that it monitored the airspace of North America. Much of this section is sealed off, as there is no use for the facilities. There has been talk of converting some of the space to more living quarters but Markus is hesitant to remove the equipment unless the need is great. Markus has an office in the old NORAD section and the council meets weekly in one of the conference rooms.

NORAD

Several missions fell under the NORAD umbrella before the Big Death. The Air Operations Center (AOC) and the Missile Warning Center (MWC) each had separate operations rooms but shared some offices and two conference rooms. Much of the monitoring capability of these two missions have been severely curtailed in the New World due to their reliance on external facilities that no longer function but some

Thunder Mountain was built to monitor our strategic nuclear arsenal and watch for trouble coming in from overseas. Every nuclear installation in North America is hard wired into the Big Board. You go into one of the other bases and so much as turn on a light bulb, and it registers here that the base is active.

This is how North America looked about six months ago. All quiet.

Three months ago, one of the bases on the East Coast went active, right around southern Virginia.

Markus

capability does still exist. In particular, the MWC still has hard lines to all of the missile silos in the continental US and can tell when any of them have been opened. Although most of the systems within the mountain have been repaired, they are still essentially blind if they cannot connect to external systems for data. The AOC, which used to monitor North American airspace for hostile or suspicious aircraft, has only recently become useful again. A team of engineers from the mountain repaired the radar at Peterson Air Force Base and now the mountain again has radar coverage for approximately one hundred miles around.



The Space Control Center

This section of the Command and Control area still functions mostly as it used to before the Big Death. It is still capable of monitoring many of the objects in orbit using the satellite tracking systems aboard the navigation satellites still functioning. This information of course no longer has any real value so this section is largely left alone as well. The Space Control Center consists of two monitoring rooms and several offices with a central conference room.

JEREMIAH

Look, Markus, I do not disagree with anything you've said here... I mean, hell, you've got the Big Board, right?

KURDY

Cannot argue with the Big Board.

The Combined Intelligence Watch Center

This section, which had more reliance on data provided by satellite than most of the others is still manned on a regular basis by personnel at the mountain. The surveillance data that this station does still provide is patchy at best but it is better than nothing. The satellites can still be used for taking photographs of the ground but the ability to position the satellites has been lost. Much of this area is made up of four conference rooms and offices. There is no central operations room as there is in most of the other sections.

The Weather Support Center

This section is also manned on a continual basis. The network for long-range weather forecasting is no longer available but the weather outside the mountain can still be ascertained with some degree of accuracy and short-range forecasts are possible. A few small remote weather sensor stations have been repaired so as to extend the range of this section. These stations are small and generally unnoticed. They are also solar powered.

Communications Center

This small room was intended as a joint operations communications centre to co-ordinate forces from Fort Carson, Peterson Air Force Base and Cheyenne Mountain itself. There are several chairs as well as a large console in the centre of the room. This console contains the controls to the main radio transmitter and receiver at the mountain. This is the primary means of contact with the search teams and it is monitored around the clock. There is also a jack to connect a cell phone into to boost the range using the mountain's transmitter tower.

Training Facilities

The Command and Control section of the mountain also contains a small training facility with several classrooms and the two simulators used to train helicopter pilots. The classrooms are of various sizes and can accommodate from ten to fifty students. They are equipped with desks or tables for the students, whiteboards and overhead projectors. The larger rooms

also have speakers for the instructors. This area is the busiest by far of the Command and Control section.

Hangar and Garage (H, S & V)

The old tunnels, which were dug out in the 1950s and housed the early part of the Cheyenne Mountain complex, have been converted into a hangar for a small fleet of helicopters and a garage for the vehicles stationed at the base. Some of the space has more recently been converted to hydroponics as well. Most of this area is low security except for the helicopter hangar area.

Hangar

The small fleet of helicopters stationed at Thunder Mountain is stored and repaired in this area. There are currently twelve AH-64 Apache attack helicopters, four UH-60 Blackhawk transports and four UH-1N Huey multi-purpose helicopters in the mountain. At any time approximately half of these will be air worthy but they can all be made so within one or two days if required. The bigger problem for Thunder Mountain is the lack of pilots. It is no easy task to learn how to fly a helicopter and pilots must spend hundreds of hours on the simulators before they get a chance to fly the real thing. Helicopter operations are extremely rare in any event and they are only used when there is no other option. As the helicopters are very important to the long-term strategy of the mountain, and to prevent any accidents, the helicopter hangar area is guarded by security personnel night and day.

AH-64 Apache

S: G; HP: 50; DV 8; DR 10; Spd: 5; Acc: 3; Dec: 3; Hdl: -2;
Car: 0; Pas: 2

UH-1 Huey

S: G; HP: 36; DV 6; DR 5; Spd: 4; Acc: 2; Dec: 3; Hdl: +0;
Car: 5000; Pas: 13

UH-60 Blackhawk

S: G; HP: 40; DV 7; DR 6; Spd: 5; Acc: 3; Dec: 3; Hdl: +1;
Car: 5000; Pas: 13

Garage

Thunder Mountain maintains a small fleet of ground vehicles for various purposes. Aside from the large trucks that the base uses for transporting equipment and personnel, there are also a number of smaller vehicles that are used primarily by the search teams to scout

Rover

*S: H; HP: 34; DV 9; DR 5; Spd: 10; Acc: 2; Dec: 4; Hdl: +0;
Car: 1000; Pas: 3*

Hummer

*S: H; HP: 38; DV 9; DR 6; Spd: 10; Acc: 2; Dec: 4; Hdl: +1;
Car: 1000; Pas: 3*

5-Ton Truck

*S: G; HP: 44; DV 2; DR 5; Spd: 10; Acc: 1; Dec: 3; Hdl: -2;
Car: 33000; Pas: 2*

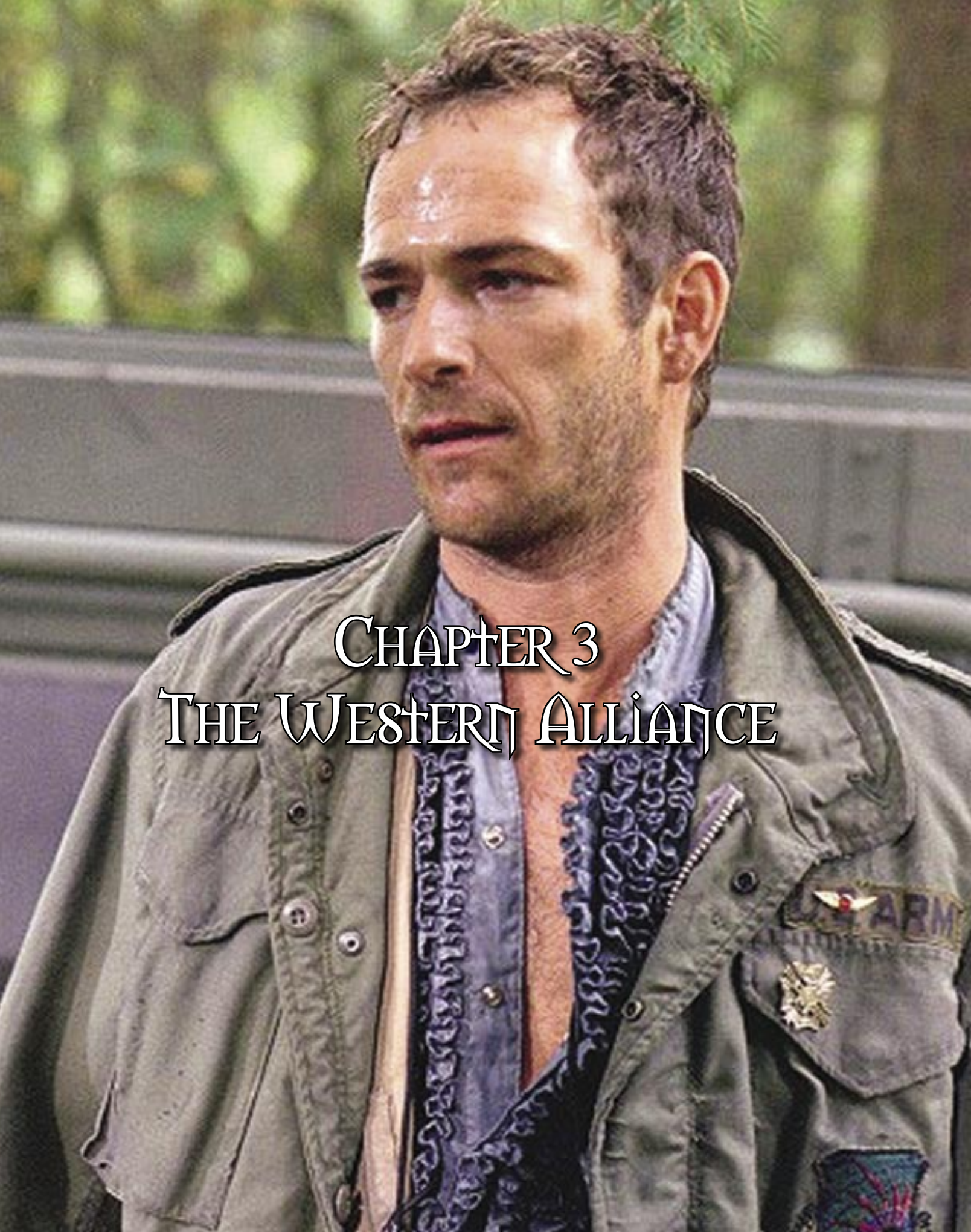
new areas. Most of these vehicles are older model light trucks that have been repaired by the mechanics at the mountain. The few HMMVWs (hummers) that are available would attract far too much attention if they were used. There are even a few motorcycles here and some heavy construction machinery as well.

Although kept mechanically sound by the team of mechanics, Thunder Mountain's fleet of Rovers have been intentionally dented and otherwise roughed up. These vehicles are vitally important to the Search Teams and as such, have been intentionally damaged so as not to draw undue attention while away from the Mountain.

Hydroponics (B)

A large part of the older base structure has been turned into a hydroponics area for growing the food needed by the mountain. The system they have devised over the last few years is quite productive and with steady light and nutrient-rich water flowing all the time, the vegetables and fruits that are grown are of very high quality.



A close-up portrait of a man with short, dark, curly hair and a light beard. He is looking slightly to his left with a serious expression. He is wearing a dark olive-green military flight jacket. The jacket has several patches: a 'U.S. AIR FORCE' patch on the right chest, a 'ARMY' patch on the left chest, and a circular patch with a star and stripes on the left chest. He is also wearing a blue and white patterned shirt underneath the jacket. The background is blurred, showing green foliage and a dark, curved structure.

CHAPTER 3 THE WESTERN ALLIANCE

Since their re-entry into the outside world, the residents of Thunder Mountain have set about trying to rebuild it, with their first step being the creation of the Western Alliance. The Alliance is a confederacy of towns and villages throughout the former western U.S. whose residents choose to act in co-operation with each other for the benefit of all Alliance members.

True alliance-building began shortly before the fall of Valhalla Sector. Markus arranged a massive meeting of town leaders the likes of which had not been seen in the world since the Big Death, with leaders from over 75 towns meeting in St. Louis to discuss the framework for a new nation. This gathering was raided and Valhalla Sector captured many of the attendees. Luckily, Thunder Mountain forces rescued these people shortly after the fall of Valhalla Sector.

Even with this setback, the building of the Alliance continued and with Valhalla Sector destroyed, it was not long before the Alliance consisted of almost 60 towns stretching from New Mexico and Arizona to Minnesota.

All member towns receive benefits for being in the Western Alliance. Among these benefits are access to resources such as trained specialists and medical help from Thunder Mountain; access to the trade and distribution network established for all Alliance members, as well as radios and other communications linking up all Alliance towns; and, perhaps most importantly, the security provided by the army of the Western Alliance.

All member towns must provide a fixed number of recruits for the army. These soldiers are sent to Thunder Mountain for intense training and it is here that they receive their weapons, gear and assignments. Most new recruits are assigned to patrol the vast areas that make up Alliance territory, while some are stationed in garrisons in key areas that require defence, such as those areas plagued by bandits or near Alliance borders. Others serve in convoy duties, protecting caravans of people bringing in supplies and transporting food from the south.

Some of the main Alliance member towns are further described in this chapter.

Clarefield, Wyoming

History

Like thousands of other small towns and cities throughout the United States, Clarefield, Wyoming was previously a bedroom community. Located a

few miles outside the Cheyenne city limits, Clarefield residents lived and played in Clarefield but worked in Cheyenne.

Before the Big Death, Clarefield boasted several churches, eight elementary schools, and two high schools. Most residents lived in single dwelling homes although sales of condominium units had been on the rise with property values rising throughout the 1990s and into the 21st century.

There was some industry in Clarefield. For example, it had Wyoming's only rocking chair factory, which was described in the brochures published by the local chamber of commerce.

Today, visitors would not recognise the old Clarefield. Like the rest of the world, the Big Death devastated Clarefield and, as panic and chaos spread in the wake of the pandemic, many fled the larger cities for some sense of security in the small towns. The Big Death destroyed Clarefield just as it destroyed New Delhi, Paris, Chicago and Cheyenne. As the adults died and the children were forced to carry on, one individual rose to prominence in Clarefield: Lance Adamson, starting quarterback for Clarefield's Theodore Roosevelt High School. Lance had been popular in school and a natural born leader and, although he was not the smartest student, Lance was likeable and other children

JEREMIAH

Next time try asking. I caught plenty. Too many to eat by myself, and I can't exactly freeze the rest.

Figured I'd go into Clarefield tomorrow, trade whatever's left for supplies. I can spare a couple of them.

You want it or not?

KURDY

So why Clarefield? There's another town a lot closer –

JEREMIAH

Lots of people going there for barter these days. Might be able to get some information on something I'm looking for.

KURDY

What's that?

JEREMIAH

An end to the story.

naturally gravitated to his leadership. Within a year of the Death, Lance had organised the small group of survivors and they were able to, at the very least, bury their parents, friends and family.

Much of the town had been burnt in the riots that surrounded the early days of the Big Death. Miraculously, the majority of the downtown core had survived the infernos and was now the most densely populated area. Unlike Teddy Roosevelt High, Clarefield High had not been destroyed and Lance made this his home along with the four dozen children that made up Lance's group.

Over the first year or two, things did not go well. Food was scarce and Lance was slowly losing his followers to raiders and disease. Some of his more intelligent followers saw this and knew that, to survive, action was required.

Enter Theo Coleridge. Theo had never been a popular kid. Her father worked in the custodial staff at the local mall. This is where Theo originally made her home after the Big Death but, unfortunately, malls were not safe in the post-Big Death world because they were targets for raiders and marauders searching for goods and supplies to loot. Theo and a few friends had attempted to carve out the second floor of the old Target department store as their own but after a couple of dozen raids by marauders, they were finally forced out.

Able to make off with a virtual treasure trove of equipment, Theo and her crew were welcomed into Clarefield High. Within a month, Theo had positioned herself close to Lance, as she knew that her best chance of survival was to be close to a powerful figure. Although she had not intended to take control herself, this is just what happened. As Lance's people slowly succumbed to disease and raids, Lance slipped into a near state of catatonia until, finally, his brain cracked at the horror the world had become. He was last seen walking naked on the highway to Cheyenne.



Theo moved quickly: if she was to survive, she needed to surround herself with the right people. Her friend Sam was an obvious resource. Sam was tough and uncompromising and Theo was able to use him as a second-in-command and bodyguard.

That was not enough, though; Theo knew she would need more muscle to maintain control and she sent out word that Clarefield was reorganising. More and more children answered the call and soon the population of the town was over 250. A dozen of the prettiest girls, many of them friends of Theo, agreed to help her. Theo knew teenaged boys and knew what she could offer as incentive to get them to behave and to follow her instructions.

The dozen girls were now Theo's ace in the hole: her core group of Cheerleaders. The Cheerleaders' sole task was to keep happy those people that Theo relied on as workers. It was a win-win situation. The Cheerleaders held a respected place in Theo's new society and had warm dry beds, protection and the best food that could be found. The others got sex, and if there is one thing on the minds of most teenaged boys, it is sex.

So with her Cheerleaders doing their jobs, Theo was able to keep a core group of Jocks as her personal bodyguard and town militia. As this system grew,

raids became less and less frequent and other wandering kids began settling in the relative safety of Clarefield.

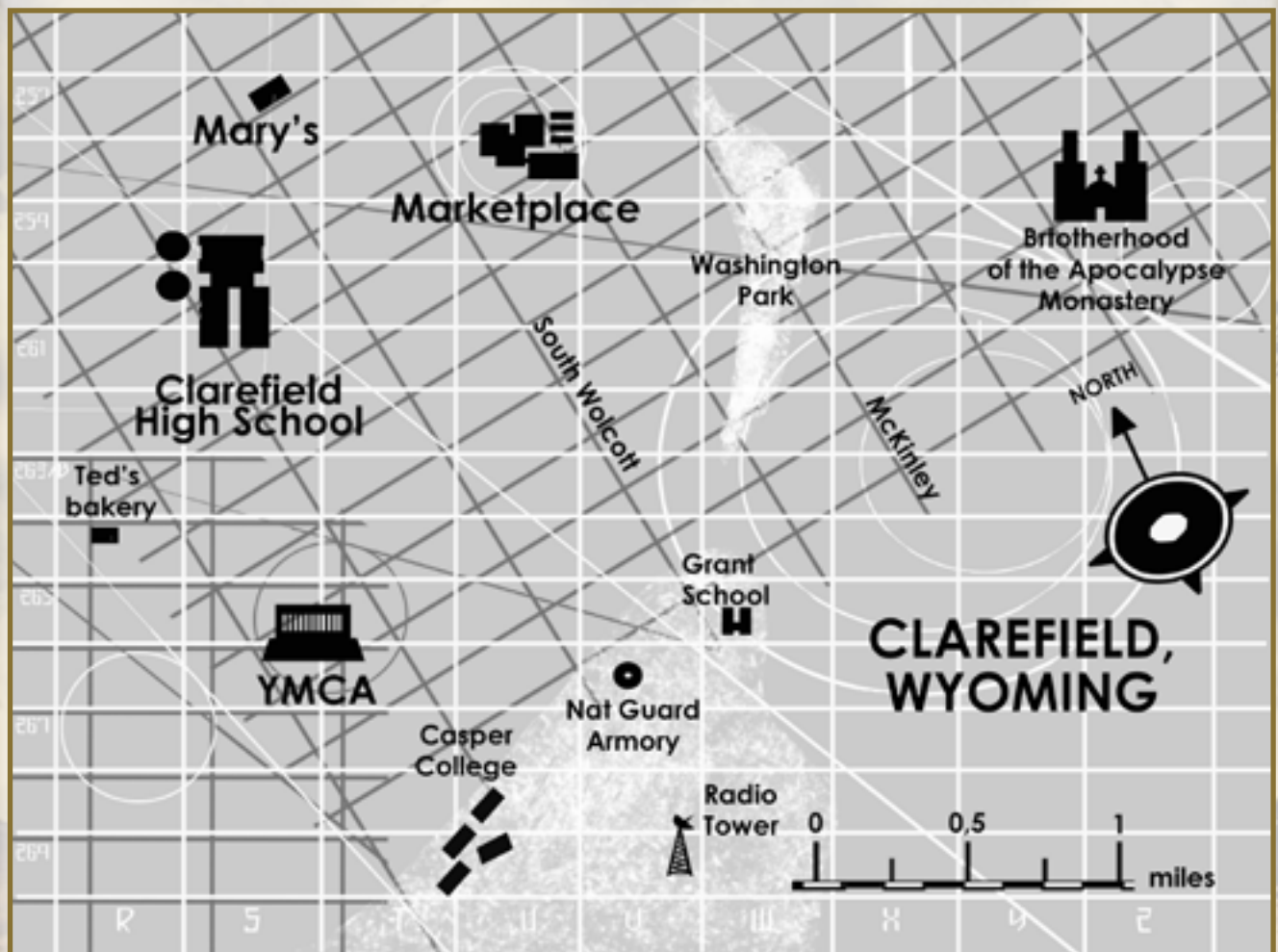
Power & People

Theo did not just use rewards to keep the people of Clarefield loyal. Violence was a necessity of this New World and Theo was not averse to using it if it was required to keep her people in line. She also had her people scavenge every type of weapon they could find in the surrounding area and used these effectively against raiders and marauders until such attacks became less and less common.

Her own people soon learned that Theo was not averse to using violence on those in her flock who disobeyed the rules she had established. Beatings were the usual choice of punishment but Theo was forced, on more than one occasion, to have a Clarefield resident killed. This ultimate punishment was reserved for particularly heinous transgressions of Theo's law, among them such crimes as murder, rape and stealing food.

Within a few years of taking over, Theo had things running fairly smoothly. Raids had become fairly uncommon and most people felt safe in Clarefield. Because of this, Clarefield became a central meeting point for those travelling through the area. A makeshift marketplace arose in the downtown where people met to trade things they had found in their travels. Theo quickly moved to establish Clarefield as a well-defended market town where people could feel safe. In return, Theo and her Jocks were entitled to take from the merchants whatever they thought was fair. Careful never to take too much, Theo had soon acquired a veritable fortune in canned goods, weapons, batteries and other trade goods. The merchants never complained too loudly as they knew the small pay-offs required in the Clarefield market were much better than being beaten, robbed or murdered on the road.

This is essentially the environment in Clarefield as Jeremiah and Kurdy enter the town in the opening episode of the *Jeremiah* television show. Theo is firmly in control of the town and her Brain Boys and Jocks do her bidding. Sam is essentially in command



of the Jocks while Theo spends more time directing the Cheerleaders and the Brain Boys (who are very close to being able to provide electricity to the school and beyond).

The Marketplace

The central part of Clarefield and the primary reason most people come to the town, the Marketplace is a chaotic collection of shops and makeshift stalls. All manner of goods and services may be bartered for in the Clarefield Market with Theo's number one law being stringently enforced: One Thing For Another. If a person wants to buy a charged battery, they must provide something of value to the seller. Deals are strictly by barter and the noise level of traders hawking their wares and customers arguing prices can be deafening.

Everything from fresh food to canned food, to camping equipment, to weapons, to sexual services can be purchased in the Clarefield Market.

Clarefield High School

Having once held the prestigious state football title, Clarefield High now serves as Theo's headquarters, and at the same time as a town hall, a research lab and barracks.

Recently, the Brain Boys, led by Keith and Philip, have managed to build their own steam-powered generator able to provide electricity to at least some sections of the school. They are also put to work recycling old shell casings and making new bullets for Theo's Jocks.

The school itself is completely surrounded by a chain link fence. Theo has since added razor wire to the top of this fence making entry by any means other than

Clarefield NPCs

Sam

5th level Jock; Init +0; Spd 30 ft.; DV 5; DR 2; BAB +5; Grap +7; Atk: +5 melee, +5 ranged; SQ Improvised Weapons; Imposing Presence; Improved Brawling (see Jock character class); Fort +6; Ref +1; Will +1; Str: 15; Dex: 10; Con: 14; Int: 9; Wis: 10; Cha: 11.

Skills & Feats: Climb +6, Gather Information +8, Intimidate +8, Knowledge (Clarefield) +6, Survival +8; Brawl, Simple Firearms Proficiency, Simple Weapons Proficiency.

Equipment: Leather & fur coat, Glock 17 Pistol with 2 magazines, Ruger Service 6 revolver with 12 rounds of ammunition, hunting knife.

Keith

6th level Brain Boy; Init +0; Spd 30 ft.; DV 3; DR 0; BAB +3; Grap +2; Atk: +3 melee, +3 ranged; SQ Superior Knowledge, Back Pedal, Shrewd, Eye For Detail (see Brain Boy character class); Fort +2; Ref +2; Will +3; Str: 9; Dex: 10; Con: 10; Int: 17; Wis: 10; Cha: 9.

Skills & Feats: Disable Device +6, Engineering (mechanical) +9, Engineering (electrical) +9, Engineering (chemical) +2, Knowledge (Clarefield) +9, Knowledge (history) +1, Knowledge (technology) +9, Listen +1, Repair +9, Research +2, Science (biology) +1, Science (chemistry) +5, Science (physics) +9, Science (mathematics) +9; Attentive, Builder, Educated, Gearhead.

Equipment: Tattered jacket, pants and hat.

Phil

4th level Brain Boy; Init +0; Spd 30 ft.; DV 2; DR 0; BAB +2; Grap +2; Atk: +2 melee, +2 ranged; SQ Superior Knowledge, Back Pedal, Shrewd, (see Brain Boy character class); Fort +2; Ref +2; Will +3; Str: 9; Dex: 10; Con: 10; Int: 16; Wis: 10; Cha: 10;

Skills & Feats: Engineering (mechanical) +6, Engineering (electrical) +7, Engineering (chemical) +2, Knowledge (Clarefield) +6, Knowledge (streetwise) +2, Knowledge (technology) +7, Repair +7, Research +2, Science (chemistry) +4, Science (physics) +7, Science (mathematics) +4; Educated, Gearhead, Studious.

Equipment: Tattered jacket and pants.

by the front gate extremely dangerous. Theo's Jocks patrol the perimeter day and night.

The school roof has many carefully placed reinforced firing positions to provide defenders with optimal firing posts should the school be attacked.

Within the compound, most of the old classrooms have been converted into dormitories and private residences. The Cheerleaders have their own wing, as do the Brain Boys and Jocks. The school's science labs and library are the working quarters for Theo's Brain Boys and it is here that they tinker with all types of mechanical and technological devices.

The main gym has been converted into a motor pool and contains the remains of four cars, an SUV and a 2-ton moving truck. None of the vehicles are currently functioning and no gasoline is to be found.

The old principal's office is Theo's private residence. It is decorated with many mementoes and souvenirs from her past including an 8 x 10 inch photo of her parents on the desk. Never far from Theo, Sam's residence is in the adjoining vice-principal's office.

The YMCA

Just on the outside of the downtown region, Theo and her crew have converted the old YMCA into a makeshift jail and it is here that captured marauders and other criminals are taken to be questioned or executed. The 'Y' is a large, two-storey brick structure that features a gymnasium, a weight room, several offices and an indoor pool.

Theo's men, particularly Sam, have become quite adept at extracting information from those sent to the 'Y'.

The central feature of the building is the pool. Although it no longer serves as a recreational facility, Theo keeps the pool area partly filled with water. The deep end of the pool has several feet of water and a large cage and prisoners are placed here while they await questioning. The water is putrid and this alone is often enough to convince prisoners that it may be better to talk than face further confinement and punishment.

The 'Y' is usually only defended by two or three of Theo's Jocks unless there are prisoners in custody, in which case the number of guards may be increased.

Mary's

Mary's club is a fixture in Clarefield. Located in an old nightclub on Main Street, the club sees a lot of traffic due to its location in one of the busier sections of the Market. Entry requirements vary and depend on the whim of the doorman at the time. Essentially, the better off you look, the more you can expect to pay to gain entry. Trade goods are deposited at the door in exchange for tokens used to purchase products and services within.

Mary was at one time one of Theo's best Cheerleaders. She was given permission to open her club five years earlier when she presented the idea to Theo as a way of keeping an ear to the ground and an eye on the people who come and go through Clarefield.

All the waiting staff are Cheerleaders and all work their shifts topless. The bar serves homebrewed beer and bathtub gin, vodka and whiskey. There is no kitchen and therefore no food is served. A live band plays most evenings and people frequently gather to dance to the trance-inducing tribal music. Those interested in such things may also purchase 'alone-time' with the serving staff.

Mary's is a central meeting place for many of the traders and other residents of Clarefield. Rumours and stories fill the air with Mary and her staff keeping



careful note of the more interesting ones to report back to Theo.

Ted's Bakery

Ted Rybak has set up a unique shop for these parts: a bakery, which has proved to be one of the more popular spots in the Market. Flour is not exactly common anymore but wheat is fairly abundant as much of the old farmland has reverted to a wild state and huge fields of wheat and other crops now grow wild. Ted convinced Theo of the wisdom of profiting from this wild crop and, with the help of the Brain Boys, built a crude, but effective, flour mill on a creek just outside of town. His brothers Shawn and Mac operate the mill on Theo's behalf while Ted tends to the bakery in Clarefield and the brothers, their wives and their children all live in a small cottage next to the mill.

Ted uses the milled flour to bake fresh bread daily, with Theo and her crew getting the first 30 loaves daily. Ted barter the rest to the many customers in the Market.

Brotherhood of the Apocalypse Monastery

Perhaps the most unusual feature in or around Clarefield is the old monastery. Located on Broxton Road about five miles from the downtown core, the Monastery was taken over about five years ago by a religious group know as the Brotherhood of the Apocalypse. The brothers took a vow of silence and have never been seen without their long brown robes and cowls.

The Brotherhood has set up an excellent vegetable garden to feed themselves, using the surplus for barter in Clarefield for other essential items. They have also established a small vineyard and are producing their own wine. The Brotherhood has been giving two crates a year to Theo in exchange for being left alone to their religious contemplation.

Milhaven, Colorado

History

Located in the northeast corner of Colorado, Milhaven was a fairly insignificant town before the Big Death, with its biggest income coming from travellers stopping there for the night as they journeyed to more interesting places. One such place was Denver, the nearest major city, and many of Milhaven's residents commuted there daily. As a result, Milhaven was a town without its own character and personality, and

LIBBY

So, are you excited? I mean, it's your first day in charge of... all this.

JEREMIAH

Libby, get real... do you really think these people are gonna let me run this place just because Markus said so?

LIBBY

Yes. Look, you're rebuilding the town, putting in... stuff... the town's free from Valhalla Sector. Will they let you run this? Absolutely.

Hell, they'll probably give you a fruit basket.

JEREMIAH

A fruit basket. You're nuts, have I mentioned that lately?

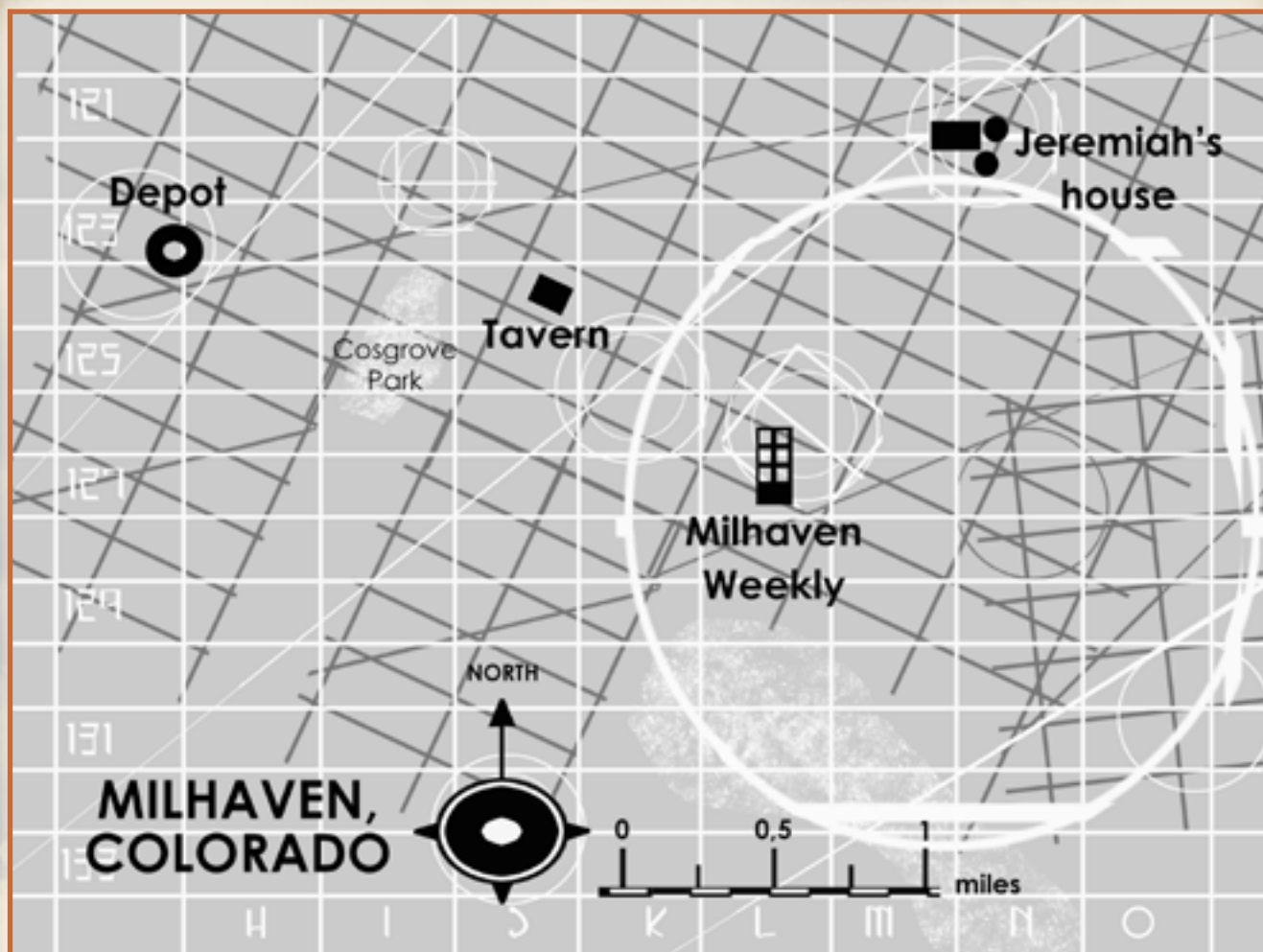
LIBBY

Jeremiah, look around. People are pouring into town because word's getting out that Milhaven is going to be a centrepiece for the Alliance.

even those who had spent a comfortable night there had often forgotten its name within a few days.

All that changed when the Big Death swept across America and, while Milhaven was as devastated as the next community, eventually it became clear that someone had plans for the town. Although those still living there did not know it then, these plans came, in fact, from Valhalla Sector, a group of adults involved in government and defence who had recently emerged from their protective hiding, and were surveying the new shape of the world. They began to realise that the Cheyenne Mountain facility – more commonly known as Thunder Mountain – was not as dormant as they expected it to be. They set about installing a group to keep watch and find out who was inside, and to determine whether they knew of and were prepared to use the technology they were sitting on. Milhaven was chosen as the base for this watch group, as it was far enough away from Thunder Mountain that no one would get suspicious, yet near enough to co-ordinate spying campaigns.

After a year or so of spying, Valhalla Sector decided Thunder Mountain did not pose an immediate threat, but decided to keep its influence in Milhaven, not with tanks, helicopters or platoons, but with a few



organised, disciplined soldiers who were never short of weaponry or ammunition. Lieutenant Andrew Capelli was in charge, though he was never seen in public as he was then in his early thirties. He was assigned the youngest cadets Valhalla Sector had, and his ranks were further swelled with some of the older children of civil and military personnel from Valhalla Sector.

Word about the disciplined running of Milhaven spread around Colorado. So many children's lives had been turned upside down by the Big Death, and looting and raiders were ubiquitous; Milhaven seemed to offer the chance to live with a little less fear. Slowly the town grew into a bustling marketplace, selling fruits and vegetables, clothing material, supplies and horses.

As the years went on, supplies dwindled elsewhere: those who had stored or stolen guns and ammo eventually began to run out, but Milhaven remained stable. This was partly because, unlike elsewhere, Valhalla knew that a stable infrastructure was crucial to the stability of a community and partly also due

to the fact that when they needed supplies, Valhalla Sector could provide them. Few dared to ask where the town's leaders got their ammunition, in case they found themselves to be on the receiving end of some of that ammunition. This did not stop rumours and tall tales from growing around the town until the very name Milhaven seemed to acquire an almost mystical aura – quite a change from the time before the Big Death.

Ten years earlier, a desperate gang of thugs had seen potential in this and decided Milhaven should be theirs. Armed only with knives and clubs, but with surprise and numbers on their side, they stormed the town one night, setting fire to buildings to cause confusion while the leaders of the gang broke into the houses occupied by Valhalla Sector personnel. It was with considerable shock that they found a middle-aged Lieutenant Capelli pointing a machinegun at them, but the gang still managed to rout the town, killing all the soldiers and devastating many of the homes.

The gang thought they had succeeded, and celebrated with the town's supply of alcohol – and its women, whether they were willing or not. But Valhalla Sector's response was swift and decisive. The next night helicopters bore down on the town, spraying the gang's new home with bullets, and offloading troops who hurled grenades into the houses and instantly mowed down anyone trying to leave. The next morning, a group of Valhalla Sector's young recruits assumed control of the town and, though it took months to rebuild, everyone got the message: Milhaven was not up for grabs.

In the year or so leading up to the fall of Valhalla Sector, helicopters and even tanks became more common sights in Milhaven: Valhalla was planning to make its move and retake the nation, and it no longer mattered as much who was aware of its existence. It was here that Valhalla Sector dug mass graves just outside the town for those test subjects who did not survive the experiments. When Thunder Mountain tried to stage a meeting of disparate groups in St. Louis, Valhalla Sector attacked and captured everyone, and while the ringleaders were taken back to Valhalla Sector proper, the rest were dumped in Milhaven.

Soon, other means of spying on Thunder Mountain had presented themselves, such as the use of double agents working inside the Cheyenne Mountain facility. Valhalla withdrew its personnel from Milhaven, appointing townsfolk it could trust to exercise control over the community on its behalf; its interest in the town as a base of operations was on the wane. Milhaven had come full circle, again becoming a stopping-off and dropping-off place for those who had more interesting places to be, principally used for holding supplies of ammunition and biosamples until they could be picked up.

Overnight, everything changed: suddenly Valhalla Sector was gone. The town's leaders fled and Thunder Mountain took charge with big plans for Milhaven. Thunder Mountain, too, wanted to rebuild the world, but had no interest in controlling it, instead wanting to re-establish democracy and civilisation by rebuilding communities, opening trade routes and restoring electricity and communication to the former United States.

When senior Thunder Mountain member Jeremiah arrived as town steward, most residents were initially unmoved: used to being run by a mysterious power that rarely revealed itself, they were not sure much

Milhaven NPCs

Frank

3rd level Expert; Init +0; Spd 30 ft.; DV +2; DR 0; BAB +2; Grap +2; Atk: +2 melee, +2 ranged; SQ None; Fort +1; Ref +1; Will +5; Str: 10; Dex: 11; Con: 10; Int: 11; Wis: 14; Cha: 10.

Skills & Feats: Barter +4, Climb +4, Craft (writing) +6, Knowledge (Milhaven) +6, Knowledge (Thunder Mountain) +3, Listen +6, Spot +5; Creative, Simple Weapons Proficiency.

Equipment: Notepad and 5 pens.

Richard

2nd level Commoner; Init +0; Spd 30 ft.; DV +1; DR 0; BAB +1; Grap +1; Atk: +1 melee +1 ranged; SQ None; Fort +0; Ref +0; Will +2; Str: 10; Dex: 11; Con: 10; Int: 9; Wis: 14; Cha: 10.

Skills & Feats: Climb +2, Craft (structural) +4, Knowledge (Milhaven) +4, Spot +2; Builder.

Equipment: None.

Toni Fry

3rd level Guardian; Init +1; Spd 30ft; DV 4; DR 2; BAB +3; Grap +5; Atk: +4 melee, +4 ranged; SQ Hyper Aware; Controlled Charge (see Guardian character class); Fort +5; Ref +2; Will +1; Str: 14; Dex: 13; Con: 15; Int: 13; Wis: 10; Cha: 11.

Skills & Feats: Climb +2, Gather Information +2, Intimidate +2, Knowledge (region) +4, Sense Motive +2, Spot +2; Advanced Firearms Proficiency, Simple Firearms Proficiency, Simple Weapons Proficiency.

Equipment: Full military fatigues and military boots, Glock 9 pistol, MP5 submachinegun with two extra magazines.

had changed. In Jeremiah they soon saw someone like them, someone who had spent the past sixteen years on the road dealing with loss and regret, and lacking food and clean clothes. Keen to show their credentials, Thunder Mountain organised what was believed to be the first democratic election of a town steward in fifteen years and Jeremiah, running unopposed, kept his position, which he still holds.

Aside from the odd assassination attempt here and there, Jeremiah often finds that his biggest problems come from the critiques of the town newspaper, *The Milhaven Weekly*, believed to be the first such publication in many years. Meanwhile, with intermittent electricity and water supplies connected to nearly a third of the buildings, Milhaven may not be a return to pre-Death civilisation – but it is a start.

Power and People

Milhaven was quietly run by Valhalla Sector from shortly after the Big Death until the day Valhalla fell, first by army recruits and children of Valhalla Sector personnel, and later by agents, appointed by Valhalla Sector from among those townsfolk they could trust. Following the take-over of the town by Thunder Mountain, those agents were either killed or fled east towards Daniel.

When he is there, Jeremiah is nominally in charge of Milhaven, though he can often come across as an unlikely, or at least, inconsistent leader. Most of

the time he is happy for people to get on with their lives: he does not see it as his job to solve every little dispute that comes up, yet if someone is genuinely in need, no one will fight harder and longer to help them than Jeremiah. That said, when Jeremiah needs something done for him, it better be done – this guy is as stubborn as a pitbull when he gets an idea into his head, and most Milhaven residents have learned that it is easier just to go along with him.

Much of the time, Jeremiah can be found relaxing in the Tavern, losing at poker and downing the grim liquid that passes for a drink in Milhaven.

Many people believe that the real power rests with Thunder Mountain. Markus and his second-in-command, Erin can often be seen pulling up in a Rover at Jeremiah's house, and heated discussions can be heard halfway down the street. It is common knowledge that Jeremiah wants more resources for Milhaven, and that he believes that Markus is slacking on his promise to build Milhaven into a model town for the new Alliance. However, this opinion is mainly held by the town's oldest residents, who cynically believe that Thunder Mountain's real plan is the same as Valhalla Sector's was: to exploit the townsfolk and keep the lion's share of the resources for themselves.

At least Jeremiah can claim to be a legitimate town steward. Although originally appointed by Markus, Thunder Mountain held elections shortly after taking control of the town, and no one opposed Jeremiah. Most people in the town like him and believe him to be an honest and good man who genuinely wants to help rebuild the town.

Not far from Jeremiah you will find Richard, acting as a self-appointed liaison between Jeremiah and the townsfolk. He often communicates the townspeople's wishes to Jeremiah, as tactfully as he can manage; but he knows who is in charge, and defers to Jeremiah and Thunder Mountain as he used to defer to Valhalla Sector and their agents. Jeremiah does not entirely trust him – it is plain he will serve whoever is in charge and has no personal



loyalty to Jeremiah – but he can be very useful as a barometer of public feeling in the town at large.

Jeremiah's House

Privilege has its benefits: Jeremiah's is the nicest house in Milhaven, although admittedly that is not saying very much. Despite being the occasional site of violence, this house has electricity and hot running water, and has had these things for many years thanks to Valhalla Sector, which used this house as its base of operations and later let its agents use it when personnel were withdrawn.

When Thunder Mountain took charge of rebuilding the town, it put a lot of effort into construction and infrastructure, leaving less of a gap between the haves and have-nots in Milhaven. Still, Jeremiah enjoys more of the creature comforts than his fellow residents, such as an occasional hot shower.

Unlike the previous occupants, Jeremiah is a good man who will always help those genuinely in need, anytime as long as it is in the afternoon, because Jeremiah is a busy man, and can be very grumpy if he has not had his beauty sleep. Those who hope to meet with him must push their way through the townspeople who sometimes queue up to get his permission for some project or other, chief among them Richard, who sees himself as the spokesperson for Milhaven, even if he comes across as rather nervous. Back in the days when Valhalla Sector ruled the place, Richard's position as go-between was useful to both the leaders of the town and its residents. With a more accessible and approachable steward in Jeremiah, Richard is no longer as important, and may go to desperate lengths to maintain his position of influence.

The Tavern

Consisting as it did of government and defence officials, Valhalla Sector knew plenty about how to keep the population so diverted that they did not ask awkward questions, and hence the Milhaven Tavern has proudly been serving alcohol, and occasionally drugs of a somewhat stronger kind, for over ten years.



Bustling every night with both residents and those just passing through, the Tavern doubles as a hotel, sleeping several dozen if one does not mind sharing quarters with others, and has something to trade for accommodation. Downstairs, the Tavern has the curious feel of an old Wild West saloon, with card games, music and what passes for whiskey. There is an air of tension about the place, as if it is always one move away from breaking out into a brawl, but the locals are friendly and always willing to help – that is, to help themselves to whatever others have.

Jeremiah can be found here most nights, but he does not take kindly to being interrupted during his card games, so interruptions had better be for something important.

Wily may also be seen here, sitting in his corner, pretending to play on his old broken Gameboy. He was one of the few people who dared to ask a few questions about the helicopters, tanks and ammunition that seemed to pass through Milhaven in its later years. He is full of wild stories and conspiracy theories about everything from the cause of the Big Death to the identity of the town's true rulers, but there is no telling

how many, if any, of his stories are really true. More importantly, it is difficult getting information out of him these days, as many of those who have sought him out in the past have disappeared shortly after...

Office of *The Milhaven Weekly*

The truth is here: well, in amongst the speculation, opinion and exaggeration it is, anyway. Since Thunder Mountain took over Milhaven, a local resident named Frank has restored a printing press and is now publishing a weekly newsletter/opinions column reporting anything of interest about the New World, with special emphasis on anything related to Milhaven and those who make decisions about it.

Although the bulletin has the blessing of Jeremiah, he is often seen storming towards Frank's office on a Thursday morning when each edition hits the doorsteps, ready to clobber Frank for some derogatory comment or vicious rumour. However, Jeremiah knows that Frank can also be very useful for disseminating information and countering propaganda, and so the two are beginning to form an uneasy respect for each other's position.

Not everything in the paper turns out to be accurate, but Frank cares about his role and sees himself as a genuine crusader for truth, so if well-researched, detailed stories are sought as opposed to gossip or conspiracy theories, then Frank's office is a better bet than Wily. Frank also seems to know everything as soon as it happens – before it happens, sometimes – and he is always willing to pay for any information.

The Milhaven Weekly's notoriety for both sensationalism and independence mean that it now circulates all around Colorado, offering a balanced critique of Thunder Mountain policy, and helping to keep the fledgling communities connected. It may sometimes seem like a thorn in the side of the new Alliance, but it is the clearest sign yet that some form of civilisation is returning to the former United States.

The Depot

It may not have seen a train for many a year, but Milhaven Station, known locally as the Depot, is still a bustling hub, as this is where Thunder Mountain brings supplies to be stored until they can be shipped out to new communities. Everything from food to clothing, machinery and even weapons can be found here. Players should not think about stealing any of it though, or even trading what they have for what they need: as might be expected, it is well guarded by heavily-armed Thunder Mountain staff around the clock.

Toni Fry is chief among the staff, having been at Thunder Mountain for six years, specialising in resource management. Now she stays at the Depot in Milhaven, overseeing the transfer of cargo in and out and ensuring that everyone who comes to pick up supplies is able to do so. She is not a military-minded person by nature, but she does not tolerate fools gladly and will do whatever is necessary to get her job done properly.

Markus has big plans for the Depot, hoping one day to restore the track and rolling stock to a standard that will allow more efficient transport of goods to the other towns that used to use the railway. Whether this will ever actually happen is, of course, another story; Thunder Mountain has a lot of other plans and, for now at least, transport is still easier via roads, either by horse-drawn cart or, with a little luck, by car. Nevertheless, the Depot is still the point where those vehicles stop to drop off or pick up people or supplies, and taking a look at what is being transported and where it is heading often reveals clues as to Thunder Mountain's plans, priorities and concerns.

Vail, Colorado

History

Vail can be found in the Colorado Rocky Mountains, surrounded by the White River National Forest about 100 miles east of Denver. Because of its location, it was world famous as a year-round holiday destination.

In winter people flocked to the small town as it was a highly popular ski resort and in summer people took to the mountain trails, hiking and mountain biking, and to the rivers, fishing and kayaking.

A visitor from Denver, who was able to flee before the city was quarantined, brought the Big Death to the idyllic community. Because of this, after the Big Death had ravaged Vail, the local children turned on the children who had been vacationing, blaming them for the loss of their parents and loved ones. In the rioting and fighting that ensued, the majority of the town was destroyed by fire. For months chaos reigned in the town as the local children banded together to eventually evict the 'outsiders' from what remained of the small town. Most of those children made their way back to Denver thinking there was something to go back to.

During their first winter, some of the older children realised they had to work together to survive; otherwise they would perish from the elements and lack of food. They elected Brendan Kennedy to lead them as he was the most experienced at living in the

KURDY

So what else can you tell us about these guys we're looking for? I mean, are these guys like a smaller version of Thunder Mountain?

MAXINE

Yes and no. They spend a lot of time gathering information and resources, but they don't seem to hold onto much of it. Mainly they're a conduit to other, smaller groups in different towns, creating supply lines for all kinds of stuff.

KURDY

Like what?

ANNA

Books, tools, hardware. We'd get a list of things they wanted, and leave the stuff at various drop points. Once we were gone, they'd come in and take it. In exchange we'd get food and other supplies.

wild and one of the smartest in the town. Brendan and his brother Doug had spent their summers living in a remote cabin and he had been one of the more popular kids before the Big Death because he treated everyone like an equal and did not try to demean anyone in front of others. Also, as one of the oldest, he had spent a lot of time on the ski slopes and in the forest camping on the weekends.

Now everyone turned to him for guidance. At first he was at a loss as to how to handle the situation and felt he was no leader. He therefore selected a group of five others with whom he would run Vail.

The first major decision they made was to leave town and settle in the Vail Resort. This was done for two major reasons: the first was space. Most of the town had been burned or damaged in some way and prior to moving to the Vail Resort they were living in a small area that had not been affected by the riots and fires but was too cramped. The second reason was because the Vail Resort was easily defensible. This was a very important factor in the decision to move, as during the winter and the spring there were numerous raids by groups that passed by looking for food and, in some cases, weapons.

After they settled in the Vail Resort, Brendan and the others had everyone work through the summer on constructing a wooden wall around the entire resort. During this time scavenger teams scoured the town

and surrounding hamlets for anything of value or of particularly good use.

Soon there was a stockpile of batteries, radios, food and a limited number of weapons and ammunition. To ensure the safety of the other children, Brendan arranged for his brother Doug to organise those who knew how to use machinery and, with the help of a couple of books on weapons, set about building crossbows and bolts. These were easy to use and the bolts were easy to replace, unlike the bullets and firearms, which were kept for dire emergencies.

For about ten years the inhabitants of Vail kept pretty much to themselves. They did not trust outsiders and only dealt with them when they had to, such as to trade food or essential supplies. This normally entailed a select few travelling to Eagle or one of the smaller towns closer to Denver. This did not stop people from setting up home in what remained of the town. For years there was bitter conflict over supplies in the area as the people in the town itself tried to make a living and support themselves.

Brendan and the rest of the Vail Resort community were still wary of outsiders, so when a woman with a very young baby appeared outside the gates demanding to be let in, they were naturally suspicious. The guards told her to go away, but she set up camp outside the main gates and lived there for a month before Brendan agreed to meet this persistent woman.

After spending a few hours talking to her, he brought her into the Resort and called a meeting at the community hall. He introduced Michelle and Gabriel to the inhabitants of Vail Resort, telling them that she had a good idea that would quite probably ensure their continued survival.

Michelle told them that out of all the towns she had seen and heard about, Vail was the most well organised and prosperous. Where anarchy and survival of the fittest had completely destroyed other communities or led to underdogs being stepped on, the inhabitants of Vail had stood together. Michelle informed them she was not there to take over the town nor did she have some secret agenda, in fact her agenda was very public.

She had looked for a town that had the potential to help others as they had helped themselves. Her plan was not to help those that oppressed those weaker than themselves, but to help those that were genuinely trying to make better lives for themselves and those around them. At first the people were not interested: after ten years or so of dealing with outsiders, the Vail inhabitants were not prepared to share their hard-won

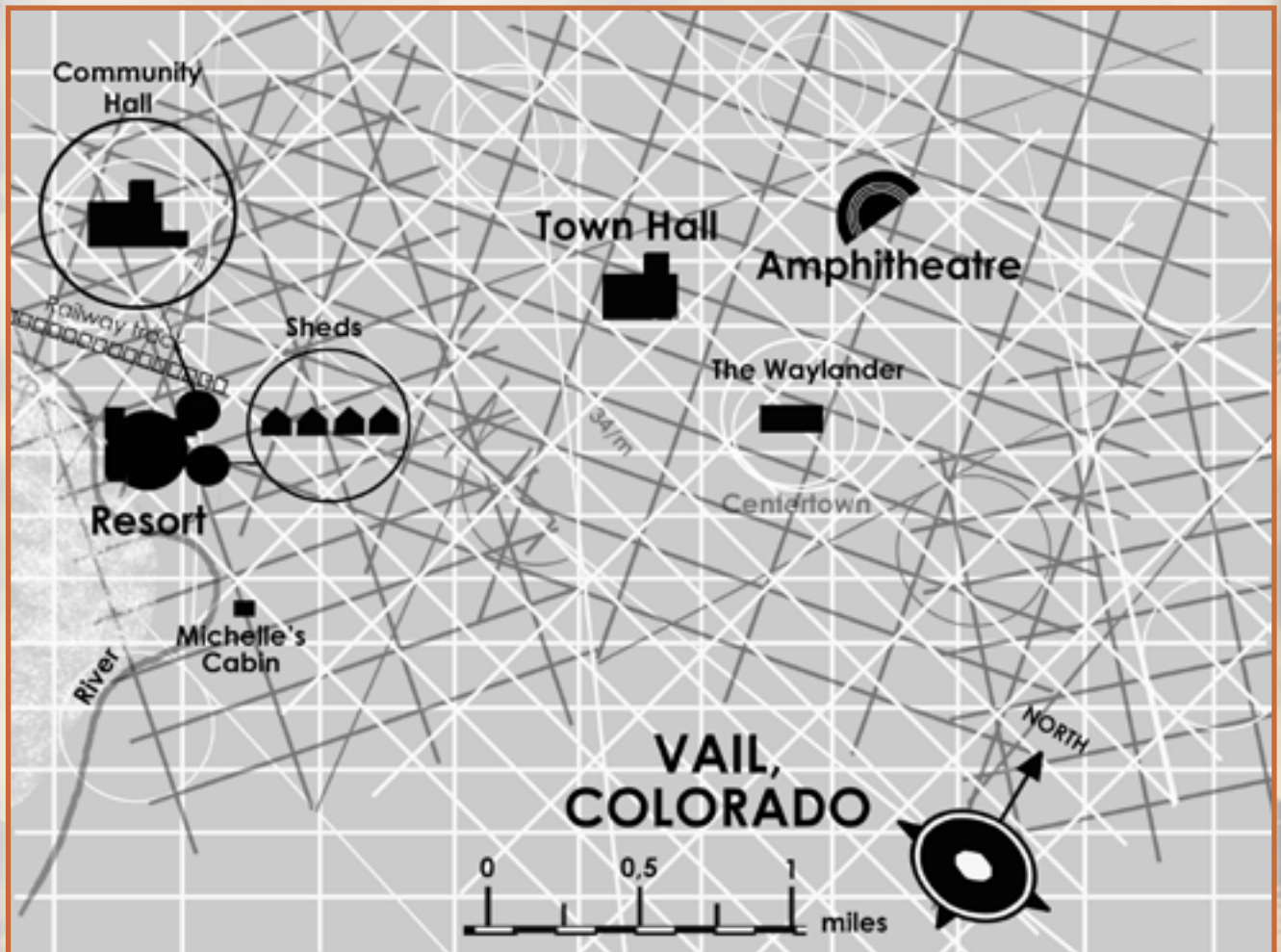
supplies and materials simply because it was the right thing to do. Brendan intervened to encourage his people to hear Michelle out and, after a heated debate, the community finally agreed to try Michelle's idea.

Michelle, Brendan and the others spent a few months coming up with a workable plan that would not place them in jeopardy. They then went to the town of Vail, which by now was filled with people hoping to move into the Vail Resort or, in a few cases, to steal from it. Within a year there was a system in place whereby the townspeople were scavenging for items that the Resort needed and trading them for food or blankets and other supplies. Under the plan, the townspeople who delivered the scavenged items were to leave them at predetermined locations and to return later for the exchanged supplies from the Resort. This precaution was taken in case people were intent on following the scavenging collectors to the Resort and back. The scavenger teams that had previously operated out of the Vail Resort changed functions: instead of gathering supplies they were now gathering information about

other towns, as well as potential hotspots and other avenues of trade.

So the first town Vail Resort inhabitants aided was Vail itself. There were two reasons for this decision. First, if they could not make a difference in the town right on their doorstep, then what was the point in trying elsewhere? Second, was the security issue. The Vail Resort inhabitants knew that eventually others were going to come looking to see where the scavenging teams were coming from. They did not want the Resort's location to be common knowledge and the town of Vail would also lose out in the long run.

Two years later, Vail was dealt a devastating blow. A couple of drifters passing through Vail started a fight in the bar. Brendan happened to be there, delivering supplies to the bar owner, and he tried to intervene. One of the drifters was nervous and stabbed Brendan in the chest with a makeshift knife. The two drifters disappeared into the night during the confusion as others tried to save Brendan's life. Unfortunately, he died on the bar floor where he fell. Michelle stepped



in to take charge, not for her own personal gain, but to prevent the senseless chaos that would be created out of a power vacuum.

When the entire community came to its senses following its grief at Brendan's death, they realised that Michelle was quite capable as a leader and decided that she was a good fit to take Brendan's place. The first thing she did was create a persona called 'Steve'. She did this because she had discovered since Brendan's death that someone had sent the two drifters to kill whoever was in charge in the area and she did not want to be targeted next. So the entire Resort started following the lead of 'Steve', the leader named after Michelle's elder brother who had died during the Big Death.

Since that time, Michelle has been in charge of the Resort with little opposition except for some grumbling from Doug, who thought he should logically succeed his brother Brendan's leadership. Unfortunately, Doug did not do much that would warrant the community following his leadership, although Doug certainly knew how to capitalise on the fact that he was the fallen leader's brother.

Vail Resort

The Resort itself is found a few miles from the town centre in the dense forest further up the mountain. It is surrounded by a wooden fence and guarded at the three entrances. There are also patrols that regularly sweep the inside of the Resort.

Turbines in the river that flows through the Resort generate electricity, but the electricity is only used in the areas where work is done. None of it is for personal use.

Railway Track

The forest rangers use the railway track as a service line to transport supplies, food, clothing and other such goods. Vail Resort inhabitants rediscovered the railway track after a number of years and, because it passed fairly close to the Resort,

they thought it would be an ideal way of getting supplies in and out.

In fact, a lot of the drop-off points for scavenged items and exchanged supplies are close to the railway line. The scavengers and suppliers use rail trolleys to travel the line.

The Community Hall

All work for the Resort, whether fixing radios, charging batteries or copying manuals, is done here. There is also a workshop for heavy-duty repairs, where inhabitants make parts for machinery or build weapons for protection.

The Sheds

There are several storage sheds found around the Resort. These have occasionally been used for keeping prisoners until the community decides what to do with them.

Michelle's Cabin

Michelle's cabin is located approximately two miles away from the Resort, and it is here that she stores her art and artefacts for which she has traded other items. Michelle has traded or exchanged something from her own supplies for every single item in this cabin. Although Michelle has been accused of using supplies from the town or from the Resort as her trade items for the artefacts in her cabin, she in fact used her own sources of supplies in trade. Michelle has spent the last three or four years slowly amassing her art and



Vail NPCs

'Steve' (Michelle)

5th level Shepherd; Init +3; Spd 30 ft.; DV 6; DR 1; BAB +3; Grap +3; Atk: +6 melee +6 ranged; SQ Protector, Born to Lead, Negotiator, Sense of Style (see Shepherd class description); Fort +2; Ref +4; Will +5; Str: 10, Dex: 16, Con: 12, Int: 15, Wis: 13, Cha: 16.

Skills & Feats: Barter +7, Bluff +6, Diplomacy +8, Disguise +4, Drive +2, Gather Information +8, Knowledge (region 7) +6, Knowledge (Vail) +8, Listen +4, Sense Motive +8; Cautious, Renown, Simple Firearms Proficiency, Simple Weapons Proficiency.

Equipment: Beretta 92F Pistol and 2 magazines.

artefact collection in the hope that someday people will once again find pleasure and see the importance of being able to appreciate art.

The Town

Bar – The Waylander

This bar is found in the centre of town and is most likely the easiest place to locate. Samuel Dobson set up shop in an old pub and started selling home-made liquor. At first, people hotly opposed the idea of such an establishment in the town, but Brendan stepped in again to convince them of the need for such a place. It was Brendan who saw the value of the Waylander in that a never-ending supply of information could be obtained in a relaxed and easy manner through the people passing by and stopping at the establishment. He made a deal with Samuel: in return for information that was gleaned in the bar and passed on to Brendan and his group, Brendan's people would make the alcohol that was served there as the Vail Resort had the resources required to maintain and run the equipment needed to distil alcohol properly.

The Waylander has therefore become a popular stopping place for people passing through the town.

Amphitheatre

The amphitheatre was partly destroyed in the period of madness after the Big Death. After Michelle arrived, this was the first location in the town that was repaired as it held great promise as a meeting point.

More importantly, the amphitheatre was a prime location for a marketplace. For the last four years, there have been no major incidents at this location, as the Town Hall, which houses the 'Constabulary', is located a mere 50 meters away.

Town Hall

This building was gutted by fire after the Big Death killed the older population. The charred ruins of the Town Hall were left to stand, scarred and useless, for several years. After about five years, a family of brothers moved into the town and took over the Town Hall building.

No one was prepared to stop them at the time as the Clay brothers were all naturally huge and intimidating. At first, everyone steered clear of them as they looked like the type of people who bullied people for fun, but nothing could be further from the truth. Each of these brothers had a heart of gold and this soon became evident when they started aiding others in the area, especially those worse off than

Six hundred years ago, the Black Death wiped out most of Europe. They thought it was the end of the world. Same as we did with the Big Death. But it isn't. It's another chapter in our struggle against the inferior breeds who brought disease and the Big Death to our families and our parents.

Mass death is nature's way of saying there's too many people breeding too fast. If we'd kept things pure, then it would've hit Africa, or Israel, or Mexico, or China...and left us alone.

But because they were here, multiplying like there was no tomorrow... well, they almost made sure there was no tomorrow.

In the New World, we won't make that mistake again. We're gonna clean up this mess, once and for all!

From the episode The Long Road

themselves. Over time, the five Clay brothers took to stopping fights where they could and preventing general mayhem.

Eventually, the Clay brothers were nicknamed the 'Constables' because of their natural ability to keep the peace and help others, which logically evolved into a better organised and respected constabulary responsible for keeping peace in the town in a way that was akin to traditional law enforcement.

Canon City, Colorado

History

Canon City is approximately fifty miles southwest of Colorado Springs and Thunder Mountain. Formed as a coal town in the 1800s, Canon City was once the county seat of Fremont County, Colorado. Canon City (pronounced Canyon City) was the home of the famous Royal Gorge – the 'Grand Canyon of the Arkansas' – and the Royal Gorge Bridge, the world's highest suspension bridge that towers 1,053 feet above the Arkansas River. A temperate climate including a mild winter made Canon City a desirable place to live and visit year round. Its downtown area featured many shops, restaurants, boutiques, cafés, a classic movie theatre, arts, live entertainment and antiques.

Prior to the Big Death, Canon City was known for its diverse cultural makeup including people of Welsh, English, Irish, German, Scottish, Hispanic and African descent. There was even a section of the town called Little Italy.

Along with the rest of the world, all that changed with the Big Death. Like almost everywhere in the United States, riots, fires and the general chaos that surrounded the Big Death rocked Canon City. Much of the downtown core was burned down and thousands were killed in the riots and terror. When the Big Death had exhausted itself, many thousands more children of Canon City and the surrounding area died in wave after wave of epidemic that swept through the terrified population of children.

When they are all gathered together, we will proceed with a mass execution unlike anything you've seen before. We will send a message and we will make it clear that some things will no longer be tolerated. We will strike a blow for purity that will be heard clear across the country!

From the episode The Long Road

When everything had settled down, no more than a few hundred children remained. Many of these rallied around a few charismatic older children and had time for little more than simply trying to stay alive. Over the years, these children have grown up. Many have moved on and migrated to other areas. Quite a few made their way north to Denver, hoping to find a better life. As the years passed, Canon City was all but abandoned. Only a handful of residents remained, most based out of a small village set-up in and around the old fairgrounds, near the suburb of Lincoln Park. Occasionally, the odd wanderer would pass through, bringing news and rumour from other areas, but usually life was pretty dull.

The community has come to be led by Alex Hamilton, a local who had lived in the nearby community of Rockvale prior to the Big Death. Alex had witnessed the horrific deaths of his parents and two older brothers from the Big Death. Only nine at the time, Alex vowed to look after his younger sister Kate and never to abandon their home. Both of these vows have since been broken, more out of necessity and uncontrollable circumstance than because of a lack of effort on Alex's part.

Kate was killed by a pack of feral dogs a year after the Big Death and the Hamilton family home was burned to the ground by marauders a year later. Alex survived, however, and he is now fiercely loyal to his community and those under his care.

About a year ago, fortunes seemed about to change. Alex's father, along with many of the parents of the other survivors, had been employed in the dwindling coal industry. As a result, Alex was somewhat familiar with the substance and realised its potential as a trade commodity. He set about gathering large quantities and began establishing limited trade routes with other towns. For a while, things were good again in Canon City. The coal kept their homes warm in the winter and brought in much needed supplies through trade.

Power & People

Unfortunately, the good fortune that shone on Canon City was the kind of thing that had an annoying habit of attracting less than desirable attention as well. A nomadic group of Posse Comitatus skinheads from Wyoming took notice of Canon City. The Posse had been expanding for several years but had yet to reach this far south. When a Posse group attacked a trade caravan from Canon City in the north of Colorado, they became aware of the little town and its supply of coal.

Canon City NPCs

Alexander Hamilton

1st level Guardian; Init +0; Spd 30 ft.; DV 1; DR 2; BAB +1; Grap +2; Atk: +1 melee, +1 ranged; SQ Hyper Aware (see Guardian character class); Fort +4, Ref +0, Will +1; Str: 13, Dex: 11, Con: 14, Int: 15, Wis: 12, Cha: 10.

Skills & Feats: Balance +2, Diplomacy +4, Hide +3, Intimidate +4, Jump +4, Knowledge (local) +4, Sense Motive +4; Simple Weapons Proficiency.

Equipment: Remington 700 rifle, 10 rounds of ammunition; hunting knife, jean jacket and jeans, army boots.

A group of Posse Comitatus arrived in Canon City and in little time established itself as the new power in town. Espousing their particular brand of racial hatred and twisted theories as to how and why the Big Death occurred, they rounded up all those inhabitants of non-European ancestry and removed them to the old State Prison Farm. This is where the Posse had established its local headquarters.

The Posse allowed Alex to live but brutally killed eight other residents as a show of force and as a deterrent to others who might form ideas of resisting or opposing the Posse. The town residents were terrified and were ordered daily by the Posse to go into the old coal mines to the south to gather coal and send it for storage at the Prison Farm. As the townsfolk performed their forced tasks, they were acutely aware of their Hispanic, Asian and African American friends held in cells at the Prison Farm.

Alex had no idea what to do next to save his town and his people, when suddenly fortune smiled upon him. A pair of wanderers stumbled upon the Posse group and reported this intelligence back to Thunder Mountain. In short order, agents of Thunder Mountain drove off the skinheads and the Western Alliance had a new member town.

Description

Most of the surviving members of the town are now living in and around the old Lincoln Park fairgrounds. Alex is established in a building that once served as a fast food outlet. In total there are 54 residents here with 18 of these being under the age of 15.

The old State Prison Farm was the one-time home base for the gang of Posse Comitatus who had recently been driven out of town. Led by Luke Smith, the Posse had planned to execute the non-white townsfolk, load up as much coal as they could, and make its way back north to Wyoming. Fortunately for the prisoners and townsfolk of Canon City, Thunder Mountain forces drove off this group with a swift and effective show of force.

Danbury, Colorado

History

Danbury had always been a quiet, self-sufficient little town, found along with a cluster of several other small towns in the southwest quarter of Colorado. Before the Big Death, it gradually became an affluent residential area, thanks mainly to having one of the most respected private schools in the state, as well as being surrounded by beautiful woodland. During the 1990s, a slow migration of wealthier families from as far as Colorado Springs and even Denver was noticeable, as people were choosing to live in the unspoiled natural beauty of Danbury and commute to work in the larger metropolitan areas. Some of these families worked at the Cheyenne Mountain facility, seventy miles away, sleeping there during the week and returning to more comfortable surroundings in Danbury on the weekend.

This led to a curious reaction following the Big Death. While other towns and cities saw mass panic as people fled from crowded areas for fear of contracting the disease, Danbury seemed untouched. For the first couple of months as the disease spread, little seemed to change: those who worked at Thunder Mountain were initially too busy trying to understand and fight the infection to worry about escaping it; and many of the rest, particularly the most affluent, saw the disease as targeting densely populated areas, mainly in the Third World, and so simply decided to stay put and sit it out. Saint Brigit's Academy still taught its pupils French and horseback riding, and continued to prepare them for their rightful place in the Ivy League: it was only when the news came through that the disease had apparently penetrated Thunder Mountain itself, and anyone who had not been killed had fled to points unknown, that the residents of Danbury awoke from their dreamlike state and faced the new reality.

Then, as one, the residents of Danbury took up their shotguns for protection against outside forces. It was not long, however, before some Danbury residents, in the panic brought by the unknown, began to shoot

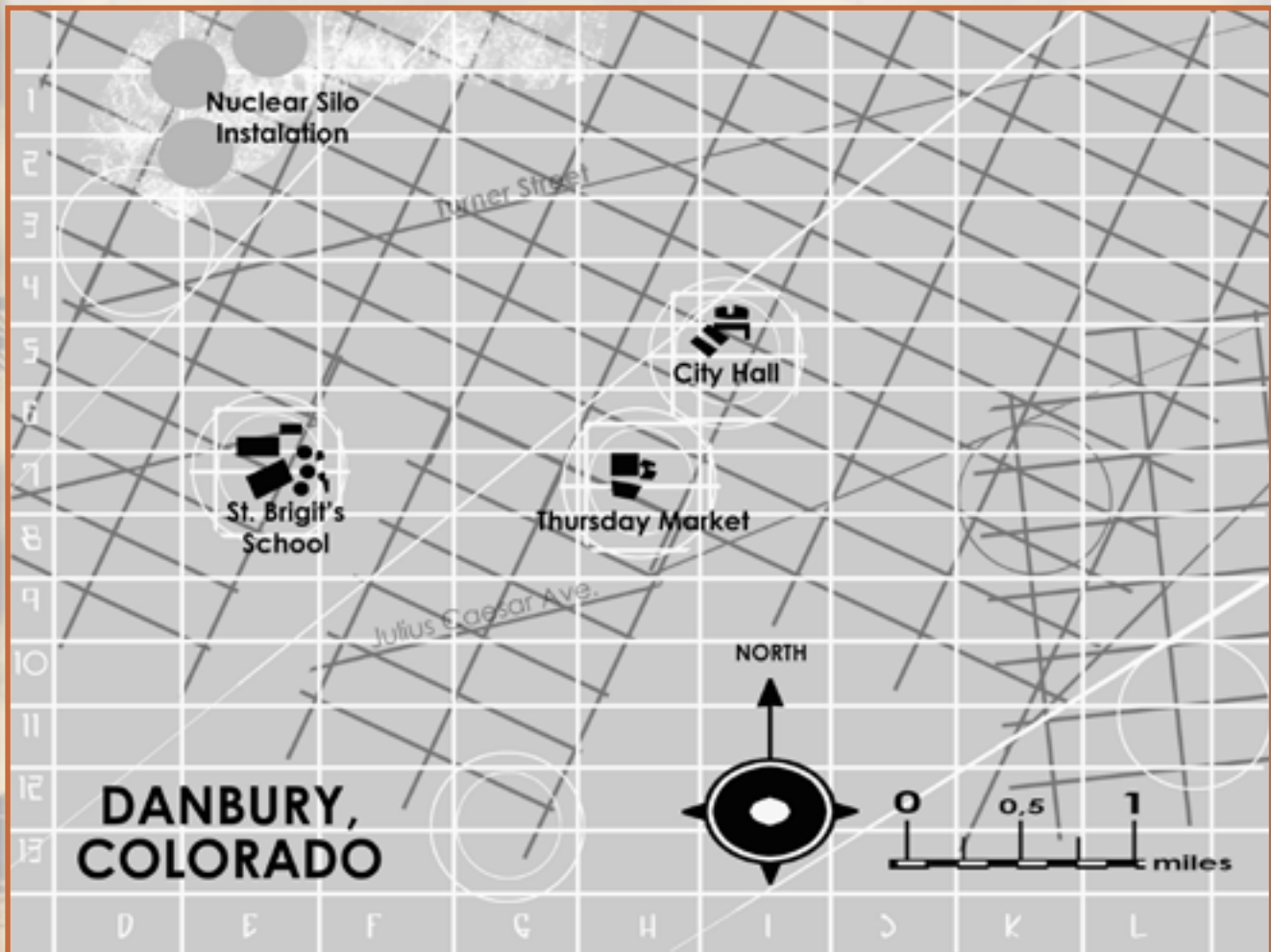
their own neighbours, while others began to shoot their own families and then themselves.

In the first few years after the Big Death, those who survived in Danbury kept quiet. Unlike many places, in particular the big cities, there was very little looting, and very little damage to property. In fact, had the raiding gangs known about it, it would have been ripe for the taking; but those who did know about it, knew to keep silent; those left alive kept to themselves. Even the school carried on much as before: when the teachers were finally all gone, the eldest students began to teach the youngest, instinctively knowing how important knowledge and education would be. True, as the universities had shut down and their personnel and teaching materials disappeared, finding the next meal became more important than finding a place at Harvard; however, the school did not become completely redundant. The lessons simply focused more on farming methods, how to grow crops, how to care for cattle and sheep and other such vital and basic survival information. Thus ten years after the Big Death, Danbury was, relatively speaking, affluent

once more: its inhabitants were now raising livestock and trading the animals and other farming produce with nearby communities for other supplies. Danbury settled down to become a small, close community, not exactly hostile to outsiders but not keen to expand its 2,000 inhabitants either.

Although many from the nearby towns were welcome to visit for trade, Danbury knew it was one of the richer communities in the region, and so was always on the lookout for raiding parties and gangs, and its inhabitants would defend every last member of the town to the death.

With a reputation for fairness and good organisation, and with much of its infrastructure – power, water, sewage – intact despite 15 years of disrepair and disuse, Markus settled upon Danbury as the first town to rebuild, to highlight Thunder Mountain's marked interest in helping put the outside world back together again. Because of their sense of independence, the Danbury town leaders were cautious at first, but they soon saw their ideals and their own model of





community reflected in Markus, who was obviously an intelligent, thoughtful and sensitive man who prioritised knowledge and co-operation. He could provide them with generators and a means to restore the water supply to the whole town. In return, Thunder Mountain would get respect from nearby communities for their alliance with Danbury.

There was something else: Markus, who always liked to kill two birds with one stone wherever possible, knew that an old nuclear silo installation was located a short walk from Danbury, and wanted to ensure that no one had been snooping around. The residents of Danbury had given it a wide berth, many seeing it as an example of all that was wrong with the Old World, and although they patrolled it at night to keep anyone else from investigating it too closely, they also refused to investigate it themselves. Markus' interest in the silo installation once more aroused their suspicions, until he convinced Danbury's leaders that, like them, he only wished to ensure that no one had taken an unhealthy interest in it.

The brief alliance between Danbury and Thunder Mountain proved to be a mistake. As Markus was about to give a speech to mark the alliance, a sniper bullet severely wounded him and he was rushed back to the Mountain to recover. When he returned a few days later, Danbury's leaders refused to discuss the possibility of starting co-operation again, and returned Thunder Mountain's equipment.

Shortly after, the nuclear installation came back online. These events led those at Thunder Mountain to believe that their opponents at Valhalla Sector had somehow forced Danbury to break off the alliance and forge a new one with them, but Thunder Mountain never managed to confirm this. Danbury returned to its state of isolation, and Markus never found out the truth of what happened to that curious little town until after the fall of Valhalla Sector, when his previous suspicions were confirmed, at which time Danbury joined the Western Alliance as a full member.

Power & People

Perhaps because of the central importance of St. Brigit's School to the town, it was seen that in the months following the Big Death, the younger surviving children naturally deferred authority to the elder children, and as such Danbury established itself as a kind of gerontocracy – the eldest made the rules. Although initially a convention based on the relative positions of the children of St Brigit's School, later it became established as an unwritten law, with power doled out in a hierarchical structure: the older you were, the more control you had. Although Danbury did create a form of democracy to elect its leader, the elections themselves are unusual. Only those of an equal age – those who were in the same grade before the Big Death – can vote for their peers and, amongst those, only those who were resident in the town and attending the school before the Death qualify. Thus the ultimate control of the town is in the hands of those who were just young enough to escape the Big Death and have managed to survive to this day.

Chief amongst them are Samuel Wolff and Naomi Redding. They make the most important decisions in Danbury and their authority is unquestioned. Samuel's contemporaries have voted for him to lead them for over ten years, after he emerged as a charismatic speaker and incisive decision-maker. Naomi supports him and takes responsibility for the marketplace, often intervening to settle disputes. She was known in the town as an industrious worker and has taught seamstress and cobbling techniques to the younger children for many years. Two years

before, she decided to put her name for leadership and, taking the second highest number of votes, was installed as Samuel's deputy. The two have a close, if occasionally fractious, working relationship: although they both care about the inhabitants of the town, Naomi has worked more closely with them – indeed, she has taught some of them much of what they know – and often takes their side of an argument. Samuel's approach is more pragmatic, but tempered with respect for Naomi's experience, and the belief that Danbury is in a unique position to be one of the strongest, most independent communities in the area after the Big Death.

Until recently, it was true that Damien, a sallow youth who was born blind, was not far from Samuel much of the time. It is said that Damien was delivered the same moment his mother died of the Big Death, and as a result is between two worlds. Rumour has it that he can predict the future. Whether this is true or not, he does have an uncanny knack for reading people and many times Damien has warned Samuel not to trust someone who subsequently turned out to be untrustworthy. Because of this he commands respect – and a little fear – from many in the town and it is said that Samuel never makes an important decision without consulting him.

Danbury NPCs

Samuel Wolff

4th level Shepherd; Init +1; Spd 30 ft.; DV 4; DR 2; BAB +3; Grap +3; Atk: +4 melee, +4 ranged; SQ Protector, Born to Lead, Negotiator (see Shepherd class description); Fort +3, Ref +2, Will +7; Str: 11, Dex: 13, Con: 14, Int: 14, Wis: 16, Cha: 15.

Skills & Feats: Appraise +4; Barter +5, Bluff +4, Craft (structural) +4; Diplomacy +4, Gather Information +7, Knowledge (history) +2; Knowledge (region 7) +5, Knowledge (Thunder Mountain) +2, Knowledge (Valhalla Sector) +1, Knowledge (Danbury) +7, Sense Motive +7, Spot +4; Attentive, Educated, Renown, Trustworthy

Equipment: Remington 700 Rifle, 6 rounds of ammunition. Suede coat, hiking boots.

Naomi Redding

1st level Guardian; Init +0; Spd 30 ft.; DV 1; DR 2; BAB +1; Grap +2; Atk: +1 melee, +1 ranged; SQ Hyper Aware (see Guardian character class); Fort +4, Ref +0, Will +1; Str 13, Dex 11, Con 14, Int 15, Wis 12, Cha 10

Skills & Feats: Balance +2, Diplomacy +4, Hide +2, Intimidate +4, Jump +4, Knowledge (Danbury) +4, Sense Motive +4; Simple Weapons Proficiency

Equipment: Baseball bat.

The 'Great Cataclysmo'

5th level Mystic; Init +0; Spd 30 ft.; DV 2; DR 1; BAB +2; Grap +2; Atk: +2 melee, +2 ranged; SQ Aura of Mystery +2; Prophecy; We Shall Overcome (see Mystic character class); Fort +2; Ref +1; Will +6; Str: 11, Dex: 10, Con: 12, Int: 14, Wis: 15, Cha: 16.

Skills & Feats: Bluff +6, Concentration +7, Diplomacy +4, Disguise +8, Handle Animal +3, Knowledge (local) +8, Perform +8, Read/Write (Hebrew) +1, Sense Motive +8, Sleight of Hand +3, Treat Injury +8; Deceptive, Persuasive, Renown.

Equipment: Rubber mask, grease paint, various wigs and a clown costume.

Otis

2nd level Jock; Init +0; Spd 30 ft.; DV 2; DR 1; BAB +2; Grap +5; Atk: +2 melee, +2 ranged; SQ Improvised Weapons & Imposing Presence (see Jock character class); Fort +4, Ref +0, Will +2; Str: 16, Dex: 11, Con: 13, Int: 10, Wis: 12, Cha: 9.

Skills & Feats: Intimidate +5; Knowledge (Danbury) +4; Knowledge (Region 7) +2; Listen +5; Spot +4; Simple Firearms Proficiency, Simple Weapons Proficiency.

Equipment: M16 Assault Rifle and 3 magazines; Army fatigues, army boots.

Or rather, never *made* an important decision without consulting him. Following the abortive attempt to forge links with Thunder Mountain, Damien disappeared. It is rumoured that he argued with Samuel and then left Danbury to wander out into the world alone. Other stories say he was kidnapped for ransom and Samuel, ever the pragmatist, refused to give in to any demands. Whatever the cause of his disappearance, it has hit Samuel hard – he refuses to even hear Damien's name spoken in his presence, even threatening banishment from the town for such a crime.



St. Brigit's School and Stables

Although still called St. Brigit's School, this place resembles a small farm more than anything. Although inside there are many reminders of the lessons of old, the playing fields have been converted into small fields for growing crops by rotation, and also for raising chickens and cattle. A stable where the students would learn to be good horsemen and women adjoins the school grounds and is now used to breed horses that are sold for transport. The school and stables are maintained also by training those from other communities nearby to ride the horses in exchange for clothing – and the clothing is then mended by the younger children under the

supervision of the older children, and in turn is either used by the townsfolk or sold to others at the market.

If a character wants to buy a horse, or learn to ride one, they should first inquire with Julia Breakspear. She first learned to ride when she was six, and when the Big Death came when she was ten, she withdrew into herself, keeping herself sane by caring for and riding the ponies at the stable. Over the next few years she became a fine horsewoman, and trained many of the town's residents to ride and care for horses. Nowadays she is seen as rather eccentric, chatting loudly to herself as she scoops manure onto the back of a cart to take to fertilise the crops.

Jesus. Mohammed. Buddha. All the really good gods started out as regular guys and worked their way up. Everyone's gotta start somewhere.

Christianity was not spread by love, it grew at the point of a sword, with crusades and inquisitions and soldiers who said 'believe or die'.

Only difference between that and this is I'd rather not wait until I'm dead to get the ball rolling.

Michael. From the episode ... And the Ground Sown with Salt.

The Thursday Market

Thursday is market day, which admittedly does not mean much when every day is pretty much like any other. Nevertheless, that is when non-residents are welcomed into the town to buy mended clothing, trade livestock and purchase vegetables. Try to come any other day and you will be politely told to leave – although the market is open every day for the town's own residents.

Because of this ritual, some Thursdays almost have a carnival atmosphere, as Danbury residents who are not traders try to entice strangers with magic tricks, engaging in busking, juggling and puppet theatre – all to keep the visitors in a positive frame of mind, and to help make bargaining a simple and profitable

experience. One of the main attractions each week is the 'Great Cataclysmo' – a clown who enacts an extravagantly comic history of the Big Death and its aftermath with mime and puppets.

Some people from nearby towns even bring their children especially to see him, making Thursdays in Danbury a bustling, heaving time. One mystery is the true identity of Cataclysmo himself: by doing the entire act with a full head-mask on, he keeps his real name a secret, and if the residents of Danbury know which of them he is, not one of them is telling...

City Hall

Based on the old saying, 'You can't fight City Hall', the children who grew up after the Big Death gave this nickname to the house where the eldest children who attended the school lived. Ironically, the house itself was one of the less grand in the town: nevertheless, it became seen as the natural home of those who led the town, and now it is accepted that whoever makes the decisions does so there.

For the past decade, that has been Samuel Wolff. However, when Naomi Redding was appointed his deputy, she moved into a spare room there, to assist with his decision-making. If a character calls around, she is more likely to answer the door than Samuel, and is always willing to talk to any residents of the town who have a problem. If one is from out of town, however, it might be better to talk to Samuel – with his strategic mind and clear thinking, he often sees the 'bigger picture' better than Naomi does.

Nuclear Silo Installation

Pass over the hill to the northwest of town and one will see a bleak sight: a large patch of flat waste ground, eerily silent and dead. Look closer and several large metal plates in the ground, covered with corrosion and partly overgrown with weeds become evident. These are the entrances to the underground nuclear silo installation. Few have ventured down since the Big Death, but it is believed that nuclear missiles may still be sitting down there, just waiting for someone to give the command to open the covers, raise the missile launchers above ground and fire them. Whether this is true or not, there is a graveyard pallor about the place that makes it one of the more unpopular guard duties.

Except for Otis, that is – for some reason he relishes the opportunity to guard the installation. Indeed, he often volunteers for a night shift, and can be seen patrolling in battered khaki combat fatigues, armed with a large knife that he sharpens himself every day. As he has never shown any interest in actually

entering the underground installation, his fellow Danbury residents think he simply likes to pretend that he is in the old US Army, on important duties. In fact, they are often content to leave him to it, happy at least that he is keeping anyone away from the site who might have designs on stealing the nuclear warheads that might be inside.

Cranston, Oklahoma

History

Cranston was your typical military town. Its sole reason for being was basically to provide services to the adjoining McLaren Army Base.

McLaren had been home to the 102nd Airborne since that unit's inception during World War II. By the time of the Big Death, the base was undergoing a major refit and redesign, transforming into an Army ammunition manufacturer and depot.

Even before the Big Death, Cranston's population was not what one would call large. There was only one high school and a handful of primary schools. There was the ubiquitous shopping mall and several fast food outlets serving the dubious nutritional needs of the servicemen from McLaren as well as the town residents.

While the base had its own infirmary, the population of Cranston had to travel almost thirty miles for medical care at the East Cameron Medical Center. Local law enforcement consisted of a single Highway Patrol detachment on the outside of town. Military Police filled in when required to by the occasional bar fight or act of vandalism.

After the Big Death, as elsewhere, things changed in Cranston.

Power & People

As the world was in chaos around him, twelve-year-old Michael Merriweather kept his wits. Always an odd child, Michael did not weep or otherwise lament the death of his parents and older brother. Instead, calm and cool, he gathered up a few of his friends and made his way to McLaren Army Base. By this time, all of the adults had already succumbed to the pandemic and lay dead and decaying where they had fallen. Michael calmly went about gathering up the bodies and burned them all in a giant bonfire at the main gates of the base.

The smoke and stench naturally attracted other survivors and, from these, Michael formed his core

MICHAEL

... I've always known I was meant for more than this. I'm meant for something special. Important. Even as a kid. I just did not know what it was. Then the Big Death hit and everyone I knew died.

And everyone they knew died. For everybody to just die like that, billions and billions, there had to be a reason. I thought about it, I thought about it for a real long time, and in the end, I realised the only way the Big Death could happen was if God was dead. And if God is dead, I mean, somebody has to fill in, you know?

I've got my tribes, my people. I've got believers and I've got followers and I've got the vision, the vision of the new world. I see flags and banners, whole armies marching in my name. It is all right here in my head and it's gotten bigger and stronger every year until now every time I close my eyes I see it.

KURDY

So, like, you are God, right? I dunno, man. I just thought you'd be, like, taller or somethin'.

MICHAEL

No. I'm not a god. To be a god, you first have to get people to believe in you. Then you make sure your enemies are controlled. Then you begin building a world with you, and your followers, at the very centre of the universe. Unquestioned loyalty. Unquestioned obedience. Unquestioned love.

group of followers. Although he seemed immune to the horror, the events of the Big Death had unhinged Michael's mind and he now saw himself as godlike and charged with a mission to rule the world.

Michael and his new band of followers quickly set about securing the base; closing it to all those outside his group. After several would-be trespassers were shot and killed at the fence, most people from the area wisely opted to leave the base residents alone.

Over successive years, Michael slowly built his people into a well-armed and trained fighting force. As the children grew into teens and then adults, the surrounding area became Michael's personal fiefdom. He recruited more and more soldiers from the marauder bands roaming the remnants of the old

highways and formed these into a cohesive army. The whole organisation hinged on Michael's personal magnetism and charisma. He was a twisted genius along the lines of Adolf Hitler and Jim Jones.

Equipped with the best weapons and supplies available in the New World, Michael's group at McLaren Army Base is perhaps the most powerful group in this part of the world. Michael routinely sends out scavenging parties to scour the area and beyond for new supplies and, often, for slave labour. Tribute is collected from over a dozen towns in Oklahoma, Arkansas and Texas and towns that will not, or cannot, pay are dealt with harshly. In one instance, Michael decided to make an example out of the town of East Cameron for non-payment of tribute. With the push of a button, Michael detonated a 'Daisy Cutter' bomb placed in the centre of East Cameron, annihilating everything within a half-mile of the blast.

If your *Jeremiah* campaign takes place after the events from the television series, then Michael and his group are no longer a threat and the town of Cranston has joined the Western Alliance as a full member. Some of this needs some explanation:

During the events from the episode: '... and the Ground Sown with Salt', Michael's tyranny was put to an end when his girlfriend, Julie, detonated over one hundred of Michael's Daisy Cutter bombs inside McLaren Army Base. Jeremiah and Kurdy barely had enough time to escape with a group of prisoners before Julie blew herself, Michael and the majority of his followers off the face of the earth. With Michael gone, the town of Cranston rebounded and became a valued member of the Western Alliance.

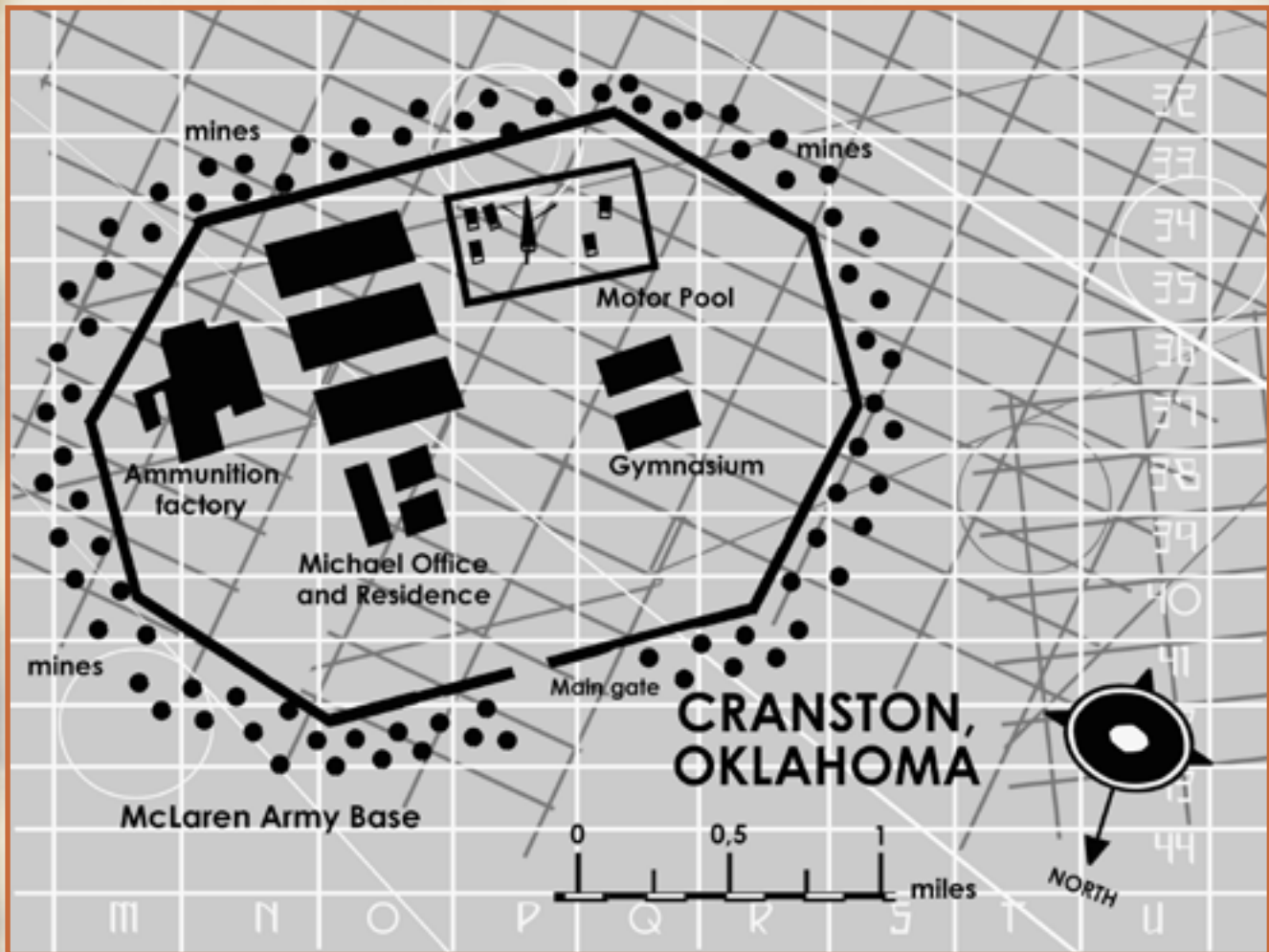
On the southeast border of the Alliance, Cranston often serves as a hub for caravans bringing food in from the southern states. As such, it has prospered since Michael's demise and now serves as a garrison town, housing almost 40 Alliance soldiers. Where McLaren Army Base once stood, there is now little more than a charred crater.

Description

If your campaign is set after the events from the television series, the information below should be ignored. If however, this campaign takes place before Jeremiah and Kurdy visited Cranston and confronted Michael, the information below will be quite useful.

McLaren Army Base - Main Gate

A 12 foot high chain link fence topped with razor wire surrounds the entire perimeter of the base. Additionally, Michael's people have sown the ground



Cranston NPCs

Michael

6th level Shepherd / 2nd level Commander; Init +1; Spd 30 ft.; DV 5; DR 0; BAB +4; Grap +6; Atk: +5 melee, +5 ranged; SQ Might Makes Right; Born to Lead; Negotiator; Sense of Style (see Shepherd character class) Lead By Example (see Commander advanced class); Fort +1; Ref +5; Will +8; Str: 14, Dex: 13, Con: 10, Int: 15, Wis: 12, Cha: 16.

Skills & Feats: Bluff +7, Concentration +3, Diplomacy +9, Drive +7, Gather Information +6, Intimidate +11, Knowledge (Cranston) +11, Knowledge (region 5) +9, Knowledge (tactics) +9, Knowledge (Valhalla Sector) +3, Sense Motive +11; Advanced Firearms Proficiency, Confident Leadership, Military Firearms Proficiency; Renown; Simple Firearms Proficiency, Simple Weapons Proficiency.

Equipment: Full camouflage fatigues and military boots, Glock 9 pistol, MP5 submachinegun with four extra magazines.

Julie

1st level Commoner; Init +0; Spd 30 ft.; DV 0; DR 0; BAB +0; Grap +0; Atk: +0 melee, +0 ranged; SQ None; Fort +0; Ref +0; Will +2; Str: 10; Dex: 11; Con: 10; Int: 10; Wis: 14; Cha: 15

Skills & Feats: Climb +2; Craft (writing) +4; Spot +3; Simple Weapons Proficiency (knife).

Equipment: None.

Daisy Cutter

Although it is highly recommended than no sane Games Master ever allow a group of characters to possess such a weapon, the following is presented for information purposes:

It is big and destructive. To be exact, the Daisy Cutter bomb weighs in at 15,000 pounds and destroys anything in a 600-yard radius. First used during the Vietnam War, these huge bombs were also used in the Gulf War and Afghanistan. Although the 'Daisy Cutter' bomb is not a nuclear weapon, its use in battle had caused controversy because of its terrifying and utterly destructive nature.

The BLU-82B or 'Daisy Cutter' is the largest conventional bomb in existence and is 17 feet long and 5 feet in diameter, about the size of a Volkswagen Beetle but much heavier. It contains 12,600 pounds of GX explosive. To put that in context, the ammonium nitrate in just one Daisy Cutter bomb is about six times the amount used in the bombing of the Federal building in Oklahoma City.

Should the Players find themselves within the blast radius of a Daisy Cutter... game over.

around the fence with various types of landmines making access through anything other than the main gate suicide.

The main gate itself is little more than a security hut with a movable barrier crossing the main road. The barrier is for show because anyone truly wanting to force their way into the base would likely be more concerned with the eight M60 machineguns located in sandbag bunkers all around the main gate area. This area never has fewer than six soldiers guarding access to the base. Since Michael has been known to execute anyone who falls asleep on duty, the guards are exceptionally vigilant in their duties (-2 on all Move Silently and Hide skill checks for those trying to sneak in).

Motor Pool

Michael has a sizeable fleet of operational motor vehicles and these are parked and maintained in the old base motor pool. The base had an existing stockpile of gasoline and oil but most of this has been depleted

over the years. This is the primary reason Michael maintains regular scavenging parties, sending them as far afield as Texas, Kansas and Arkansas. The current vehicles that can be found at McLaren Army Base include three Bradley Fighting Vehicles (see New Equipment), six LAV-25s, twelve Hummers, eighteen 5-ton supply trucks, an Avenger anti-aircraft vehicle and eight civilian cars and light trucks.

Gymnasium

The old base gymnasium has been converted into a makeshift prison. It is here that Michael holds all prisoners and wanderers his men pick up in the surrounding area. Chain link and barbed wire fencing surround the entire gym and Michael has had a raised platform erected at one end from which armed guards maintain vigilance. There are never fewer than six guards standing watch although fights between prisoners are rarely interrupted.

Michael's Office & Residence

Not surprisingly, Michael has appropriated the old base commander's residence as his own. It is luxurious, furnished with materials scavenged from around the area. He also has a small cache of weapons and armour hidden in the closet of his bedroom and never sleeps without his Glock 9 on the bedside table. The closet contains the following: three Glock 9 pistols, one Desert Eagle pistol, three Beretta 92F pistols, two M16 rifles, one HK MP5K submachinegun and one M60 machinegun. There are also 50 rounds of ammunition for each of the above weapons in a locked trunk on the floor of the closet.

Ammunition Factory

Only a few years before the Big Death, McLaren Army Base was being converted into a major manufacturer for U.S. military ammunition. This involved mainly small arms ammunition but many types of larger munitions were also manufactured here. Without reliable electricity, the plant sits idle but there is a huge stockpile of ammunition still in storage. Michael maintains no fewer than six well armed guards at this location day and night. The guards have strict orders to shoot anyone approaching the storage compound after dark, regardless of identification. Players who manage to gain access to this area will have their pick of any type of small arms ammunition they desire. There are also 14 crates containing 40 fragmentation grenades, three crates of 40 flash-bang grenades, and two crates of four Stinger missiles. This area also houses the base's vast store of Daisy Cutter bombs. For this building to still be standing, the Players have to arrive before events from the television series occur as this is Ground Zero for the massive explosion that

destroys the base, Michael and everyone else within half a mile.

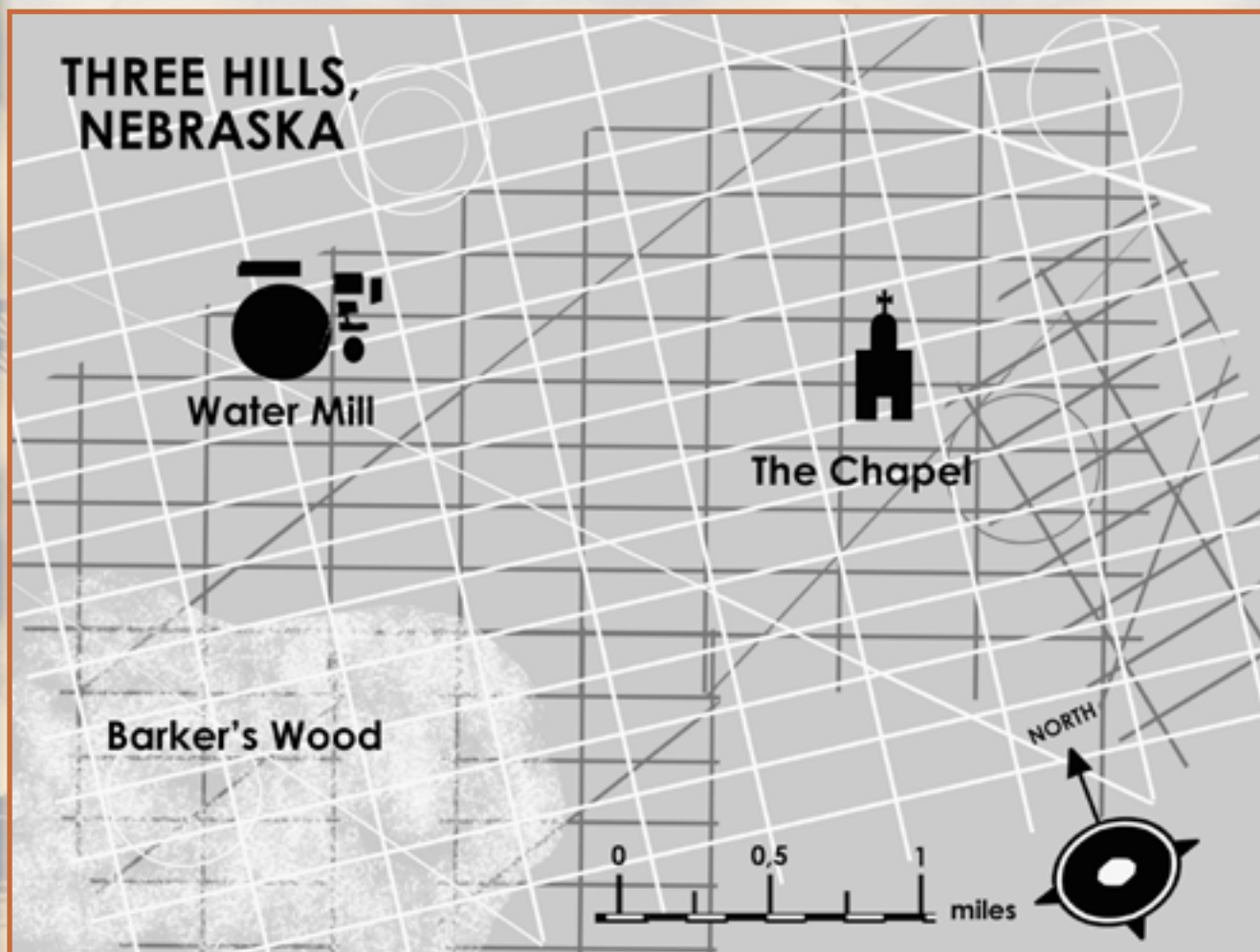
Three Hills, Nebraska

History

The community in southern Nebraska, known as Three Hills did not really exist in the days before the Big Death. As the name suggests, its residents live in the shadow of three hills, and the valley and nearby river were hugely popular with tourists, particularly for fishing, the river being well stocked with rainbow trout and bass. But there was no centre to the community, those who lived there having bled out from nearby towns and cities such as McCook, and across the borders of neighbouring states such as Colorado and Kansas. The picturesque scenery and relaxing atmosphere gave the few scattered houses and cabins a lazy, untroubled feel. Little changed in the decades leading up to the outbreak of the disease.

However, things changed noticeably as the Big Death swept across America. Because the disease was believed to be spread by touch, people fled the towns and cities, many hoping to ride out the disease in comparative isolation and return when the authorities had the disease under control. As a result, the valley between the three hills acted like a magnet, drawing to it hundreds of people hoping to be safe from the disease. Those few who already lived there were not happy, even though many found themselves renting their guest rooms out of season: the numbers were overwhelming, and violent clashes broke out frequently. Moreover, because of the low population density the local police force would not have had the resources to cope, even if they had not had to divert their attention to quelling rioting in the cities. The result was lawlessness, and those who had lived there fled their homes. Still, the hordes kept coming.

The fugitives soon paid the price for their mistake. In amongst the hundreds descending on the valley were several already incubating the disease. When their symptoms were spotted, the response from the



rest was brutal and instant, but it was already too late: by the time the first man staying in that valley died of the disease, almost all of the rest of the adults were infected.

In the years that followed, the valley remained a place sought out by survivors. While the major cities were being looted and patrolled by desperate armed gangs, the valley once again became a sleepy, quiet community. In one sense, they had everything they needed – a watermill gave them power, the river provided an endless source of fish and the three hills helped shelter the cosy little village from the elements, both natural and human. For these reasons, the valley community was perhaps the first place in the state to pick itself up and re-establish some form of normality: the survivors chopped logs and sawed them to build cabins, began to farm cattle, mill flour for baking, and in short began to mimic their ancestors from 150 years before, slowly beginning the job of putting the country back together again. People began to call the fledgling community Three Hills, and for miles around the name began to symbolise honesty, hard work and friendliness. And so, despite everything that had happened, the people of Three Hills began to find some happiness.



Then disaster struck. One summer, seven years after the Big Death, one of the townsfolk named Morgan ran into the centre of the valley screaming that he had seen it raining fish. It was a sign, he said, that the Lord had seen their plight and was getting ready to return in glory. Some villagers believed him; most thought he had gone a little crazy – who had not, those past few years? He told them to repent and screamed at them to mend their ways for the Lord was coming. The people of Three Hills simply smiled and went about their business.

Then, fourteen days later, after almost non-stop rain and wind, the river burst its banks and the town of Three Hills was completely flooded. Every new building was destroyed, the young men and women not having the knowledge or experience to build them to be flood-proof. Those cabins and other buildings that pre-dated the Death survived, but were badly damaged. Thankfully, very few townsfolk were killed but the community had to rebuild from scratch.

Because the disaster had a biblical feel to it, and thanks to Morgan's pronouncements, some of the people began to wonder if it really had been a sign from God. This was when a young African-American man called Sandor emerged from their midst with the authority to denounce this superstition. Three Hills had been destroyed, he argued, not by divine deluge but because of their complacency – it had been a disaster waiting to happen. What they had to do was rebuild, not in the haphazard way of before, but with some sense of design.

Three Hills had never really had a leader before, mainly because the random sprawl of cabins and old buildings had never been a town in the conventional sense, but everyone began to look to Sandor as their elder, soon he was the accepted leader, though he always refused that title, preferring to see himself as a spokesman, even ambassador, as he went to nearby communities to ask for their help in rebuilding his town. With a growing population, people willing to work and the promise of the advantages of better design, Three Hills was rebuilt into a more conventional town, with Sandor the unelected but accepted first resident. A ceremony was held to declare Three Hills officially open, and over the next five years it again became

Three Hills NPCs

Sandor

5th level Guardian; Init +1; Spd 30ft; DV 6; DR 2; BAB +5; Grap +7; Atk: +6 melee, +6 ranged; SQ Hyper Aware; Controlled Charge; Focused Attack (see Guardian character class); Fort +6; Ref +2; Will +1; Str: 14; Dex: 13; Con: 15; Int: 13; Wis: 10; Cha: 11.

Skills & Feats: Gather Information +4, Intimidate +4, Jump +4, Knowledge (region 7) +5, Knowledge (Thunder Mountain) +5, Sense Motive +4, Spot +6; Advanced Firearms Proficiency, Simple Firearms Proficiency, Simple Weapons Proficiency.

Equipment: Leather jacket and military boots, Beretta 92F Pistol with 36 rounds of ammunition, Remington 870 shotgun with 8 rounds of ammunition.

one of the most pleasant and quiet places to live in the state.

All that changed when the third disaster to destroy the community in fifteen years swept its way across from the east. Three Hills had become a key member of Thunder Mountain's new alliance, and was supplying troops to its new army to fight the forces of Daniel. Perhaps that was why a platoon of Daniel's men descended on the town, burning every building to the ground and murdering as many residents as they could in their homes. Of the few hundred who lived there, only a couple of dozen made it out alive. Many burned to death as their wooden cabins, dowsed in gasoline, became smoking pyres. Of those who managed to get out of their houses, some were shot by Daniel's men. Those who avoided second- and third-degree burning and well-aimed bullets had another surprise waiting for them: the eastern army had mined the circumference of the town, killing many of the fleeing townsfolk.

Despite trying to make sure that no one got out alive, the leader of the platoon, a man named Sims, took no chances with Sandor. He knew that killing Sandor would send a personal message to his friends at Thunder Mountain. Before destroying the rest of the town, he shot Sandor, his wife Katherine and their child, Jake. Leaving the bodies where he hoped they would be found, Sims left one final reminder of his power on Sandor's body – a copy of the 'wanted' poster that Jeremiah had had printed to find Sims himself.

Power & People

Who controls Three Hills very much depends on when the Players arrive. In the first few years after the Big Death, there was no central power, each small group fending for itself and co-operating with the others on an ad hoc basis. Following the great flood, the town was rebuilt in a more conventional fashion,

with Sandor emerging as the natural leader. Although a charismatic and articulate speaker, he did not lead the town in the normal sense – he was not elected and although the residents looked to him for advice and help, he did not exert control over them. Instead, he tried to represent their interests by making deals with other local communities near the state border.

As a key pawn in the game between Thunder Mountain and Daniel, Sandor was killed and the town destroyed for no better reason than to create a diversion. Now it is simply an ash-strewn wasteland, the beautiful trees reduced to husks and every building gutted. Players may find looting gangs around there occasionally, searching for any food or clothing not destroyed in the fire, including on the bodies of the people slaughtered as they tried to escape; but Sims' platoon did a thorough job, and there is little to find there now but desolation.

The Watermill

During Three Hill's heyday as a community after the Death, the watermill was a popular destination. Powered by a ten foot waterfall, the mill wheel gave power to a generator that gave a limited amount of electricity to a few nearby cabins. A popular destination for travellers wishing to recharge their batteries – both literally and figuratively – the mill also drove a more traditional mechanism to grind flour, which residents used to bake bread. Both fresh bread and leftover flour was sold to anyone who turned up at the mill, although flour was usually the best bet, as the quality of the loaves was rarely high.

Nevertheless, if the characters arrive in Three Hills when the community is thriving, the watermill should be their first stop. Many of the cabins nearby rent out rooms where they can find shelter for a few nights in return for whatever supplies they have managed to pick up on their travels. They may also pick up some local gossip from Bill – who calls himself Bill



the Baker – the man who installed himself in the mill a few months after the Big Death and set about trying to figure out the workings of the machinery. Bill jealously guards the equipment and his bread recipe – not that too many people are interested in stealing the latter – and because everyone in the community visits there at least once a day, as well as many travellers working their way from state to state, he hears all sorts of stories and is always willing to recount them as he waits for his dough to rise.

Barker's Wood

One such story is the tale of the day it rained fish, although however much Bill the Baker may try to persuade you he saw it with his own eyes, in fact the only person who witnessed this alleged event was Morgan, an eccentric young man who had seen his mother and father killed by a raiding gang before they even contracted the plague, and was never the same afterward.

After Three Hills began to rebuild following the flood, Morgan did not feel part of the community anymore, and took to living in the woods, hunting his own food and building his own shelter. With only himself for company, the next few years saw him developing his theories about the future of the world. Ask him and he will tell you that God is planning to return; that He has made this known to a select few prophets, some of whom He speaks directly to; that when God returns, He will take the virtuous directly to Heaven, leaving the rest behind to suffer a second, and even more deadly plague than before. He will tell all these

things not with a manic glint in his eye, but with a cold, almost clinical rationalism.

Although the townsfolk barely noticed, Morgan's infrequent trips into Three Hills stopped a couple of months before Sims and his army arrived in town. Where he is now, no one knows, though as Barker's Wood was almost completely destroyed, it would seem that even if he survived the massacre, he would need to find a different source of shelter and food. The timing of his disappearance is curious, though. Did he know what was going to happen? And if so, was it because of some inside

knowledge of Daniel's plans, or because God gave him the information?

The Chapel

Three Hills was never a greatly religious community, preferring to celebrate its spirituality with a direct connection with nature instead of regular church going. However to partly appease those who thought the flood might really be an act of God, one of Sandor's first suggestions when the town began rebuilding was to set aside one of the new buildings as a small church. The Chapel, as it became known, was a place for anyone to seek a quiet moment of solitude; to think about their problems and the nature of the world they lived in. Although there were no formal church services, Sandor did encourage small groups to meet, whether to say prayers or to perform some spiritual ritual.

One of the most spiritual people in the new town was Sally Marlow. Thirteen years old when the Big Death hit, she had been considering becoming a nun. The Big Death shook her faith to its core, and for the next few years she travelled around, stealing what she needed and refusing to think about God. She arrived in Three Hills just in time for the flood. She had been contemplating suicide, and at first, helping to rebuild the town kept her mind off her own despair. But she soon began to realise what she had been missing all those years – the community spirit and the care that these people had for one another. She asked Sandor if she could be the custodian of the chapel, and he

agreed. At first, this simply meant keeping it clean and tidy, but she soon became known around town for her priestly bearing, her quiet wisdom and her openness. Jokingly at first, she was referred to as the Reverend; and the title stuck when everyone – including Sally herself – realised how well it fit. Her position was cemented when she presided over possibly the first wedding ceremony for over a decade, certainly the first any of the Three Hills folk had seen. Sandor and Katherine became a married couple in the chapel, a symbol of Three Hills new belief in close co-operation and care for one another.

When Sims' men came to town, the chapel – one of the largest wooden buildings built after the flood – was an early target. Sally was not inside at the time, but a small group of children were, praying for a good wheat crop that year. Without a thought for her own safety, Sally entered the burning building to rescue whoever she could. She managed to save several children before she became trapped in the inferno herself, and died there, just one more victim of Daniel's relentless drive westward towards Thunder Mountain.

Ibadan, Colorado

History

Ibadan is a sprawling, isolated enclave controlled by the Shadow of the Crescent, a tightly-knit African-American community dedicated to an ideal of racial purity. Outsiders are typically unaware of the town's name, and know it only as the Shadow of the Crescent, or simply 'the SoC'. Like the white supremacist groups that dot the landscape, the Shadow of the Crescent practices a strict policy of racial separation, but falls short of seeking out those of other races with the intent of committing acts of violence. Racial mistreatment at the hands of the white majority before the Big Death, and in many cases mistreatment afterwards, has made members of the Society extraordinarily paranoid of outsiders, even those of African ancestry. Membership in the group is only granted by invitation, and considering the Society's harsh policies of isolation – and their heavy-handed enforcement of those policies – it is safe to say that the enclave does not grow rapidly. Still, over one thousand members call it home, and thanks to Thunder Mountain's Outreach Program, those isolation policies may soon change.

The Shadow of the Crescent formed soon after the Big Death, when its current leader, Kwame, and a group of survivors from his neighbourhood fled the violence and chaos in Denver for the relative safety of the countryside. Kwame was acutely aware that his band of African-Americans would make an easy target

for the white supremacist groups already beginning to form, and began scouting for a location where he could build a new community. When a few white supremacists – really no more than confused children who happened upon some weapons – ambushed the group, Kwame was one of the few left alive after the gunfire ceased.

He realised that the destruction of the old society meant white supremacists could now act without fear of legal or societal repercussions, and he vowed that the only way for his group to survive was to respond in kind. As he buried the bodies of his dead friends, killed for no reason other than the colour of their skin, he promised to those left alive that they would create a community where they could live free from such fear. Adopting the crescent moon of Islam as their symbol, Kwame and the others created the Shadow of the Crescent as a means of solidifying their beliefs and creating unity.

In the beginning, the Society wandered, gradually snowballing as the group passed through towns and villages. Eventually the group, by this time more than a hundred strong, found an old resort relatively untouched by weather and time in a high mountain meadow. Overlooked by the rest of the world, with the Rocky Mountains as a backdrop, acres of arable land, unlimited building materials, pre-dug wells and the benefit of total isolation, Kwame quickly made

KURDY

Shadow of the Crescent – they got over a hundred acres right at the edge of these woods...

ELIZABETH

They picked a pretty remote spot, didn't they...?

KURDY

That's the whole idea. To separate themselves – to be as self-sufficient as possible... what I hear is they've made their own world out here. Kinda like Thunder Mountain, only it's above ground.

ELIZABETH

Sounds like you're pretty sympathetic to their cause.

KURDY

I'm not makin' judgements one way or another. Tell you this, though; history has not always been kind to black people, and if what they're really about is self reliance, carving out their own identity... hell, I say more power to 'em.

the decision to settle there, calling the town Ibadan after the university city in Nigeria, where his family claimed ancestry.

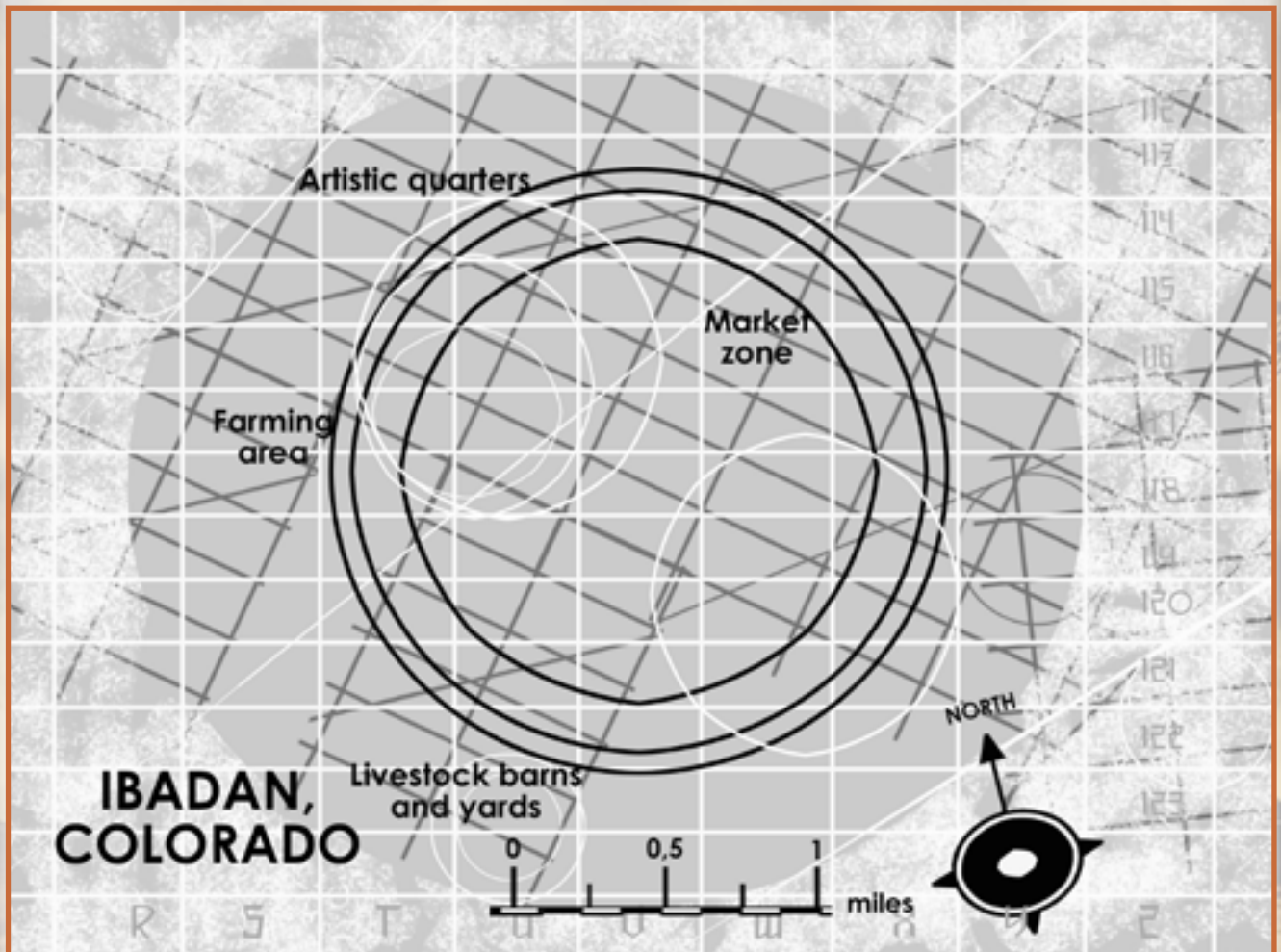
Kwame hammered out the society's fundamental philosophies, drawing from diverse source material that would have been far above the heads of many of his peers. Demonstrating his elegant and natural talent for explaining difficult concepts to the other members, Kwame drew many elements from Islam and the Qu'ran, such as the concept of Ummah, or family, that proved so valuable to many in the African-American Civil Rights movement. As such, members of the Society often refer to each other as 'brother' or 'sister'.

For the first couple of years, the Society aggressively scavenged the surrounding area for building materials, useful tools, farm animals, seeds to plant and most of all, books and other forms of knowledge. Kwame taught that the only way to avoid violence was to become completely self-sufficient, and made every effort to encourage members to learn. The youngest

children were sent to schools, where older kids taught them everything from farming to history.

In surprisingly little time, Ibadan grew into a sustainable, self-sufficient community. The initial complex, little more than a few houses created by dismantling the resort hotel, grew into a hundred-acre compound that included fields of crops, orchards, livestock areas and even places for artisans to practice their crafts. Naturally, membership grew rapidly in this period, although people of mixed descent were often denied entry and whites were treated with contempt, if dealt with at all.

Approximately three years after the Big Death, Ibadan sported a population of nearly one thousand, and a sprawling complex of houses, community buildings, shops, barns and granaries. Kwame's last major building project in this period was a wooden palisade around the central part of the community and a vast network of platforms in the forests around the enclave. The Shadow of the Crescent was then only too content to withdraw into itself, creating the isolation it craved.





community is currently considered a protectorate of the Western Alliance.

Power & People

Although there is no official power structure in Ibadan, Kwame is the *de facto* leader of the Shadow of the Crescent, and many of the members see him as their natural representative. Born Kwame Alexander, it was largely his strength that forged the Society from the pain of the Big Death, and there are very few members of the Society who would not willingly lay down their lives for him. After forming the society he dropped his family name and simply became Kwame, and today he is the first person people turn to for leadership within

Although some members left and a handful of others joined, the Society has remained content and largely unchanged until now.

Today, Ibadan is a healthy, thriving community, at least in the sense that its inhabitants have all they need, are secure and generally content. The roads leading to it have degraded to the point where vehicle traffic can no longer reach the settlement; if someone wants in or out, they go on foot, on horse or on an ATV. It is one of the few places where wool is spun on looms to create new clothing; books are not only being read, but written; and there is a clear and dedicated artisan class that devotes time not only to collecting art from before the Big Death, but to creating new works. The community's crops include some extremely rare plants, and their cuisine includes amazing recreations of traditional African dishes. The thriving artistic class creates pottery on par with anything produced before the Big Death, and weavers make the vividly-coloured wool clothing that has become one of the Society's trademarks.

As time goes on, more and more members are becoming aware of the outside world, through tales told by the occasional wayward traveller or even the sporadic trading caravan that stops for the highly-valued pottery created in Ibadan. Recent contact from Thunder Mountain representatives has also increased the awareness of and desire for contact among a growing number of Society members. The

the community.

Rahim Abraham is Kwame's right-hand man. In many ways he serves as a combination of sheriff and judge, and is often responsible for dispensing justice, carrying out decisions made by Kwame and other community leaders, and keeping the peace. Rahim is one of the most fervent believers in the Society's ideals, even to the point of not recognising when flexibility might be beneficial to the community.

There is little in the way of formal law in the Society; what few decrees there are have been decided on by *ad hoc* committees comprised of representatives of the various professions in the community. One of these is a strict ban on alcohol and other controlled substances. Another is the penalty for allowing outsiders into the community without proper authorisation. Justice is usually swift. A jail exists for minor infractions, while a major offence typically results in expulsion from the community. If Rahim feels the security of Ibadan has been compromised, he will not hesitate to use other means of punishment, including death, to extract information and ensure the safety of the community. Fortunately, most offenders often learn after the first crime, and the jail is rarely in use.

Militarily speaking, the Society does not have a standing militia, but every member is required to rotate through guard duty and training on a monthly basis. A hundred people are on guard around the perimeter of the compound at any given time, and it is

exceptionally difficult to slip past them, as they have created a vast network of platforms, rope bridges, swings, and ladders that are nearly invisible unless someone knows exactly where to look. The wooden wall surrounding the inner compound is also guarded. The Society has no lack of firearms, although hunting rifles, pistols and the occasional assault rifle are the extent of their stock. They have no use for vehicles or gasoline, due to the condition of the paths into and out of the enclave.

Kwame relies largely on the reputation the Society has created for itself as a buffer against any unwanted interference. Although the occasional thrill-seeker will attempt to find the community, their strong infrastructure and well-organised defence have discouraged any large groups from attacking. It would take a military force like Valhalla Sector or Thunder Mountain, and likely weeks of organised assault, to penetrate and destroy Ibadan, and this is exactly the way Kwame wants it.

There is no formal religion in town, although Kwame's interpretation of Islam is the predominant faith. However, there is no formal place of worship or cleric to lead the community, and Kwame considers himself a secular leader, even if the other members of the Society do not always make this distinction.

Description

Ibadan lies in the heart of an old national forest in north-central Colorado. The meadow in which it lies

is surrounded by a thick pine forest, and covers about one hundred acres. The town is roughly shaped like a series of rings, with the outer ring being fields for crops and grazing, and the innermost being the oldest residential areas in the community. About two acres in the centre are walled off by the wooden palisade, creating a fail-safe fort in case of attack. The buildings inside can house the entire town in the event of a crisis. Kwame's residence, which doubles as a meeting place to discuss issues facing the community, is at the centre of this complex. The only roads in and out of Ibadan run east of the town.

The town is roughly divided into four distinct quarters: the artistic quarter, to the north; the market, to the east; the livestock barns and yards to the south; and the farming areas to the west. The artistic quarter houses the kilns and looms that make Ibadan's prized pottery and cloth. Although Ibadan is largely a commune and has no currency per se, the market is a place where people can come and barter freely, and occasionally obtain outside goods, if a trade caravan has visited recently. The caravans themselves are not permitted inside the town.

The quarters all contain residential areas; these are clusters of five or six small houses built in a semicircle around a larger, open structure that serves as a communal meeting place. Several of the clusters dot each quarter. Kwame borrowed the design from traditional African villages, although it

Ibadan NPCs

Kwame

5th level Shepherd; Init +1; Spd 30 ft.; DV 4; DR 2; BAB +3; Grap +3; Atk: +4 melee, +4 ranged; SQ Protector, Born to Lead, Negotiator, Sense of Style (see Shepherd class description); Fort +3, Ref +2, Will +7; Str: 11, Dex: 13, Con: 14, Int: 13, Wis: 16, Cha: 17.

Skills & Feats: Appraise +5; Barter +7, Bluff +4, Craft (structural) +5; Diplomacy +6, Drive +1; Gather Information +7, Hide +2, Knowledge (history) +5; Knowledge (region 7) +2, Knowledge (Thunder Mountain) +2, Knowledge (Theology/Religion) +7, Knowledge (Ibadan) +8, Sense Motive +7, Spot +4; Attentive, Educated, Renown, Trustworthy.

Equipment: None of relevance.

Rahim

4th level Guardian; Init +1; Spd 30ft; DV 5; DR 2; BAB +4; Grap +6; Atk: +5 melee, +5 ranged; SQ Hyper Aware; Controlled Charge (see Guardian character class); Fort +6; Ref +2; Will +1; Str: 15, Dex: 13, Con: 15, Int: 12, Wis: 11, Cha: 9.

Skills & Feats: Balance +2, Climb +2, Gather Information +4, Intimidate +6, Knowledge (region) +4, Sense Motive +4, Spot +6; Advanced Firearms Proficiency, Simple Firearms Proficiency, Simple Weapons Proficiency.

Equipment: Colt Double Eagle pistol and 24 rounds of ammunition, hunting knife.



has been adapted to serve the harsher climate in the mountains.

There is one major gathering place in town, the closest thing Ibadan has to a bar or meeting hall: it is a vast complex of houses, huts and halls, hewn from the ruins of the resort upon which the town was built. The series of buildings contain various games, including pool tables, and serves as a place for public recitals of poetry or art, concerts, dances and other social events, weddings and funerals.

St. Louis, Missouri

The Gateway City, once a proud symbol of pioneer spirit and the desire to conquer the unknown, now stands as a crumbling ruin, a testament to the worst aspects of humanity after the Big Death. A city rife with gang violence, overlooked by the major powers as a no-man's land not worth spending the resources to repair, St. Louis is slowly rotting into the Missouri hills, and only the Mississippi River, now clean of the pollutants that once choked it, offers a glimmer of hope to the lost souls who live there.

History

Founded in 1763 as a trading post, St. Louis is relatively unique among American cities as it was founded under the French in the Louisiana Territory. Following the Louisiana Purchase, St. Louis became the last stopping point before the enormous American West, and many wagon trains heading for the open Plains, Rocky Mountains, or California and Oregon

territories used the city as an embarking point. In the 20th Century, St. Louis' location on the Mississippi River, and its position at the conflux of several routes from the industrial North and the agricultural West, allowed the city to grow rapidly.

It quickly became a centre of manufacturing and travel, rivalling cities like Memphis along the Mississippi. It also managed to avoid the Rust Belt decline in the 1970s, and an aggressive urban renewal program kept the city fresh. Sadly, the Big Death cut St. Louis off at the knees. The same kinds of problems that plagued many other major population areas – gangs, racists and general chaos – also gripped the city, but unlike what happened in most other cities, a clear winner never

emerged. Instead, five major gangs now control sections of the city, locked in a perpetual stalemate that none of them can seem to break.

Each is too proud to appeal for outside help, and life here has become a dreary misery that is impossible to escape, because fleeing from a gang is seen as the ultimate act of cowardice and a deserter is usually tracked down and killed. The gang leaders realise that their tenuous existence cannot continue forever, and eventually the gangs must learn to live in some manner of harmony.

The other option is for one gang to completely take over the city – a feat none of them are equipped for. The sense of gloom was heightened recently, when Thunder Mountain chose St. Louis as the site of their first ill-fated conference to forge the Western Alliance. The gangs left Markus and the others from Thunder Mountain alone, and the military strike by Valhalla Sector rattled their cages. The event gave the gang leaders a dose of perspective and they now realise their place in the world. Their petty squabbles are minuscule compared to the military might of more organised groups.

Sadly, this did not prompt peace discussions, or talk of uniting. Instead, it has only encouraged more violence, with each gang leader attempting to grab what power and territory he can before it is too late. Now, to make matters worse, there are rumours of something even more horrific striking people from the

shadows; an indiscriminate killing force whose victims seem more like they died from a serial killer's attack than from gang warfare, and who chooses targets with zero regard for gang affiliation. Whatever this lurking force is, it is apparent that it is feasting on the final pieces of meat left on St. Louis' carcass.

Power & People

St. Louis is roughly divided into five territories, and a gang controls each territory. The lines of demarcation shift from hour to hour and day to day, but each gang has a centre of operations. The downtown area – specifically, the park around the Gateway Arch and the riverbank nearby – is a neutral territory, where what little commerce and trade there is in St. Louis occurs, although most of that is prostitution and gang-related killings still occur after dark. With no police force to patrol the area, the Gateway Arch park exists in a fragile balance, more through sheer willpower and the desire to interact with other human beings than any rule respecting it as neutral ground.

The Hoods

East St. Louis sits across the Mississippi River to the east-southeast of the city. Once a predominantly African-American community, the town has largely been taken over by The Hoods, a white supremacist group led by Maxwell Hawking, a street thug who fought his way to the top through intimidation and brute force. Hawking does not really believe the white supremacist mantras he used to take command of the Hoods, but sees them as a valuable tool to manipulate the people under his control. The Hoods actively try to take over other territory, but their fanaticism often means they overextend their forces, making them easy targets in counterattacks.

Granite City Gang

The Granite City Gang controls the territory in Illinois to the northeast of St. Louis. They are largely made up of the kids who did not fit into any of the other groups, and are the weakest gang as far as strength and resources are concerned. They tend to fight a defensive war, driving off invaders into

their territory and only grabbing back what they have lost. The Granite City Gang is led by Angel, a self-styled religious leader who maintains her superior position through a mixture of the tenets of several major religions and a system of brainwashing.

The Granite City Gang is really more of a cult, and is rapidly becoming more so, as time continues. If motivated to truly unleash their numbers, they actually stand the best chance of taking over the city, but Angel seems either unaware of – or uninterested in – this possibility, instead content to allow the people under her 'care' to merely defend, rather than attack.

Lambert Loonies

The Lambert Loonies rule the largest amount of territory, from the western bank of the Mississippi down to Brentwood, halfway through the city. They use the airport as their base of operations, and many of them are mechanically inclined, to the point where they have a few working vehicles. However, as their name suggests, the Loonies tend to overlook progress in favour of insanity. They have lived without rules for so long, many of them are now pure anarchists, and there is no real 'leader' among them. As such, their mechanics repair vehicles only for vicious 'blood bowl' competitions rather than organised warfare. When Loonies attack or defend their turf, they do so for the sheer joy of killing rather than a sense of expansion or progress. On the surface, they appear quite sane, except for their utter disregard for



rules and regulations. The 'Loonie' label is one they created themselves as a way to scare their enemies, but many of them now believe themselves to be the personas they created.

The Websters

Stretching from Interstate 40 to Interstate 44, the Websters control the smallest territory in terms of land mass, but have more resources than any other gang. They are led by Frank Bukowski, the son of two Webster University professors. Realising the need for learning, Frank organised the Websters to protect the university's collection of books and research. As the rest of the city fell to violence, the Websters changed as well, until they became the kind of gang they so vigorously fought. Bukowski recognised the need for this change, and views it as a necessary evil in order to preserve the knowledge in the university vaults. He insists that his members educate themselves, but still rules with an iron fist, and can be so fanatical that he will execute a room full of people simply to root out the one criminal among them. As time passed, Frank Bukowski has fallen further and further into the dark abyss of power, and has nearly forgotten his obsession with knowledge as he instead seeks to eliminate what he refers to as 'the darkness' from St. Louis – the uneducated masses in the other gangs.

Pandoras

From I-44 to the Mississippi is Pandora territory. The Pandoras are an odd mix of revivalists – a group attempting to bring back the world as it was before the Big Death – and ultra-violent utopians. They believe in bringing back many of the old ways, but have done so through an agenda that, were it more organised, could only be called genocide. The Pandoras are ruled by a leader elected from among the entire gang. The current leader, a young tough known only as Wolf, is as bloodthirsty as he is driven, and the Pandoras have prospered under his direction. His current plan includes extending Pandora territory east, across the Mississippi, into the sparsely held Hoods area south of East St. Louis. The Pandoras are the most aggressive gang in terms of expansion, but their tendency to rush headlong into battle without a long-term plan has kept their spread in check.

Additional Powers

The recent murders, committed in the dead of night with no witnesses, have catalysed an old fear in many of St. Louis' residents: the dread of darkness and the unknown. Whatever this killer is, it has struck in all five gang territories, and is often brutal, dismembering victims like a latter-day Jack the Ripper.

The reality is of course not supernatural, it is a calculated move to sow doubt and chaos. Although St. Louis has been overlooked by the major powers as a place to launch a direct assault, Gabriel Sims, a leading general in Daniel's army, knows the importance of controlling a major river port – especially one that offers so many links over the Mississippi river. The Gateway Arch would make a symbolic victory for Daniel's forces as well. Sims recently ordered a small squad of enforcers to St. Louis for preliminary psychological warfare operations, and the menace crawling through the streets is nothing more than the well-organised efforts of these soldiers as they seek to ignite an all-out war between the gangs.

Geography

St. Louis' metropolitan area is bisected on a north-south line by the Mississippi River. On the west bank lies the downtown area, capped by the famous Gateway Arch and the park that surrounds it. The rusting hulks of riverboat casinos litter the river, and the brick buildings around the city centre are often little more than burned out, decrepit shells. Gang tags are everywhere, and the infrastructure of the city – power lines, sewers and gas mains – have been torn down or destroyed by the elements. As such, St. Louis would take a superhuman effort to rebuild.

To the west and south, the city spreads out into suburbs, and eventually gives way to the rolling Missouri hills north of the Ozark Mountains. The further one gets from the city centre, the less influence the gangs have; eventually, the city becomes suburban sprawl, where gangs hold little influence. Many of the people who live there make their livelihoods trading things to and from gang members, a profitable, if somewhat dangerous, relationship.

On the eastern (Illinois) side of the river, the geography is far flatter, and the city more industrial. Many of the factories in East St. Louis still leak hazardous material and the strip malls and convenience stores in Granite City offer little shelter from enemy gang attacks. The industrial resources here have all but gone to waste and death from drinking the foul water is almost as likely as death from stray gunfire.

CHAPTER 4
NEW FEATS & SKILLS

All of the skills and feats presented in *Jeremiah – The Roleplaying Game* are usable by characters in a Thunder Mountain-based campaign. With the introduction of a more organised society with better equipment and training at their disposal, Games Master's may wish to use these new and optional rules in their games.

New Skills and Uses

Climb (Str) New Use

Rappelling: Rappelling is a special skill involving ropes rigged in a specific manner. A character that makes a successful Climb check can descend 100 feet per round by Rappelling. Each 100 feet descended by Rappelling requires a new skill check. If this check is failed, the character has become tangled in the ropes and dangles helplessly, 10-60 feet above the ground (add 100 feet for each skill check the character has not yet made if Rappelling more than 100 feet), exposed to enemy fire. This check can be retried each round or the character can cut himself free and fall the remaining distance to the ground.

Craft (Structural) (Int) New Use

Fortifications: Characters can make fortifications to aid them in combat, from the simple (yet effective) foxhole, to hardened bunkers. Hasty fortifications can be constructed more quickly. For each 5 points by which the character's skill check exceeds the DC, reduce the construction time by one hour.

Name	DC	Time	Effect
Dug In (Small Vehicle)	5	24 hrs.	¼ Cover
Deep	5	36 hrs.	½ Cover
Dug In (Medium Vehicle)	5	36 hrs.	¼ Cover
Deep	5	48 hrs.	½ Cover
Dug In (Large Vehicle)	5	48 hrs.	¼ Cover
Deep	5	72 hrs.	½ Cover
Foxhole (shallow)	5	8 hrs. per man	¼ Cover
Foxhole (deep)	5	12 hrs. per man	½ Cover

Anti-Mobility Construction: Fortifications are also useful to deny an enemy use of its vehicles in a certain area or from a certain direction.

Name	DC	Time	Effect
Road Break (shallow)	5	12 hrs. per 4 ft.	Ditch*
Road Break (deep)	10	18 hrs. per 4 ft.	Culvert*

*See the Gap Width table in *Jeremiah – The Roleplaying Game*.

Mobility Construction: The opposite of anti-mobility, allows you to get where you are going faster, land aircraft safely and cross raging rivers. Again the right equipment can reduce construction times substantially.

Name	DC	Time	Effect
Improvised Road	15	12/hrs per mile	Wheeled vehicles move ¾ speed.
Improvised Runway	15	8 hrs.	Aircraft may land (as opposed to crash)
Short Runway	18	12 hrs.	Aircraft may land more safely
Runway	20	24 hrs.	Aircraft may land more safely
Pontoon Bridge (Small river)	15	12 hrs.	Vehicles may cross at ½ speed.
Pontoon Bridge (Medium River)	15	18 hrs.	Vehicles may cross at ½ speed.
Pontoon Bridge (Large River)	15	24 hrs.	Vehicles may cross at ½ speed.
Sectional Bridge (Small river)	20	18 hrs.	Vehicles may cross at full speed.
Sectional Bridge (Medium River)	20	24 hrs.	Vehicles may cross at full speed.
Sectional Bridge (Large River)	20	36 hrs.	Vehicles may cross at full speed.

Diplomacy (Cha) New Use

Debriefing: The Diplomacy skill can be used to gain increased intelligence from friendly forces. Usually, when search teams return from exploration missions, they will be debriefed by security personnel like Lee

Chen to make sure all relevant information makes its way to Markus and the Thunder Mountain Council. On a successful Diplomacy skill check (DC 15), characters may reroll any Spot check made for reconnaissance and take the best result (see the Spot skill for more information on the benefits of reconnaissance). This use of the Diplomacy skill takes a -4 penalty if the character does not have the Interrogation feat.

Friendly Interrogation: This use of the Diplomacy skill is resisted by a level check. The character convinces the subject that he really wants to talk, that it will be better for him to get his side of the story out, in his own words, before it can be perverted by things like legal representation. It may sound absurd, but police officers used this technique to gain confessions all the time. This use of the Diplomacy skill takes a -4 penalty if the character does not have the Interrogation feat. If the character does have the Interrogation feat, and uses this technique after another character has tried Hostile Interrogation (see the Intimidate skill), then the character gains a +4 bonus on his Diplomacy skill check. This technique is referred to in movies and television as 'good cop, bad cop'.

Gather Information (Cha) New Use

Plea Bargain: The character can offer a plea bargain in order to gain information from a captured subject, in lieu of the normal bribe. The character could offer to free the subject in return for information, or offer a loved one asylum in Thunder Mountain, and so forth. Characters using the Gather Information skill to Plea Bargain take a -4 penalty if the character does not have the Interrogation feat.

Hide (Dex) New Use

Camouflage: The Hide skill can be used to hide stationary objects. On screen, we frequently see Jeremiah and Kurdy camouflaging their Rover with branches and other debris. Simply roll a hide check, and that becomes the DC to see the item (modified by size, concealment and all the normal modifiers).



Intimidate (Cha) New Use

Hostile Interrogation: For hostile interrogations, an Intimidate skill check can allow a character to get information from an enemy. Interrogation is resisted by a level check, opposed by the Hostile Interrogation skill check of the character, modified as follows:

Condition	Modifier
Each consecutive day character is interrogated	+1 per day
Each 4 points of damage done to the character	+1

This use of the Intimidate skill takes a -4 penalty unless the character also has the Interrogation feat.

Knowledge (Electronics) (Int)

This skill is used to operate any advanced electronic device like radar systems, weapons target acquisition systems, advanced communications equipment and other, similar devices.

Check: Whenever a character needs to operate any advanced electronic system, a Knowledge (electronics) skill check is required. Games Master's should set the relevant DC based on the complexity of the system in question using the following as guidelines:

Device	DC
Radar or Sonar	15
Mainframe Computer	20
Weapon Target Acquisition system	15
Building central air condition or heating	12
Nuclear Reactor	40

Knowledge (Tactics) (Int) New Use

Combat Tactics: The Knowledge (tactics) skill provides a character with an advantage over his opponents in combat. Once per combat, as a move action, one character on each side of a battle may roll a tactics skill check against the tactics skill roll of his opponent. The winner of this contest gains a bonus to either attack or initiative equal to his Intelligence modifier. If a bonus to initiative is selected, the character may either choose to improve his initiative by his Intelligence modifier, or roll again with an additional bonus equal to his Intelligence modifier. If the character chooses to roll again, he must take the new result even if it is worse than his previous initiative.

Pilot (Dex) Trained Only

Under most normal circumstances (with characters being able to take 10 on Pilot skill checks), there is no need to make a skill check to land an aircraft. However, pilots conducting special operations rarely land at well-lit airstrips during the day.

Landing in Adverse Conditions	DC
Improvised Runway	20
Short Runway	15
Normal Runway	10
Mildly Adverse Weather (Thunderstorm)	+5
Adverse Weather (High Winds, Fog, Extreme Cold)	+10
Seriously Adverse Weather (Hurricane, Blizzard)	+15
Mildly Crowded Airspace (Medium Airport)	+5

Spot (Wis) New Use

Radar Operation: Even with modern advanced radar systems, the eye of the operator is still key in determining the difference between a large cloudbank and a squadron of incoming fighters. A successful Spot check will allow the operator to distinguish natural phenomena from aircraft at a range of several

miles. Characters without the Radar Operation feat take a -4 penalty to Spot checks for Radar Operation. It must be noted that functioning radar is very rare in the New World and should not be found outside of one of the more advanced and organised factions.

NBC Detection: Many Nuclear, Biological and Chemical weapons have subtle effects in their early stages or, in the case of many biological weapons, may be difficult to detect under any circumstances. A Spot check (DC 10 for a nuclear/radiological weapon, DC 15 for a chemical weapon or DC 20 for a biological weapon) will alert a character to the presence of dangerous materials in time to don protective gear without needing to make a Saving Throw (assuming the character has the right NBC gear handy). This use of the Spot skill takes a -4 penalty.

Reconnaissance: The main use for Thunder Mountain search teams is reconnaissance. Knowing where your enemy is, in what numbers, how he is defended and where he is going are crucial to the formation of a plan for attack or defence. Besides providing the information above, a successful reconnaissance skill check will grant the following bonus to Knowledge (tactics) if brought to the attention of a friendly force within 24 hours.

Check	Bonus
15	+2
20	+3
25	+4

Treat Injury (Wis) New Use

NBC Treatment: In the New World, the presence of nuclear/radiological, biological and chemical weapons is an unfortunate reality, these things were simply left lying around unattended when all of the adults in the world died. Treating the effects of these weapons is often a difficult task for medical personnel and requires specialised training. The character may allow the victim of an NBC attack to reroll his Saving Throw at +2 on a successful Treat Injury skill check (DC 20). Characters without the NBC feat take a -4 penalty to this use of the Treat Injury skill.

New Feats

This section details new feats focused on the harsh reality of life inside and outside of Thunder Mountain. It covers many advanced training programs unavailable to anyone outside of the Thunder Mountain or another equally advanced and organised faction such as Valhalla Sector.

Antithesis

The character has a deep hatred for one Allegiance or group.

Prerequisite: Enemy (same group), Base Attack Bonus +9 or higher.

Effect: When combating the antithesis, a character gains an additional +2 to hit and skill checks. The character will not willingly deal with his antithesis on friendly terms, and when they must deal with forces friendly to them, they are at -4 on all Charisma based skill checks.

Special: This feat may only be taken once.

Block

The character has mastered the basic art of intercepting incoming melee attacks.

Prerequisite: Base Attack Bonus +2 or higher.

Effect: If you are hit in melee combat, you may make an attack roll of your own to attempt to block the attack. If your attack roll is higher than the attack that hit you, the attack is treated as a miss. You may only use this ability against melee weapons if you are armed. This ability does not grant you more attacks than you are normally entitled to. You may only attempt to block a number of attacks equal to your maximum number of attacks, and may only block more than one attack in a round if you are eligible to take the full-attack action. If you have multiple attacks, you can mix blocks with attacks if you are making a full-attack action, but you must decide which attacks will be used for blocking and which for attacking. For example, you have two attacks (Base Attack Bonus +6/+1), you may Block once and Attack once, but you must decide if you want to attack at +6 and Block at +1, or vice versa.

Combat Pilot

Outside of Thunder Mountain, functioning aircraft are almost unheard of. Someone trained to be a pilot even less common. At Thunder Mountain, Markus ensured that not only did he keep people trained in piloting skills using flight simulators, but he kept up their combat flying skills as well. Players with the Combat Pilot feat have undergone this training program and have been taught how to fly aircraft for the purpose of combat. The feat may not be selected by anyone without the Thunder Mountain allegiance.

Prerequisite: Pilot 5 ranks.

Effect: You gain a +2 bonus on Pilot and Knowledge (tactics) skill checks.

Conviction

You have a cause that you feel strongly about, and would sacrifice greatly to see that cause protected.

Prerequisites: One Allegiance.

Effect: When you are working to support your Allegiance, you gain +1 to hit and +1 to all saving throws.

Special: You may take this feat more than once. It applies to a different Allegiance each time it is selected. Also, if you take this for a second or third Allegiance, then you must also have it for the Allegiances above (the order of Allegiances is important, your first Allegiance is always your most passionate, so if you take this for a second Allegiance and do not have it for your first, the Games Master should move that Allegiance to become your first Allegiance).

Cover Fire

One of the key advantages of a gun is to make the other guy duck. You are highly skilled at providing cover fire with an automatic weapon.

Prerequisites: Advanced Weapons Proficiency, Teamwork.

Effect: When armed with a weapon capable of firing on automatic, you may grant one other character a Defence bonus of +2, or add this bonus to his Dexterity modifier, whichever is higher. Giving Cover Fire is a full-round action.

Enemy

You have one Allegiance or group that you detest.

Effect: You gain +2 to attack and skill checks when combating your Enemy. When you must deal with



your enemy peacefully, or when you deal with groups allied with your enemy, you take a -2 to all Charisma based skills.

Special: You may take this feat more than once. Each time it applies to a different group or Allegiance.

Esprit de Corps

You eat, live, breathe and die for your team.

Prerequisite: Teamwork, Base Attack Bonus +5 or higher.

Effect: This feat increases the bonus from the Teamwork feat to +4 to attack and skill checks when you are working with your team.

Evasive Manoeuvres

You are a hard target to latch onto in aerial dogfights.

Prerequisite: Combat Pilot.

Effect: You may make the Evasive Manoeuvres piloting manoeuvre (see the New Rules chapter) as a move action.

Normal: Evasive piloting checks are an attack action. The feat may not be selected by anyone without the Thunder Mountain allegiance.

Forced March

You have mastered the fine art of marching.

Prerequisite: Endurance.

Effect: You can hustle and cover 6 miles per hour overland for 2 hours before requiring a saving throw to avoid damage, and can engage in forced march movement for 12 hours per day (covering 48 miles) without requiring a save to avoid damage. You gain a +6 on any saving throw to avoid damage from marching or hustling longer than these times (this includes the +4 bonus from the Endurance feat's bonus, which this feat requires).

Normal: Normally a character suffers one point of damage after hustling for 2 hours, and this damage doubles for each hour the character hustles beyond that. When marching, a character normally requires a Fortitude save after 8 hours (DC 10 +1 per hour beyond 8) or the character takes 1d6 points of damage.

Formation Flying

As long as aircraft have been shooting each other down, pilots have known the advantages of flying in formation. One craft covers for the other, and a pilot's wingman is usually the person he trusts most in the world. The feat may not be selected by anyone without the Thunder Mountain allegiance.

Prerequisites: Combat Pilot, Teamwork.

Effect: All aircraft on the same side of a battle who are flying in formation with this feat gain +2 Defence Bonus in vehicle combat by protecting one another. This feat also grants a +2 bonus on Clear Your Six manoeuvre (see New Rules chapter) piloting checks.

Hawkeye

You have extremely sharp and quick eyesight.

Effect: You gain a +2 bonus to Spot and Search skill checks.

Interrogation

You are skilled at getting information from forces, friendly or hostile, by a variety of means.

Effect: You make Diplomacy, Gather Information and Intimidate skill checks normally to perform Debriefing, Friendly Interrogation, Plea Bargaining and Hostile Interrogation.

Normal: Characters without this feat suffer a -4 penalty to Diplomacy, Gather Information and Intimidate skill checks to perform Debriefing, Friendly Interrogation, Plea Bargaining, and Hostile Interrogation.



Marksman

You are skilled at long-distance accuracy with one weapon.

Prerequisite: Weapon Focus (one ranged weapon), Spot 5 Ranks.

Effect: You may use up to $\frac{1}{2}$ your Spot skill bonus to offset attack penalties due to range with one ranged weapon (effectively allowing you to ignore one penalty for range per 4 Ranks of Spot). This feat may be taken multiple times. Its effects do not stack. Each time the feat is taken (requiring Weapon Focus to be taken again), it applies to a different weapon.

Mountaineer

You are an extremely competent climber, including the use of ropes and rigs to assist other climbers.

Effect: You gain a +2 bonus to Climb and Survival skills.

Radar Operation

You are skilled at operating radar systems. This feat may not be selected by anyone without the Thunder Mountain or Valhalla Sector allegiances.

Effect: You gain a +2 bonus to Knowledge (electronics) skill checks when using radar equipment.

Sharpshooter

You are an expert shot with one weapon.

Prerequisite: Base Attack Bonus +5 or higher, Weapon Focus (one ranged weapon).

Effect: You gain +1 to hit and +2 damage with the chosen weapon. This bonus stacks with any bonus gained from the Weapon Focus feat. This feat may be taken more than once. Its effects do not stack. Each time you take this feat it applies to a different weapon for which you have already taken Weapon Focus.

Teamwork

This feat represents extensive training and experience in small unit tactics.

Prerequisite: The feat may only be selected by characters with a relevant Allegiance, such as Allegiance: Thunder Mountain or Allegiance: Valhalla Sector.



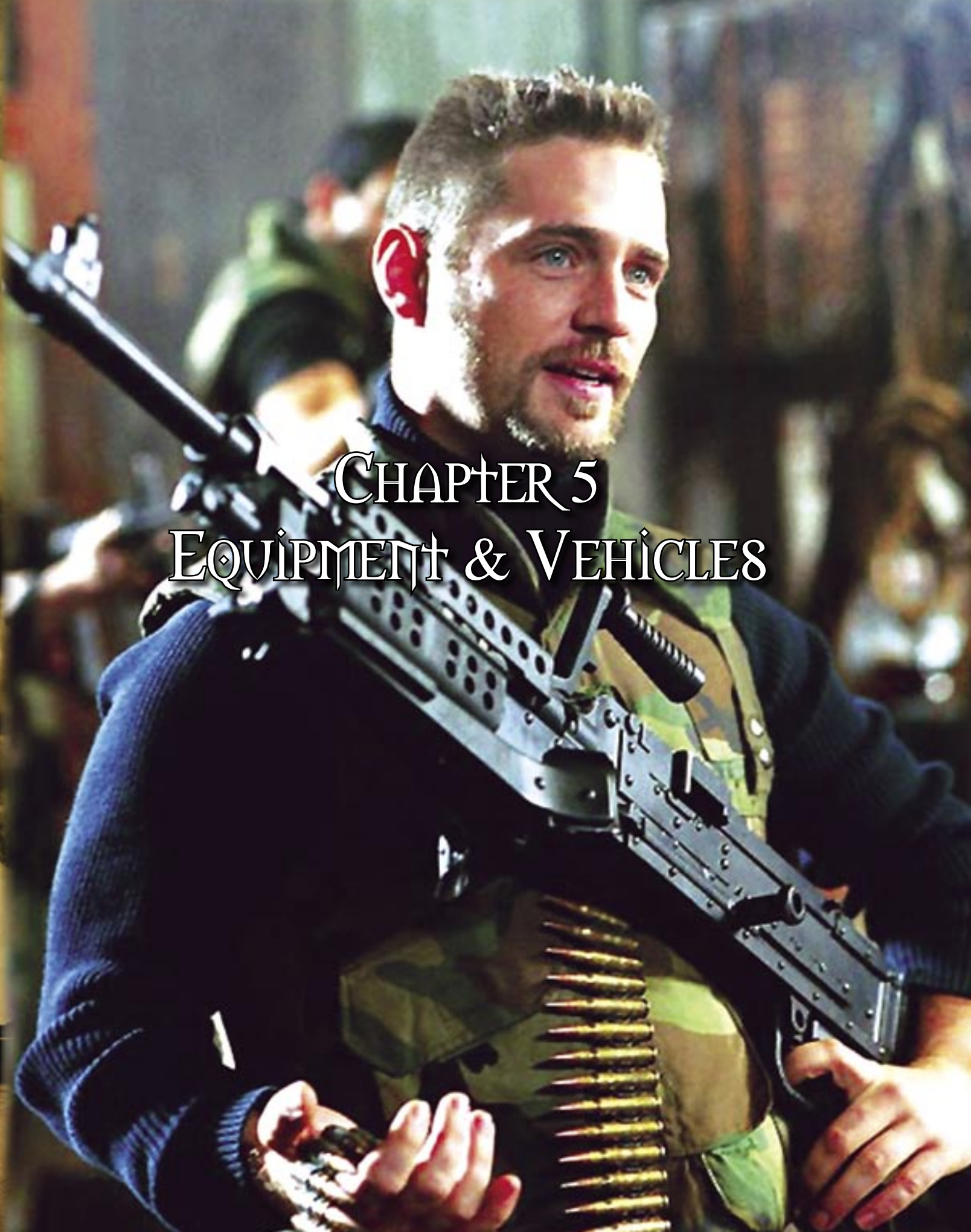
Effect: Whenever you are in an engagement with someone with the Teamwork feat for the same team, you gain +2 to attack and skill checks. Each character serving on an artillery crew with this feat reduces the loading time of the weapon by 1 round. Characters with this feat can use hand signals to communicate simple information, such as 'You and Kurdy go left and keep your eyes open, I will go right'.

Wingman

You are a most valuable commodity: an expert wingman. The feat may not be selected by anyone without the Thunder Mountain allegiance.

Prerequisite: Combat Pilot, Formation Flying, Teamwork

Effect: You grant your partner a +4 Defence bonus in vehicle combat. If a missile hits the aircraft you are defending, you may attempt to shoot it down as an attack of opportunity. This feat grants a +2 bonus on Clear Your Six (see New Rules chapter) Pilot checks, which stacks with the bonus granted by Formation Flying (for a total bonus of +4).

A man with a short beard and blue eyes, wearing a dark blue sweater and a green camouflage tactical vest, is holding a large machine gun. He is looking off to the side with a focused expression. A belt of ammunition is visible on his chest. The background is blurred, showing other people in similar gear.

CHAPTER 5 EQUIPMENT & VEHICLES

When the residents of Thunder Mountain re-emerge into the world, new equipment and vehicles may be encountered by the characters. Most military grade weapons have been used up or destroyed over time since the Big Death, while others still remain locked in secure areas around the country. Without proper care and maintenance there is nothing in existence that can surpass the power of Thunder Mountain's fleet of helicopters and other military vehicles. Game rules and statistics covering this type of equipment are covered in this chapter.

New Equipment

Hazmat Suit

This suit renders the character completely immune to chemical and biological attack. These suits are bulky, imposing a -2 armour check penalty over and above any penalty the character gets from armour he is wearing (these suits are loose and can be worn over armour). These suits are also hot and cumbersome, imposing a -2 penalty on saves to avoid taking damage due to hot weather or dehydration. If a character takes 5 points of damage while wearing this suit, it has been punctured to the point that he loses its benefits.

M-40 Protective Mask

The M-40 mask protects soldiers against nuclear, biological and chemical threats by filtering air through an externally mounted filter canister. The canister is easy to replace and can be mounted on the left or right side of the mask. The M-40 is used in conjunction with the Joint Service Lightweight Integrated Suit

Technology Ensemble to allow for complete mission-oriented protective posture. Provides a +4 against all chemical attacks, and immunity to inhaled chemical attacks.

Modular Lightweight Load-carrying

Equipment System

The MOLLE system consists of a modular rucksack with removable compartments and components, and a fighting load vest that accepts removable pockets for rifle, pistol, squad automatic weapon and grenadier configurations. It also includes an On-the-Move Hydration System.

Modular Sleeping Bag System

The MSBS is a bag-within-a-bag concept. An intermediate sleeping bag fits into a 'patrol' warm-weather bag to form an extreme cold-weather sleeping bag. The MSBS consists of a camouflaged, water resistant, breathable bivouac cover, a lightweight patrol sleeping bag, an intermediate cold-weather sleeping bag; and a compression stuff sack (to store and carry the system).

Protection: Patrol Bag: 35 to 50 degrees.

Intermediate CW Bag: -5 to 35 degrees.

Patrol, ICW and ECWCS: Down to -50 degrees.

NBC Suit

This suit renders the character completely immune to chemical, biological, and low-level radiation damage (in other words, fallout radiation and such). Close proximity to active radiation is heat damage, and this suit offers no protection against heat, only strong radiation sources. These suits are bulky, imposing a -2 armour check penalty over and above any penalty the character gets from armour he is wearing (these suits are loose and can be worn over armour). These suits are also hot and cumbersome, imposing a -2 penalty on saves to avoid taking damage due to hot weather or dehydration. If a character takes 6 points of damage while wearing this suit, it has been punctured to the point that he loses its benefits.

Night Vision Goggles, AN/PVS7D

This helmet-mounted image-intensification system is used for such night time operations



as driving, walking, map reading and performing maintenance. The system is designed for use in conjunction with rifle mounted aiming lights. This system provides its wearer with normal vision in total darkness out to a range of 150 feet.

Soldier Intercom

The Soldier Intercom allows characters to talk to each other from up to 2,300 feet without giving away their positions. Squad leaders can talk to the entire squad simultaneously on a discreet channel heard only by them. Each SI unit includes a receiver/transmitter, rechargeable battery pack and headset with boom microphone. Without electricity, character will be unable to recharge the batteries. Normal alkaline batteries may not be used with this item.

Personal Equipment

Name	Size	Weight	Value	Avail.
Hazmat Suit	Large	50 lb.	25	U
M-40 Protective Mask	Small	4.4 lb.	24	U
Modular Load-Carrying System	Medium	16.8 lb.	8	U
Modular Sleeping Bag	Medium	10.6 lb.	15	R
NBC Suit	Large	50 lb.	25	U
NightVision Goggles	Small	1.5 lb.	45	U
Soldier Intercom	Tiny	1.4 lb.	20	U

Weapons

Claymore Mine

An anti-personnel weapon, the Claymore fires 700 steel balls and 682 grams of C-4 in a cone from the mine on command from a detonator. The Claymore is very useful for protecting defensive positions against infantry attacks. Also useful against light vehicles. This weapon requires 5 ranks of the Demolitions skill to use safely (DC 15 to set the weapon up, but a character can take 10 on this check if not under fire).

Flash-Bang Grenade

These weapons were favourites with special forces units, especially hostage rescue teams. The weapon, also known as a 'stun grenade', emits a blinding flash and deafening boom, but inflicts no other damage. Anyone in the weapon's blast radius must make a Reflex save (DC 20) or be blinded for 2d4 rounds and another Reflex save (also DC 20) or be deafened for 2d4 rounds.

M-9 Multipurpose Bayonet System

The M-9 multipurpose bayonet system is used as a bayonet on the M-16- series rifle and the M-4-series carbine, as a hand weapon, as a general field and utility knife, as a wirecutter together with its scabbard and as a saw.

M-24 Sniper

The M-24 is a pre-Big Death sniper rifle that saw use in the U.S. Army. This weapon is superior to older sniper rifles because of its lighter weight and boxed magazine. This weapon is essentially a heavily modified Remington 700 hunting rifle.



M-40A1 Sniper

The M-40A1 was the preferred sniper rifle of the U.S. Marine Corps at the time of the Big Death. This weapon is superior to almost any weapon in the world in its range, and every aspect of the weapon, from the firing mechanism to the scope used, to the ammunition was optimised to increase this weapon's range. Like the counterpart sniper rifle used by the Army (the M-24), this weapon was also a heavily modified Remington 700 hunting rifle.



M-120 Mortar

The M-120 is a bridge between mortar and fully-fledged artillery pieces such as the howitzer. This weapon can be carried, but almost never is, except in emergencies. Normally trucks tow these weapons.

The M-120 has a sophisticated sight that provides the gunner of the weapon a +3 bonus to hit. Using a scope is an attack action.

M-224 Mortar

The M-224 is a light mortar, optimally used with a 2-man crew, this weapon may be carried and used by a single person under duress (firing every other round). With 2 men, this weapon may be fired every round.



The M-224 has a sophisticated sight that provides the gunner of the weapon a +1 to hit. Using a scope is an attack action.

M-1014 Joint Services Combat Shotgun

Although the M-1014 was primarily tested by the U.S. Marine Corps, the weapon, as its name suggests, was designed to be the ultimate military shotgun, and replace the different models that were being used by various police, special operations and military forces. The M-1014 is a superior, box-fed shotgun, and was approved in 2001 to be the shotgun of all the armed forces of the United States. Police and special operations forces primarily used this weapon.



M-249 Squad Automatic Weapon (SAW)

The M-249 Squad Automatic Weapon is a man-portable version light machinegun. This weapon, which first saw action in special operations units,

was slowly being issued force wide in the Army and Marine Corps when the Big Death struck. Although heavy, this weapon can be carried and used by one man. The M-249 was given the affectionate nickname of 'Minimi' by the soldiers who used these weapons.



M-240 Machinegun

Although not a man-portable weapon (this weapon must be fired from a bipod or pintle mount), this weapon was very popular with special operations forces because of its flexibility and power. These weapons were built to be modified and, if pintle mounted in a helicopter, the weapon can be modified to fire from a tripod or bipod in minutes (especially handy when that helicopter crashes and you have to leave it behind, but do not want to leave the machinegun).



Stinger Missile

This shoulder fired anti-aircraft weapon ignores the first 10 points of DR or hardness of a vehicle or object struck, and gains a +1 to hit against airborne targets.

New Weapons Table

Damage: The damage the weapon deals on a successful hit.

Feat: The feat required to effectively use the weapon. Anyone attempting to use a weapon without the required feat suffers a -4 penalty on all attack and damage rolls with that weapon. The following abbreviations are used:

New Miscellaneous Weapons

Weapon	Dam.	Dam. Type	Burst Radius	Reflex DC	Range Increment	Size	Weight	Trade Value	Avail.
Claymore	6d6	SL	20 ft.	15	—	S	3 lbs.	50	R
Flash Bang	Special	Special	10 ft.	15	10 ft.	T	1 lb.	33	U
M-9 Bayonet	1d6	P	—	—	—	T	1 lb.	7	U

- **SW:** Personal Firearms Proficiency
- **AF:** Advanced Firearms Proficiency
- **MF:** Military Firearms Proficiency
- **AW:** Advanced Weapons Proficiency
- **N:** No feat required

Damage Type: Ranged weapon damage is classified according to type: ballistic (**B**) (all firearms), energy (of a specific type), piercing (some simple ranged weapons) (**P**) or slashing damage (a whip) (**S**).

Range Increment: Any attack at less than this distance is not penalised for range. However, each full range increment causes a cumulative –2 penalty on the attack roll. Ranged weapons have a maximum range of 10 range increments, except for thrown weapons, which have a maximum range of five range increments.

Rate of Fire: Some ranged weapons have a rate of fire of 1, which simply means they can be employed once per round and then must be reloaded or replaced. Firearms, which operate through many different forms of internal mechanisms, have varying rates of fire. The three possible rates of fire for handguns, longarms and heavy weapons are single shot, semiautomatic and automatic.

- **Single Shot (Single):** A weapon with the single shot rate of fire requires the user to manually operate the action (the mechanism that feeds and cocks the weapon) between each shot. Pump shotguns and bolt-action rifles are examples of firearms with single shot rates of fire. A weapon with the single shot rate of fire can fire only one shot per attack, even if the user has a feat or other ability that normally allow more than one shot per attack.
- **Semiautomatic (S):** Most firearms have the semiautomatic rate of fire. These firearms feed and cock themselves with each shot. A semiautomatic weapon fires one shot per attack (effectively acting as a single shot weapon), but some feats allow characters armed with semiautomatic weapons to fire shots in rapid successions, getting in more than one shot per attack.
- **Automatic (A):** Automatic weapons fire a burst or stream of shots with a single squeeze of the trigger. Only weapons with the automatic rate of fire can be set on autofire or be used with feats that take advantage of automatic fire.

New Ranged Weapons

Weapon	Damage	Feat	Type	Range Increment	ROF	Magazine	Size	Weight	Trade Value	Avail.
M-24 Sniper (7.62 mm)	2d12	AF	Ballistic	140 ft.	S	5 box	L	12 lbs.	42	R
M-40A1 Sniper (7.62 mm)	2d10	AF	Ballistic	160 ft.	S	5 box	L	15 lbs.	42	R
M-1014 (12-gauge Shotgun)	2d8	MF	Ballistic	40 ft.	S	6 box	L	9 lbs.	55	U
M-249 SAW (5.56 mm)	2d10	MF	Ballistic	90 ft.	A	100 box	L	16 lbs.	NA	NA
M-240 (7.62 mm)	2d12	MF	Ballistic	120 ft.	A	Linked	H	28 lbs.	NA	NA
M-120 Mortar	10d6	MF	Ballistic	4.5 miles	5 rds.	S	H	320 lbs.	NA	NA
M-224 Mortar	8d6	MF	Ballistic	2.2 miles	1 rd.	S	H	47 lbs.	NA	NA
Stinger	10d6	MF	Ballistic	150 ft.	1 rd.	Varies	L	15 lbs.	NA	NA

Magazine: The weapon's magazine capacity and type are given in this column. The amount of ammunition a weapon carries, and hence how many shots it can fire before needing to be reloaded, is determined by its magazine capacity. How the firearm is reloaded depends upon its magazine type. The number in this entry is the magazine's capacity in shots; the word that follows the number indicates the magazine type: box, cylinder or internal. A fourth type, linked, has an unlimited capacity; for this reason the entry does not also have a number. Weapons with a dash in this column have no magazines; they are generally thrown weapons, or weapons (such as bows) that are loaded as part of the firing process.

- **Box:** A box magazine is any type of magazine that can be removed and reloaded separately from the weapon.
- **Cylinder:** A revolver keeps its ammunition in a cylinder, which is part of the weapon and serves as the firing chamber for each round as well. Unlike box magazines, cylinders cannot be removed, and they must be reloaded by hand. However, most revolvers can be used with a speed loader. Using a speed loader is much like inserting a box magazine into a weapon. Without a speed loader, a firearm with a cylinder magazine must be loaded by hand.
- **Internal:** Some weapons keep their ammunition in an internal space, which must be loaded by hand. This is the case with most shotguns, as well as some rifles.
- **Linked:** Some machineguns use linked ammunition. The bullets are chained together with small metal clips, forming a belt. Typically, a belt holds 50 bullets; any number of belts can be clipped together. In military units, as the gunner fires, an assistant clips new ammunition belts together, keeping the weapon fed.

Size: Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands and if it is a light weapon. A Medium or smaller weapon can be used one-handed or two-handed. A Large weapon requires two hands. A Huge weapon requires two hands and a bipod or other mount. A Small or smaller weapon is considered a light weapon. It can be used

one-handed and, as a light weapon, is easier to use in a character's off hand.

Weight: This column gives the weapon's weight when fully loaded.

Trade Value: This figure is the actual Trade Value or 'cost' of the item. In other words, the character must trade an item or items worth this amount to 'purchase' the item.

Availability: This column reflects the relative supply and demand of the item. Items are marked C for Common, U for Uncommon and R for Rare. Games Masters are free to alter these values to suit their own campaigns.

New Civilian Aircraft

All aircraft, from one-seaters to jumbo jets, are controlled by the use of the Pilot skill. A few examples are provided here from the variety of air going vehicles that might be available to characters. It should be noted that there are precious few functioning aircraft left in the world. Most would have been destroyed in Big Death rioting or have succumbed to the effects of weather and fifteen years without maintenance. Places like Thunder Mountain and a few others around the world do have small fleets of aircraft while lone helicopters or airplanes may be in the possession of other factions scattered throughout the world.

Bell Jet Ranger

This was perhaps the most common civilian helicopter worldwide; it was also adopted by many military forces as a light utility helicopter. The Jet Ranger is



two squares wide and seven squares long. It provides three-quarters cover for crew and passengers.

Learjet Model 45

This is a sleek business jet introduced in the late 1990s. Two turbofans, set on the fuselage above and behind the wings, provide the power. The interior includes luxury accommodation and a lavatory. A Learjet is ten squares wide (including wings; fuselage is two squares wide) and twelve squares long. It provides three-quarters cover for crew and nine-tenths cover for passengers.

New Military Vehicles

Military vehicles are not just a means of getting from point A to point B. Many military vehicles are complex fighting machines capable of dominating any battle they take part in. Helicopters, jets, tracked and wheeled vehicles have all seen action as powerful force projectors. Some of these vehicles will be available to characters playing in Thunder Mountain campaigns while others are presented here as a resource to any Games Masters who wish to have characters adventure in or near old military bases.

A-10 Thunderbolt

The Thunderbolt is a twin-engine aircraft designed specifically for close air support of ground forces and the destruction of targets on the ground. Equipped with night vision technology, granting pilots full range of vision at night, the Thunderbolt can carry six Maverick anti-tank missiles or six Sidewinder missiles, one Mk 84 bomb or two Mk 83 bombs. The



Thunderbolt also has a 30mm cannon with 1,000 rounds of ammunition.

The A-10 is 11 squares long and 11 squares wide (wingspan).

AC-130H Gunship

The AC-130H is a 4-engine turboprop aircraft designed for close air support for ground forces. The AC-130H has four weapons, which fire to the port (left) side of the aircraft, and will fly low, saturating enemy ground forces as it flies in a slow circle around them with fire from these weapons.



The AC-130H has one 105mm cannon, one 40 mm cannon and two 30mm cannons. These weapons fire to the left with a 180-degree arc of fire. The AC-130H is 20 squares long and 26 squares wide (wingspan).

AH-64 Apache

The AH-64 Apache was the Army's primary attack helicopter. It is a quick-reacting, airborne weapon system that can fight close and deep to destroy, disrupt or delay enemy forces. The Apache was designed to fight and survive during the day, night and in adverse weather throughout the world. The Apache may be equipped with up to 40 additional 230-gallon fuel tanks giving it a range of 1181 miles. The Apache's standard complement of weapons include eight Hellfire missiles, thirty-eight 70 mm rockets and a 30mm Cannon.



The AH-64 is 12 squares long, and 10 squares wide (rotor diameter). The fuselage (including wings and weapon mounts) is 3 squares wide.

Avenger

The Avenger is a modified Humvee used as an anti-aircraft vehicle. The Avenger carries eight stinger missiles in an 8-tube launcher, which allows them to be fired at semi-automatic speed. The Avenger also carries a heavy machinegun with 200 rounds of ammunition. The Avenger also possesses night-vision capabilities, granting its crew normal vision in darkness out to a 180 foot range, and a sophisticated communications system.

The Avenger is 3 squares long and 2 squares wide.

B-2 Spirit

A dramatic leap forward in technology, the B-2 was first introduced in 1993, when the Spirit of Missouri was delivered to Whiteman AFB, in Missouri, the only base to field the B-2 (whose numbers are unknown,

but estimated at 19). The B-2 can carry a payload of 40,000 lbs, including bombs and missiles of all varieties. Like the B-52, this aircraft is a strategic bomber capable of carrying nuclear weaponry. The B-2 is 14 squares long and 34 squares wide (wingspan). The B-2 is completely undetectable by current radar technology.



B-52 Stratofortress

One of the most successful aircraft ever designed, the B-52 was introduced into service in 1954 and had an estimated lifespan extending to 2045. The B-52 is a strategic bomber, capable of carrying a weapons payload of 70,000 lbs. That may include bombs, missiles (of all kinds) and nuclear weapons.

The B-52 is 32 squares long and 37 squares wide (wingspan).



C-130 Hercules

In service for more than 40 years, the C-130 remained the backbone of American airlift capability. Capable of operating in weather from arctic to desert conditions, and capable of landing effectively on dirt runways, the



C-130 has proven itself a hardy combat air transport since its introduction. Variants of the C-130 were used in roles ranging from medical evacuation (the HC-130), to special operations insertion and extraction (the MC-130), to weather flights into hurricanes and cyclones (the WC-130), to combat against ground forces (the AC-130, detailed above). The C-130 is capable of carrying 92 soldiers, 64 fully equipped paratroopers (who sit facing one another and are



Fixed Wing Aircraft

Name	Size	HP	DV	DR	Speed	Acc.	Dec.	Handling	Cargo	Passengers
A-10 (jet fighter)	G	40	8	10	9	9	4	+0	0	2
AC-130H (heavy aircraft)	G	40	6	10	7	8	2	+0	0	14
B-2 (heavy aircraft)	G	50	8	15	7	8	2	-6	*	2
B-52 (heavy aircraft)	G	50	6	15	6	8	2	-6	*	5
C-130H (heavy aircraft)	G	50	6	12	6	8	2	-6	*	95
F-14 (jet fighter)	G	30	10	6	10	10	3	+2	0	2
F-15 (jet fighter)	G	35	10	6	11	10	3	+3	0	2
F-16 (jet fighter)	G	35	10	6	11	10	3	+3	0	2
F-18 (jet fighter)	G	45	10	10	10	10	3	+3	0	2
Learjet Model 45	G	25	4	3	9	6	3	+1	2,000 lbs	16

*See description

deployed from doors on either side of the aircraft), 74 stretchers with a 2 man medical crew, or 45,000 pounds of cargo.

The C-130 is 19 squares long and 26 squares wide (wingspan).

CH-47 Chinook

The Chinook was the army's primary cargo helicopter, capable of carrying 50 fully armed soldiers and deploying them via ground exit, rappelling or airborne insertion. The Chinook can also carry vastly different



forms of cargo, such as vehicles and artillery, or serve as a medivac copter capable of transporting 24 patients with 2 medics. Door mounted .50 calibre machineguns can be added as well. The Chinook provides three-quarters cover for crew and total cover for passengers when the cargo doors are closed. If they are open (which allows the Chinook to fire door mounted machineguns or debark soldiers carried inside), the Chinook provides no cover for passengers.

The CH-47 is 20 squares long (including front and rear rotors) and 12 squares wide (rotor diameter).

F-14 Tomcat

First introduced in 1973, when it replaced the F-4 Phantom, the F-14 Tomcat provided air superiority, fleet defence and precision ground strike capabilities to the armed forces. In 1995 the Tomcat underwent a series of upgrades incorporating new technology, including improved night-vision and smart targeting for ground attack munitions. The F-14 was also equipped with tactical air reconnaissance technology allowing it to serve in a scout role. The LANTIRN system grants pilots a +6 on Spot checks for aerial reconnaissance. All Tomcats have one 20 mm cannon installed (500 rounds). The Tomcat has full night-vision capability and the JDAM installed (see below). The Tomcat may carry a weapons payload of up to four bombs, and up to eight missiles, four of which can be Phoenix missiles (see below). Armament will depend on the aircraft's mission. The F-14 is 12 squares long and 13 squares wide with wings deployed for flight, takeoff and landing. The F-14 can fold its wings for storage, reducing the width of the aircraft to 7 squares.



F-15 Eagle

First introduced in 1972, the F-15 proved that it still was a capable combat aircraft in Desert Storm, where these aircraft accounted for all but three victories in air-to-air combat during the war. The F-15 is also equipped with tactical air reconnaissance technology allowing it to serve in a scout role. The LANTIRN system grants pilots a +6 bonus on Spot checks for aerial reconnaissance. The Eagle has a 20mm cannon installed, with 940 rounds of ammunition. The aircraft may either carry 4 Sidewinders and 4 Sparrows, or 8 AMRAAMS. The F-15 is 13 squares long, and 9 squares wide (wingspan).



F-16 Fighting Falcon

The F-16 was introduced in 1979, and was in use by the United States, but production assistance was provided by Belgium, Denmark, the Netherlands and Norway. In a unique NATO program, these nations provide manufacturing support for many of the F-16's parts, allowing them to share in the aircraft's technology, but also insuring that repair parts for F-16s can be manufactured in Europe in the event of a world war. The F-16 has a 20mm cannon installed, with 500 rounds of ammunition and can carry six missiles of any type.

F-18 SuperHornet

A sturdy, reliable fighter, the SuperHornet is a ground attack fighter capable of launching from land or carrier. The SuperHornet is renowned for its toughness, having survived hits from missiles in the past and survived to fight again. All SuperHornets have one 20 mm cannon installed (1,000 rounds). The SuperHornet carries a weapons payload of up to four JDAM bombs and up to nine missiles, which may be of any kind except the Phoenix missile. However, the SuperHornet can mount air-to-ground missiles, bombs and air-to-air missiles, making this the ultimate in mission-variability combat aircraft. The F-18 is 11 squares long and 8 squares wide (wingspan).





M2A2 Bradley

This is the U.S. Army's principal armoured personnel carrier. It is crewed by a driver, a gunner and a commander. It has three top hatches, one above each crew position, and a large door in back for infantry soldiers to load or disembark. It takes a full-round action to enter the vehicle through a top hatch and another full-round action to start it moving. In addition to its own armament, the Bradley's passenger compartment has ports that allow passengers to fire their personal weapons from within the vehicle. The Bradley is three squares wide and four squares long. It provides full cover to its occupants. This vehicle comes equipped with a 25mm cannon mounted in a full turret.

OH-58 Kiowa Warrior

The OH-58D Kiowa Warrior was the U.S. Army's fielded armed reconnaissance aircraft. The Kiowa includes two Universal Weapons Pylons for mounting a total of two of the following weapons systems: two Hellfire missiles, two air-to-air Stinger missiles and a 50 calibre fixed machinegun.

The Kiowa Warrior is two squares wide and seven squares long and provides three-quarters cover for crew and passengers



OH-6 Cayuse

The Boeing OH-6 was designed for use as a military scout during the Vietnam War to meet the U.S. Army's need for an extremely manoeuvrable light observation helicopter. The OH-6 was used for command and control, observation, target acquisition and reconnaissance. The four-passenger teardrop shaped 'flying egg' was a small, light, sturdy, maneuverable helicopter, with very low drag. The Cayuse is equipped with either 2.5 calibre machineguns or two Hellfire missiles.

The Cayuse is two squares wide and six squares long.

RQ-4A Global Hawk

The RQ-4A Global Hawk is a high-altitude, long-endurance unmanned aerial reconnaissance system designed to provide military field commanders with high resolution, near-real-time imagery of large geographic areas.

Advanced technology sensors, a range greater than half-way around the world, and the ability to remain in flight for long periods of time, enables the Global Hawk to provide the war fighter with the essential intelligence needed to achieve information dominance throughout the ever-changing battle-space.

Tracked Vehicles

Name	Size	HP	DV	DR	Speed	Accel.	Decel.	Handling	Cargo	Passengers
M-2AA Bradley	G	60	6	15	10	2	4	+1	1,500 lbs.	9

Helicopters

Name	Size	HP	DV	DR	Speed	Accel.	Decel.	Handling	Cargo	Passengers
AH-64	G	50	8	10	5	3	3	-2	0	2
Bell Jet Ranger	G	25	5	4	5	2	2	-2	750 lbs.	8
OH-58	G	40	8	5	5	2	2	-2	0	2
OH-6	G	38	6	5	5	3	3	+2	0	2
RQ-4A	G	40	6	6	7	2	2	-4	0	0
UH-60 Blackhawk	G	40	7	6	5	3	3	+1	5,000 lbs.	13

Wheeled Vehicles

Name	Size	HP	DV	DR	Speed	Accel.	Decel.	Handling	Cargo	Passengers
Avenger	H	38	9	6	10	2	4	-2	0	3
Rover	H	34	9	5	10	2	4	+0	1,000 lbs.	3

The aircraft's 13,500 nautical mile range and 36 hours of endurance, combined with satellite and line-of-sight communication links to the ground segment, permit worldwide operation of the system. High-resolution sensors, which can look through adverse weather (day or night) from an altitude of 65,000 feet, can conduct surveillance over an area the size of Illinois in just 24 hours. RQ-4A Global Hawk is 11 squares long and 8 squares wide (wingspan).

'Rover'

A Rover is a modified pickup truck designed for light military duty. Prior to the Big Death, Rover served as utility vehicles for all branches of the armed forces. They were slowly being phased out in favour of the Hummer.

The Rover is 5 squares long and three squares wide.



UH-60 Black Hawk

Introduced in the 1980s to replace the ageing UH-1, the Black Hawk is the U.S. Army's primary utility helicopter. The UH-60 is three squares wide and twelve squares long. It provides three-quarters cover to crew and passengers (one-quarter cover to passengers if the cargo doors are open).

New Vehicle Tables

Vehicles are described by a number of statistics, as shown on their tables.

Size: Vehicle size categories are defined differently from the size categories for weapons and other objects.

Hit Points: The vehicle's full normal hit points.

DV: The vehicle's Defence Value.

DR: The vehicle's Damage Reduction. Subtract this number from any damage dealt to the vehicle.

Speed: The maximum number of squares the vehicle can cover in one round at the relevant scale. This is the fastest the vehicle can move. *Note:* All aircraft speed is shown in the aircraft scale, surface scale is x10.

Acc: The maximum number of squares the vehicle may accelerate in one round.

Dec: The maximum number of squares the vehicle may decelerate in one round.

Handling: The vehicle's handling score. Handling acts as a bonus or penalty to all Drive or Pilot checks made while operating the vehicle.

Cargo: The amount of cargo the vehicle is designed to carry. Many vehicles can carry extra passengers instead of cargo, but doing so is usually a cramped, uncomfortable and often unsafe experience for those passengers. As a rule of thumb, one additional passenger can be carried for each 250 pounds of unused cargo capacity.

Passengers: The number of passengers the vehicle is designed to carry. Vehicles that carry passengers can use that space to carry additional cargo when passengers are not present. Each unused passenger slot allows the vehicle to carry an additional 100 pounds of cargo. Remember, at least one passenger is the driver or pilot of the vehicle, while others may act as co-pilots or gunners.

New Vehicle and Other Heavy Weapons

A military vehicle's purpose will be defined by its weapons. Many vehicles can be configured for a completely different form of combat by changing the weapons they are armed with.

.50 Calibre Machinegun

This weapon is mounted on vehicles to provide attack capabilities against soldiers and lightly armoured vehicles.

20mm Cannon

This weapon provides a vehicle with potent firepower against ground or air targets, with power and an excellent rate of fire.

30mm Cannon

The 30mm Cannon fills the same role as the 20mm cannon, only providing more punch.



40mm Cannon

Even more punch than the 30mm cannon, but with a slower firing rate, used against more heavily armoured targets.

70mm Rockets

Versatile and with a heavy punch, these rockets provide vehicles with the ability to take out any moderately armed target on the ground or in the air.

105mm Cannon

The 105mm cannon is an Abrams tank cannon, that is used by the AC-130 to attack armoured targets.

AMRAAM

A medium range missile, the AMRAAM negates all of a target's Defence bonus due to speed. This weapon suffers no range penalties. This missile attacks with a Base Attack Bonus of +8.

Daisy Cutter

Although it is highly recommended than no sane Games Master ever allow a group of characters to possess such a weapon, the following is presented for information purposes:

It is big and destructive. To be exact, the Daisy Cutter bomb weighs in at 15,000 pounds and destroys anything in a 600-yard radius. First used during the Vietnam War, these huge bombs were also used in the Gulf War and Afghanistan. Although the 'Daisy Cutter' bomb is not a nuclear weapon, its use in battle had caused controversy because of its terrifying and utterly destructive nature.

The BLU-82B or 'Daisy Cutter' was the largest conventional bomb in existence and is 17 feet long and 5 feet in diameter, about the size of a Volkswagen Beetle but much heavier. It contains 12,600 pounds of GX explosive. To put that in context, the ammonium nitrate in just one Daisy Cutter bomb is about six times the amount used in the bombing of the federal building in Oklahoma City.



Should the players find themselves within the blast radius of a Daisy Cutter... game over.

Hellfire

Also known as the 'tank killer', the Hellfire is designed to pack a tremendous punch against a heavily armoured ground target. These weapons are +2 to hit against targets on the ground, but -4 to hit against targets in the air. This missile attacks with the Base Attack Bonus of the firing character, and ignores the first 20 DR of any object hit. Against live ground targets, this weapon has a blast radius of 20 feet.

JDAM

Joint Direct Attack Munitions systems allow every bomb an aircraft drops to be targeted like a smart bomb, through laser painting of the target or, even more accurately, GPS satellite location of targets. Any bomb dropped from an aircraft with the JDAM installed suffers no range penalties to bomb attacks, and gains a +6 to hit if GPS tracking is used to guide the bombs (this requires the targets to be selected before the aircraft begins its mission – the removal of range penalties can still be used by targets selected on the fly by the aircraft crew).

Maverick Anti-Tank Missile

The Maverick is an air-to-ground guided missile designed for air support of ground troops, particularly the destruction of armoured ground targets. The



Maverick takes no penalties due to range, making it a much better long-range tank killer than the Hellfire.

Minigun

These oversized descendants of the Gatling gun fill the same role as the .50 calibre machinegun, but provide even more firepower.

Mk-83 Bomb

This 1,000 pound warhead can be carried by a wide variety of aircraft.

Mk-84 Bomb

This bomb sports a 2,000 pound warhead.

Phoenix Long Range Air-to-Air Missile

The AIM 54 Phoenix suffers no range penalties and negates any Defence bonus gained by an airborne target's speed. This missile attacks with a Base Attack Bonus of +10.

Sidewinder

The Sidewinder is a short-range air-to-air missile, and is one of the cheapest, oldest, most widely used missiles in the world.



The Sidewinder is a heat-seeker, which locks in onto the engine of an opposing aircraft. The Sidewinder suffers full range penalties to hit, but negates any of an aircraft's Defence bonus gained from speed. This missile attacks with the Base Attack Bonus of the character firing it.

Sparrow Medium Range Air-to-Air Missile

The AIM 7 Sparrow suffers no range penalties, and negates ½ of any Defence bonus gained by an airborne target's speed. This missile attacks with a Base Attack Bonus of +8.

Stinger Air-to-Air missile

These weapons provide defence capabilities against other aircraft. These weapons are +4 to hit against aircraft, and ignore the first 10 DR or hardness of any object attacked. Against live targets on the ground, these weapons have a blast radius of 10 feet. While they may be fired at targets on the ground without

penalty, pilots are very reluctant to leave themselves with no defence to attack from the air.

Tomahawk Cruise Missile

The Tomahawk flies below radar, at a fast, subsonic speed (over 500 mph). This makes these weapons extremely difficult to defend against or detect before they strike their targets. The Tomahawk attacks with a +12 Base Attack Bonus and suffers no range penalties out to its full range of 1,000 miles.

TOW

These wire guided missiles are a slightly older, slightly less powerful, anti-armour weapon than the Hellfire, designed to take out heavily armoured ground targets (tanks). These weapons ignore the first 15 DR of an object, and against live targets have a blast radius of 15 feet.

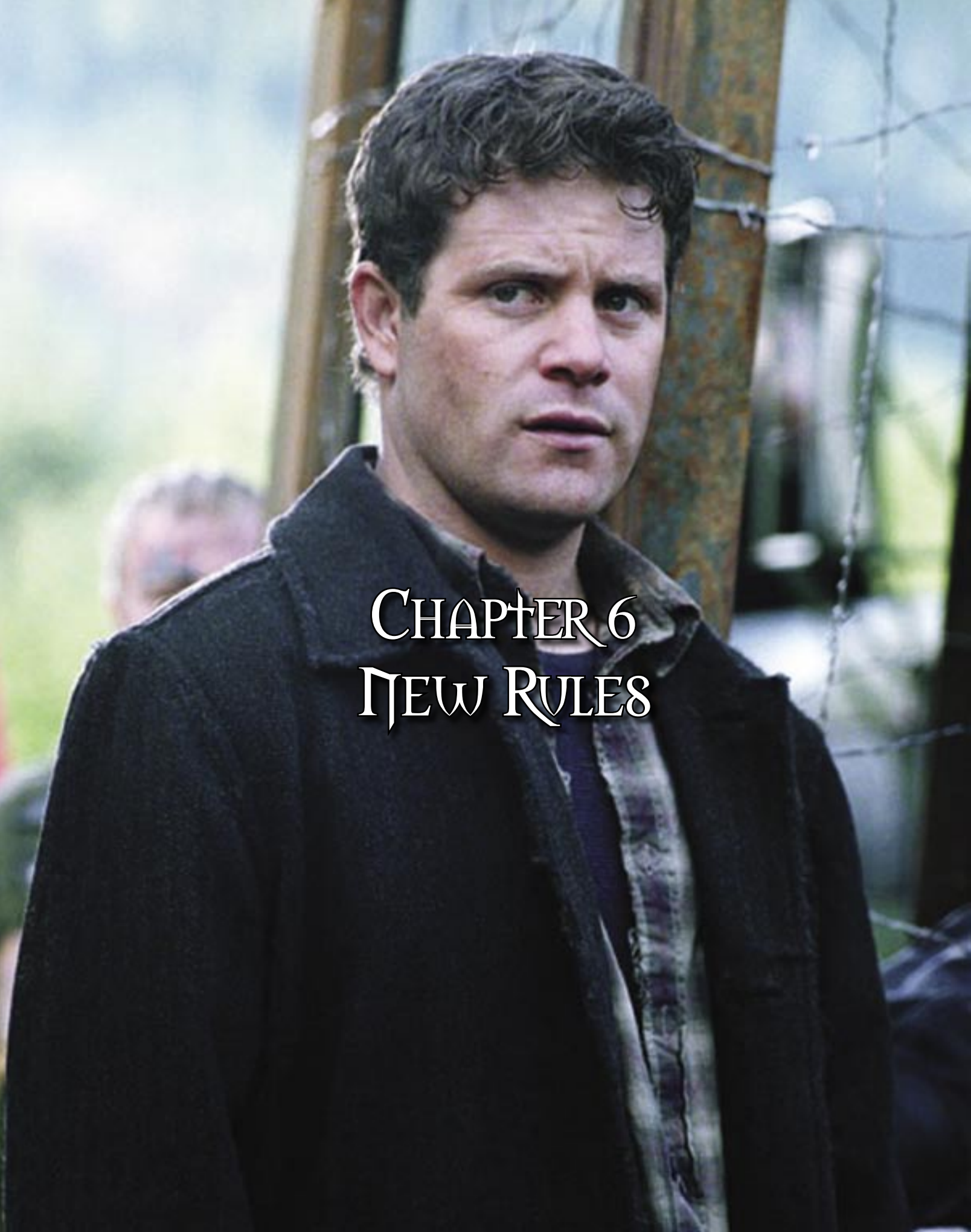
New Vehicle and Heavy Weapons

Weapon	Damage	Feat	Type	Range Increment	ROF	Magazine	Size	Weight	Trade Value	Avail.
.50 Machinegun	2d12	MF	Ballistic	150 ft.	A	Linked	Huge	*	N/A	N/A
20 mm Cannon	4d10	MF	Ballistic	150 ft.	A	Linked	Huge	*	N/A	N/A
25 mm Cannon	4d12	MF	Ballistic	150 ft.	A	Linked	Huge	*	N/A	N/A
30 mm Cannon	4d12	MF	Ballistic	150 ft.	A	Linked	Huge	*	N/A	N/A
40mm Cannon	5d12	MF	Ballistic	150 ft.	S	Linked	Huge	*	N/A	N/A
70 mm Rockets	6d12	MF	Ballistic	250 ft.	S	7 or 19	Huge	*	N/A	N/A
105mm Cannon	10d12	MF	Ballistic	300 ft.	S	1	Huge	*	N/A	N/A
AMRAAM	6d12	MF	Ballistic	24,000 ft.	S	Varies	Huge	*	N/A	N/A
Daisy Cutter	100d12 ¹	MF	Ballistic	1,000 ft.	S	Varies	Huge	*	N/A	N/A
Hellfire	10d12	MF	Ballistic	2,400 ft.	S	Varies	Huge	*	N/A	N/A
JDAM	—	MF	—	—	—	—	Huge	*	N/A	N/A
Maverick	10d12	MF	Ballistic	3,000 ft.	S	Varies	Huge	*	N/A	N/A
Minigun	3d12	MF	Ballistic	150 ft.	A	Linked	Huge	*	N/A	N/A
Mk-83 Bomb	8d12	MF	Ballistic	3,000 ft.	S	Varies	Huge	*	N/A	N/A
Mk-84 Bomb	12d12	MF	Ballistic	3,500 ft.	S	Varies	Huge	*	N/A	N/A
Phoenix	6d12	MF	Ballistic	5,000 ft.	S	Varies	Huge	*	N/A	N/A
Sidewinder	6d12	MF	Ballistic	12,500 ft.	S	Varies	Huge	*	N/A	N/A
Sparrow	8d12	MF	Ballistic	5,000 ft.	S	Varies	Huge	*	N/A	N/A
Stinger	10d6	MF	Ballistic	1,500 ft.	S	Varies	Huge	*	N/A	N/A
Tomahawk	12d12	MF	Ballistic	1,000 mi.	Varies	Varies	Huge	*	N/A	N/A
TOW	8d12	MF	Ballistic	1,300 ft.	S	Varies	Huge	*	N/A	N/A

N/A: Military grade heavy weapons are extremely rare and as such, will never be found for sale from normal traders and merchants.

* These weapons may only be mounted on vehicles, they may not be carried.

¹ As per the Daisy Cutter description above, characters caught in the blast of a Daisy Cutter should begin rolling up new characters (game over). It is likely the biggest blast possible in the game short of a nuclear detonation.

A man with dark, curly hair and a concerned expression is shown from the chest up. He is wearing a dark, heavy coat over a plaid shirt. He is standing in front of a rusty metal structure, possibly a fence or a building. The background is blurred, showing some greenery and a person in the distance.

CHAPTER 6 NEW RULES

Aircraft Scale Manoeuvres

In addition to changing speeds and the generic manoeuvres described in *Jeremiah – The Roleplaying Game*, characters may also attempt a wide range of aerial manoeuvres. All manoeuvres are considered to be move actions and, in a single round, a character operating an aircraft can either perform one manoeuvre along with a standard action (such as an attack) or two manoeuvres. Manoeuvres can be attempted at any point during a vehicle's movement. Unsuccessful manoeuvres often result in the aircraft ending up someplace other than where the pilot intended.

Aerial Manoeuvres

Aerial manoeuvres require a Pilot check and both the vehicle's handling and speed modifiers are applied. The various manoeuvres possible in an aircraft and the DC required to attempt them are detailed below.

Bombing Run (DC 15): By flying steady and still while releasing bombs, an aircraft can greatly increase the accuracy of those attacks, gaining a +1 to hit for each round it performs a Bombing Run (so if the aircraft performed this manoeuvre for 6 rounds before releasing bombs, it would gain a +6 to hit). However, this also makes the craft very vulnerable to incoming fire. The craft loses all Defence bonuses gained from speed and cannot perform any other manoeuvres while executing a Bombing Run.

Brinkmanship (DC 20): This manoeuvre involves putting the character's own craft in danger, forcing their opponent to follow them if he wishes to continue attacking. The pilot initiating this manoeuvre performs a dangerous activity (such as flying under a bridge or into a train tunnel) and makes a Pilot check. If the initiating pilot fails the check for this manoeuvre (DC 20), his aircraft takes 1d6 damage for each point by which he fails this check. If he succeeds, his check result becomes the DC for an aircraft to follow him (so if the character rolls a 23, an aircraft trying to stay with him would also have to roll a 23 or better).

If an aircraft chooses not to follow the character, attacks against the character's aircraft receive a 50% miss chance (as if totally concealed) for the next 1-4 rounds.

Climb/Dive: In the main, it is not necessary to track the altitude of aircraft in the game – so long as you know the distance between two fighting aircraft, combat can proceed without further complication. However, it can sometimes be an issue when an aircraft is involved in combat with a surface vehicle. In this case, the character operating the aircraft simply declares what altitude he is at, in terms of squares on

Aircraft Scale Movement

SURFACE			AIRCRAFT	
Speed	Feet/round	MPH	Feet/Round	MPH
1	50	6	500	60
2	100	11	1000	110
3	150	17	1500	170
4	200	23	2000	230
5	250	28	2500	280
6	300	34	3000	340
7	350	40	3500	400
8	400	45	4000	450
9	450	51	4500	510
10	500	57	5000	570
11	550	62	5500	620
12	600	68	6000	680
13	650	74	6500	740
14	700	80	7000	800
15	750	85	7500	850
16	800	91	8000	910
17	850	97	8500	970
18	900	102	9000	1020
19	950	108	9500	1080
20	1000	114	10000	1140
21	1050	119	10500	1190
22	1100	125	11000	1250
23	1150	131	11500	1310
24	1200	136	12000	1360
25	1250	142	12500	1420
26	1300	148	13000	1480
27	1350	153	13500	1530
28	1400	159	14000	1590
29	1450	165	14500	1650
30	1500	170	15000	1700
31	1550	176	15500	1760
32	1600	182	16000	1820
33	1650	187	16500	1870
34	1700	193	17000	1930
35	1750	199	17500	1990
36	1800	205	18000	2050
37	1850	210	18500	2100
38	1900	216	19000	2160
39	1950	222	19500	2220
40	2000	227	20000	2270



the aircraft scale, at the beginning of the combat. By climbing or diving, a vehicle moves forward at half of its speed and either gains or loses altitude, as appropriate, by the same amount. Only aircraft can perform this manoeuvre.

Clear Your 6 (DC skill vs. skill): The opposite of Trailing, this is used both to resist being trailed, and for shaking an aircraft loose. Aircraft with a Wingman or an Escort get a bonus to this check.

Emergency Deceleration: By riding the air brakes or thruster jets, a character may dramatically slow his vehicle in order to avoid disaster. A successful emergency deceleration will allow a vehicle to decelerate by twice its normal deceleration score in a single round. This manoeuvre is a full-round action.

Evasive Manoeuvres (DC 20): As an attack action, an aircraft can make extreme turns and loops to avoid enemy fire. This manoeuvre gives an aircraft a bonus to its defence equal to one-half the craft's current speed modifier or one-third the pilot's Pilot skill bonus, whichever is higher.

Immelmann Turn: By climbing or diving vertically, then rolling before pulling level again, an aircraft can effectively change its direction to any facing. Only fixed wing aircraft may perform this manoeuvre.

Landing: This manoeuvre is used to land an aircraft on a flat surface, such as a runway, landing strip or carrier ship.

Loop the Loop (DC 20): This manoeuvre allows the character to turn the tables on a trailing opponent. A successful check allows the character to make an attack of opportunity against a trailing opponent, and immediately roll a skill vs. skill check to begin trailing his pursuer as well. If this check fails, the pursued craft gets an attack of opportunity against the character. This manoeuvre is an attack action.

Nap of Earth Flying (DC 20): A very dangerous way to fly. By flying at extremely low altitudes, the character can avoid being detected by radar. If any unexpected obstacle appears in the character's path, this check must be made again to avoid a crash.

Regain Control: A character must succeed at this manoeuvre in order to negate the effects of a mishap (see Mishaps in the Vehicles chapter of *Jeremiah – The Roleplaying Game*). The penalty for the mishap is always applied to the check, as well as the vehicle's handling score and speed modifier.

Takeoff: This is the manoeuvre used by aircraft in order to launch themselves from the ground.

Trailing (DC skill vs. skill): Getting behind an enemy fighter is the coup de grace of most aerial combats. This manoeuvre requires a pilot vs. pilot skill check. A trailing aircraft negates an opponent's Defence bonus from speed, and gains a +4 to all attack rolls against that aircraft.

Wingover (DC 15): This manoeuvre allows an aircraft to make an extra 90-degree turn.

Zoom Climb/Power Dive: Upon successful completion of this manoeuvre, the vehicle will climb or dive at an angle of between 45° and 90°. The character operating the vehicle may choose how much of the vehicle's speed will be expended to gain or lose altitude, but it must be more than half of its current speed.

Attacking Aircraft from the Ground

Most aircraft use weapons with no range modifiers when attacking targets on the ground, and use weapons whose range is measured in thousands of feet or even miles (see the Equipment & Vehicles chapter for more information on these weapons). If an aircraft should be within range of a handheld weapon, because it is flying extremely low, the Games Master should give the aircraft a +10 circumstance bonus to Defence unless the weapon was specifically designed to attack aircraft (a Stinger missile for example).

Bombing

Bombs work much like conventional attacks, except that they have no maximum range, and are unaffected by a character's skill. Regardless of the Base Attack Bonus of the character dropping the bomb, the base attack bonus of a bomb is +0, modified by things like Bombing Run (see aerial manoeuvres above) and 'smart' bomb technology. The bomb keeps falling until it hits the ground. If an attack roll with a bomb is a natural 1, that bomb is a dud, and does not explode. It will need to be found and defused after the battle.

Bombs ignore all cover less than total, and all concealment. Concealment might affect the ability to find the target and recognise it as valuable enough to bomb, but once the bomb flies, there is no miss chance from concealment.

Bombs have two attack rolls, the initial check to determine how close it landed to its target and the detonation check. Use the grenade-like missile rules to determine where a bomb lands that misses its target.

A bomb does full damage to whatever it hits, and then damage to everything around it.

When a bomb strikes, it makes separate ranged touch attack rolls on all targets within one range increment at full damage and a Base Attack Bonus of +10. These attacks continue out to additional range increments, with the bomb losing -2 Base Attack Bonus and 2 dice of damage, and continue until the bomb's damage, modified for range, would be 0.

Missile Attacks

These are a special form of attack. Missile attacks require a character to activate them (using an attack action), but most types of missile have their own Base Attack Bonus. See the individual missile descriptions in the Equipment & Vehicles chapter for more information on each missile's Base Attack Bonus.

Combat Actions

Jeremiah – The Roleplaying Game outlines the various combat actions that can be taken during vehicular combat. With the advanced military weapons and vehicles available to Thunder Mountain, a new type of combat action is required. The action Acquire Target should be added to the list already found in the Vehicles chapter of *Jeremiah – The Roleplaying Game*.

- **Acquire Target:** Many military vehicles are equipped with targeting computers that provide an attack bonus to their weapons. However, the radar operator, pilot or driver must first acquire and lock on to the target in order to benefit from this bonus. This is a standard action and requires a Knowledge (electronics) (DC 10) check to succeed. The target's speed modifier should be added to the DC as faster moving vehicles are far more difficult to lock onto. If the check is successful, the player receives a +8 bonus to hit using the guided weapon.

Vehicle Damage

When a vehicle is reduced to 0 hit points or less, it is rendered completely inoperable, being unable to take any further action or make any kind of attack. A surface vehicle will reduce its speed by 2 every round until it comes to a stop, an aircraft will fall out of the sky and crash. Vehicles reduced to less than -10 hit



points will be instantly destroyed, exploding in a bright array of pyrotechnics that will also automatically kill all crewmembers and destroy all cargo. A vehicle that has been reduced to 0 hit points is considered to be completely helpless and can be completely destroyed by a coup de grace.

The only change to the damage rules for vehicles is with critical hits. If a critical hit is made against a vehicle, damage is applied as normal and a specific effect will occur that will likely hinder the vehicle and leave it more vulnerable to its enemies. Whenever a vehicle suffers a critical hit, roll on the table below.

Vehicle Critical Hits

1d6	Location
1	Superstructure
2	Engine/Power Plant
3	Control Systems
4	Weapons
5	Sensors
6	Cargo

The exact nature of the critical hit sustained will depend on the location struck and the severity of the damage. The severity of a critical hit is measured in increments of the vehicle's DR, before the DR is subtracted from the damage.

- **Light Damage:** Damage exceeds but is less than twice the vehicle's DR.
- **Moderate Damage:** Damage is at least twice but less than three times the vehicle's DR.
- **Heavy Damage:** Damage is at least three times but less than four times the vehicle's DR.
- **Severe Damage:** Damage is at least four times but less than five times the vehicle's DR.
- **Catastrophic Damage:** Damage is at least five times the vehicle's DR.

Once the location and level of damage of the critical hit has been determined, consult the location entries below to find out exactly what has happened to the vehicle.

Superstructure

The vehicle's hull or chassis has taken a rough beating, greatly weakening it. The vehicle will have its DR permanently reduced by an amount depending on the severity of the damage, as shown on the table below.

Damage Severity	DR Lost
Light	1
Moderate	1d6
Heavy	2d6
Severe	3d6
Catastrophic	4d6

Engine

The vehicle's engine is damaged. Reduce the vehicle's top speed by the amount indicated on the table below. Heavy, severe and catastrophic damage will also reduce a vehicle's acceleration as well.

Damage Severity	Speed/Acc Lost
Light	1d4
Moderate	2d4
Heavy	3d4/1d2
Severe	4d4/1d4
Catastrophic	5d4/2d4

Control Systems

The vehicle's control systems are permanently damaged, resulting in its operator constantly having to fight to keep it under control. All Drive and Pilot checks made by the operator of the vehicle will now suffer a circumstance penalty shown on the table below.

Damage Severity	Drive/Pilot penalty
Light	-2
Moderate	-4
Heavy	-6
Severe	-8
Catastrophic	-10

Weapons

One randomly determined weapons system is damaged by the attack. Any attack rolls made by the weapons system will suffer a circumstance penalty indicated by the table below. It should be noted that this will apply to all weapons that are linked together. Vehicles without weapons systems suffer damage to their superstructure instead.

Damage Severity	Attack penalty
Light	-2
Moderate	-4
Heavy	-6
Severe	-8
Catastrophic	Weapon Disabled

Sensors

The vehicle's sensor systems are damaged, making it far more difficult to track and lock on to targets. All Knowledge (electronics) checks made in relation to sensor operations will now suffer a circumstance penalty shown on the table below. Vehicles without

sensor systems suffer damage to their Superstructure instead.

Damage Severity	Technical check penalty
Light	-2
Moderate	-4
Heavy	-6
Severe	-8
Catastrophic	-10

Cargo

Any cargo carried by the vehicle is damaged. The percentage of the cargo (measured in pounds or specific items at the Games Master's discretion) destroyed by the attack is based on the severity of the damage, as shown on the table below. If the vehicle carries no cargo, no additional effects are applied as the damage simply wrecks waste space and minor bulkheads.

Damage Severity	Cargo Destroyed
Light	20%
Moderate	40%
Heavy	60%
Severe	80%
Catastrophic	100%

Repairing Damage

Any skilled character may attempt to repair damage sustained by a vehicle. The DC of the Repair skill check required is listed on the table below.

Damage Severity	Repair DC
Hit Point Damage	10
Light	10
Moderate	15
Heavy	20
Severe	25
Catastrophic	30

A successful repair takes 48 hours and repairs 25 hit points of damage or reduces the severity of the critical damage by one step (such as from severe to heavy). Each critical hit must be repaired separately, though several characters can work on different critical damage effects simultaneously. Damage to cargo cannot normally be repaired.

A woman with dark skin is shown from the chest up, looking slightly to her left. She is wearing a dark, textured jacket with a large, light-colored fur collar. Underneath, she has a shiny, metallic purple top. On her head, she wears a black headband with a yellow band. Her hair is styled in braids. The background is blurred, showing other people in costumes.

CHAPTER 7
ADVANCED CLASSES

Playing in a Thunder Mountain-based campaign opens up a whole host of opportunity for players. The New World is a rough and chaotic place and mere survival is hard. Thunder Mountain has resources available that have not been seen in the world for fifteen years.

As members of the Thunder Mountain community, characters will have access to equipment and weapons they otherwise would never see. They will have dry beds to sleep in and allies to call on in times of trouble. That said, Thunder Mountain also has its share of enemies and players will no doubt have to figure out clever ways of not letting others know about Thunder Mountain and its whereabouts.

To facilitate running a game based partly or entirely on Thunder Mountain, we have included a number of new advanced classes. Some, like the Pilot, are open only to characters from Thunder Mountain while others, like the Demagogue, should prove useful when designing villains or obstacles for your Thunder Mountain characters.

New Advanced Classes

Demagogue

Growing up without the wisdom and guidance of parents and guardians led to much of the chaos found today in the New World. Some are born with a natural sense of charisma and leadership that draws others like moths to a flame. Some use these skills for good, building communities and rebuilding the world while others use their natural talents to incite others to acts of viciousness and violence.

Requirements

To qualify to become a Demagogue, a character must meet the following criteria.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+1	+1	+0	Bonus Feat
2 nd	+1	+2	+2	+0	Cult of Personality
3 rd	+1	+2	+2	+1	
4 th	+2	+2	+2	+1	Bonus Feat
5 th	+2	+3	+3	+1	Manifesto
6 th	+3	+3	+3	+2	Holy War +1
7 th	+3	+4	+4	+2	Bonus Feat
8 th	+4	+4	+4	+2	Holy War +2
9 th	+4	+4	+4	+3	Bonus Feat
10 th	+5	+5	+5	+3	Holy War +3

Skills: Bluff 5 Ranks, Craft (Writing) 6 Ranks, Diplomacy 8 Ranks, Intimidate 5 Ranks.

Feats: Conviction, Enemy, Leadership.

Class Information

Class Skills: The Demagogue class skills are as follows: Bluff (Cha), Craft (writing) (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (culture, faction, history, social sciences, theology and philosophy) (Int), Research (Int), Sense Motive (Wis).

Skill Points per Level: 5 + Intelligence modifier.

Class Features

The following information pertains to the Demagogue advanced class.

Bonus Feats: At the levels indicated, Demagogue characters gain a bonus feat from the following list: Alertness, Attentive, Confident, Conviction, Creative, Deceptive, Educated, Enemy, Frightful Presence, Renown, Trustworthy, Windfall. The character must meet the prerequisites for any feat taken as a bonus feat.

Cult of Personality: The Demagogue attracts more radical followers, and those followers are willing to die for his 'just cause'. Characters with this ability gain members of the Soldier advanced class for followers 4th level and above, and suffer no Leadership penalty for followers and cohorts who die in their service.

Manifesto: Although any character with the Craft (writing) skill may write a Manifesto, Demagogues may add their class level to this effort, and may, through refining their Manifesto, add +1 to their roll each time they gain a level (possibly moving a previous work up into a new category of effectiveness).

Characters with this ability may also have multiple Manifestos, but all modifiers from all published manifestos are cumulative.

Holy War: By declaring a holy war on his enemies, the Demagogue gives his followers a bonus to attack and damage over and above that granted by the Enemy feat. A Demagogue may only declare a Holy War against a group he has the Enemy feat for, and only followers with that Enemy gain the listed bonus.

Except for the fact that the Demagogue must have an Enemy feat to declare a Holy War, there is no limit to the

number of Holy Wars he may declare, though only his followers (those gained from the Leadership feat) may gain this bonus.

Pilot

The Pilot comes into his own in a plane, helicopter or other air vehicle. He is trained to maintain absolute control over his vehicle and it becomes almost an extension of his body. The Pilot can sense damage to his vehicle before the onboard systems; he knows exactly how far he can push it better than any training manual or even its own creators. He is the lord of the sky, and woe betide anyone who takes him on in his own territory.

Requirements

To qualify to become a Pilot, a character must meet the following criteria.

Skills: Bluff 4 Ranks, Pilot 6 Ranks, Craft (mechanical) 5 ranks.

Feats: Aircraft Operation (any).

Class Information

The following features pertain to the Pilot advanced class.

Class Skills: The Pilot class skills are as follows: Computer Use (Int), Concentration (Con), Drive (Dex), Engineering (electronic) (Int), Engineering (mechanical) (Int), Knowledge (faction, tactics, technology) (Int), Navigate (Int), Pilot (Dex), Read/Write Language, Repair (Int), Speak Language, Spot (Wis).

Skill Points per Level: 5 + Intelligence modifier.

Class Features

The following information pertains to the Pilot advanced class.

Aircraft Defence: When piloting an aircraft in which the character has Aircraft Operation, the character can add his Defence bonus to the aircraft's Defence.

Consistent Piloting: Pilots can fly aircraft almost effortlessly. When piloting an aircraft in which the character has Aircraft Operation, they can take 10 on any Pilot check, even during combat.

Bonus Feats: At 3rd, 6th and 9th level, the Pilot may pick a bonus feat from the following list: Aircraft Operation, Drive-by Attack, Far Shot, Gearhead, Vehicle Expert or Vehicle Dodge (substitute Drive requirement for Pilot).

Control Crash: The Pilot can land safely with a Pilot check with a DC of 15 +1 per negative hit point on the vehicle, e.g. a vehicle which has been reduced to -10 hp will require a check at DC 25 to land successfully. Landing will usually take 3d6 rounds, though this can be modified for low- or high-flying craft.

Vehicle Specialist: The Pilot has become extremely familiar with a particular craft, for example a UH-60 Black Hawk. When piloting his specified vehicle, he gains a +2 bonus to all Pilot checks and attack rolls.

Push the Limits: When piloting the vehicle in which he has taken Aircraft Operation, the Pilot develops an almost instinctive knowledge of its capabilities beyond anything detailed in any manual. He can increase the vehicle's speed by ½, but when travelling between its normal maximum speed and this increased maximum, he suffers a -8 penalty on all manoeuvres.

Aircraft Evasion: A 7th level Pilot can make a Pilot check to lessen the damage dealt by a successful attack on his aircraft. If the Pilot check exceeds the attack roll, the damage to the aircraft is halved (round down, minimum 1 point), the Pilot can make an evasion roll once per round.

Full Attack: When flying in a straight line (no manoeuvres) the Pilot may make a full-attack action against opponents in his front 90 degree arc.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+1	+1	+0	Aircraft Defence
2 nd	+1	+2	+2	+0	Consistent Piloting
3 rd	+1	+2	+2	+1	Bonus Feat
4 th	+2	+2	+2	+1	Control Crash
5 th	+2	+3	+3	+1	Vehicle Specialist
6 th	+3	+3	+3	+2	Bonus Feat
7 th	+3	+4	+4	+2	Push the Limits
8 th	+4	+4	+4	+2	Aircraft Evasion
9 th	+4	+4	+4	+3	Bonus Feat
10 th	+5	+5	+5	+3	Full Attack

A promotional image for a film or TV series featuring three men in a gritty, industrial setting. The man on the left is Black, wearing a long, shiny black trench coat over a dark shirt and light-colored pants, with black boots. The man in the center is white, wearing a long brown trench coat over a dark shirt and dark pants, with black boots. The man on the right is white, wearing a dark jacket over a plaid shirt and dark pants, with black boots. They are standing in a room with blue walls, pipes, and a clock in the background. The text "CHAPTER 8" and "CAST OF CHARACTERS" is overlaid in the center.

CHAPTER 8
CAST OF CHARACTERS

Erin Malone

5th Level Shepherd

Initiative: +3

Speed: 30 ft.

DV: 6

DR: 1

BAB: +3

Attacks: Grapple +3, Melee +6, Ranged +6

Special Qualities: Protector, Born to Lead, Negotiator, Sense of Style (see Shepherd class description)

Saves: Fort +2, Ref +4, Will +5

Abilities: Str 10, Dex 16, Con 12, Int 15, Wis 13, Cha 16

Skills: Barter +4, Bluff +3, Computer Use +4, Diplomacy +8, Drive +2, Gather Information +8, Knowledge (region 7) +6, Knowledge (Colorado Springs) +8, Knowledge (Thunder Mountain) +8, Listen +1, Sense Motive +5

Feats: Renown, Code of Honour (Thunder Mountain), Simple Weapons Proficiency, Weapon Focus (sword)

Standard Equipment: None. Erin rarely travels outside of Thunder Mountain and her personal belongings are usually locked in her residence there. She is not often seen without a stack of papers or clipboard in hand, juggling her various responsibilities and managing the day to day operations of Thunder Mountain.



I'm in love with you.

I think I've always been in love with you. From the first day I came here. I've never said anything, because you've always relied on me, because you always said you're not the romantic type, and there was Meaghan...

You were faithful to someone you could not even touch for fifteen years. Go ahead, tell me again you're not a romantic.

So I could not say anything when she was here, and I could not say anything when she was gone because... well, she was gone, and it did not seem right, and now... and now it's still not a good time.

But I have this feeling, in my heart that we're running out of time. I know that nothing will ever happen between us, because... some things just aren't meant to be, I guess.

But I'll always be there for you, right to the end.

Bio

Erin Malone is Markus' right hand and probably the number two person in power and influence around Thunder Mountain. Erin is very determined and thorough in her work. She has an incredibly strong loyalty to Markus.

Born in Boulder, Colorado, Erin and her twin sister Lauren fled to Denver after the death of their parents from the Big Death. Always the responsible one, Erin had a hard time adapting to the chaos and destruction around her and was constantly saving her sister from one bad situation or another.

Erin and Lauren finally separated a couple of years after, when Lauren stole her mother's jewellery and traded it for drugs. Erin could not handle it. Those jewels were all she had left of her parents and she could not forgive her sister for letting them

go. Lauren hooked up with a tough younger boy named Darren and went north.

Erin travelled south but was ambushed by a group of raiders as she approached Colorado Springs. Luckily for her, a scavenging party from Thunder Mountain found her near death and brought her back to the Mountain. She moved quickly through the ranks and has since proven herself an excellent administrator, loyal friend and invaluable member of the Thunder Mountain community.

Elizabeth Monroe

5th Level Expert

Initiative: +1

Speed: 30 ft.

DV: 2

DR: 1

BAB: +3

Attacks: Grapple +0, Melee +4, Ranged +4

Special Qualities: None

Saves: Fort +2, Ref +2, Will +5

Abilities: Str 9, Dex 13, Con 13, Int 14, Wis 12, Cha 14

Skills: Barter +8, Computer Use +3, Craft (writing) +4, Diplomacy +6, Drive +6, Gather Information +8, Knowledge (history) +5, Knowledge (region 7) +4, Knowledge (region 9) +4, Knowledge (Thunder Mountain) +8, Listen +3, Treat Injury +2

Feats: Trustworthy

ELIZABETH

On thing about the Big Death – it either toughened you up, or you were one of those kids who got trampled in the stampede.

KURDY

Knew my share of those.

ELIZABETH

Me too...

KURDY

You know a lot more about where I came from than I know about your story.

ELIZABETH

Not much to tell, really. Middle-class neighbourhood in Los Angeles. An only child. Both my parents worked. I loved my mom, but I guess you'd call me kind of a daddy's girl. There's nothing he would not have done for me... except survive, I guess.

KURDY

And after they were gone?

ELIZABETH

A group of kids on my block... we banded together. The older ones protected the little ones. I cried myself to sleep every night for the longest time, and then one night... I just stopped crying. Like I said, I'm a lot tougher than you know.



Standard Equipment: As a permanent Thunder Mountain resident, Elizabeth's personal belongings are stored in her room. If she is sent outside, whatever equipment she requires is provided to her.

Bio

Elizabeth was romantically involved with Simon and is a resident of Thunder Mountain. She is recovering from her loss and Kurdy has decided to do what he can to fill his shoes. She came from a middle-class neighbourhood in Los Angeles and was an only child.

Elizabeth fled LA when that city became a haven for gangs of marauders. After several years of wandering she met Simon, one of Thunder Mountain's best search team

leaders. Simon eventually fell in love and persuaded Markus to allow Elizabeth to move into the Mountain. She has since served in various capacities at Thunder Mountain, usually helping out wherever she can.

Feeling helpless after Simon's death, Elizabeth has been more active and has gone on a few missions outside the Mountain for Markus.

Gina

3rd Level Jock / 1st Level Soldier

Initiative: +1

Speed: 30 ft.

DV: 4

DR: 2

BAB: +3

Attacks: Grapple +4, Melee +4, Ranged +4

Special Qualities: Improvised Weapons, Imposing Presence (see Jock class description); Weapon Focus (M16) (see Soldier advanced class description)

Saves: Fort +6; Ref +3; Will +2

Abilities: Str 13, Dex 12, Con 14, Int 11, Wis 12, Cha 14

Skills: Intimidate +4, Jump +3, Knowledge (tactics) +3, Knowledge (Thunder Mountain) +4, Listen +4, Spot +4, Survival +4, Treat Injury +3

Feats: Advanced Firearms Proficiency, Combat Martial Arts, Simple Weapons Proficiency

Standard Equipment: Military fatigues and boots, M16 Assault Rifle, Glock 20 Pistol

Bio

Gina was in Omaha, Nebraska when the Big Death hit. She and her mother used to move around a lot before the tragedy and they had only been there a couple of months before the world fell apart. Gina did everything she could to help make her mother comfortable when she became ill, but there was very little the nine year old could really do to help. Unfortunately, like so many other children, it was not long before she was on her own. Being new to the area, Gina did not have any friends and had a very rough time in the chaos that swept the country. She was a small child, even for her age, and many of the older children would make fun of her and worse. Over the next few years and into her early teens, Gina made her way in the world, mostly alone, travelling from town to town, always moving on before anyone could get to know her. She felt more secure where there was nobody who knew her name or where she could hide out during the night. During this time, Gina moved around a lot, avoiding many of the larger settlements and the raiders. She covered most of the US Midwest,

JEREMIAH

So how, exactly, did you end up being assigned as my liaison to the other troops stationed at Milhaven?

GINA

I lost a bet.

JEREMIAH

You lost a bet.

GINA

Yes, sir.

JEREMIAH

What was the bet?

GINA

Sir?

JEREMIAH

It's just... if it was a big bet, something, you know, important, then that's one thing. If it was a stupid bet, or something small, then... I dunno, I might take that kind of personal. So what was the bet?

GINA

I do not remember.

JEREMIAH

You do not remember.

GINA

No, sir.

JEREMIAH

You're lying to me, aren't you?

GINA

Yes, sir.

JEREMIAH

Good, keep it up, we'll get along fine.

getting as far east as Minneapolis and as far west as Bismarck, North Dakota.

Her moving around suddenly came to an abrupt end when she was set upon by a gang near Sterling in northern Colorado. She was badly beaten and left for



dead but she managed to stumble and crawl the few miles into town where she was found by some of the locals. They took her in and gave her food and shelter until she was able to fend for herself again. It took nearly three months before Gina was able to again walk without aid but she never gave up and against the odds, she regained her health totally. Gina decided to settle in the town and made some friends. Gina spent several years in Sterling before the proposal of an alliance came from Thunder Mountain. There were not enough volunteers from her town, so Gina, along with others, was drafted to go to the mountain to learn how to become a soldier.

Gina is a handful. She is tough and brash and will not back down from anyone. Though resentful at first about being drafted for the Western Alliance army, she came around after one of her team-mates sacrifices his life to save her and the rest of their squad from an ambush. Gina realised then that there was more to life than just looking after number one. If a better world is to be made, it will require everyone's help. Once she sets her mind to a course of action, she will seldom be swayed. This goes double for her friends. Gina does not pull punches, even with her superior officers or those she considers her friends. In fact, the more she likes someone, the more likely

she is to make that person's life miserable. Shortly after Jeremiah becomes the mayor of Milhaven, she is assigned to be his aide and liaison with Thunder Mountain. Gina is very fond of Jeremiah, though she would certainly never admit it. You can tell by the way she harasses him.

Jeremiah

6th Level Wanderer / 3rd Level Searcher

Initiative: +3

Speed: 30 ft.

DV: 8

DR: 2

BAB: +8

Attacks: Grapple +9, Melee: +10, Ranged +10

Special Qualities: Sixth Sense, Information Broker, Evasive, Improved Gather Information +2 (see Wanderer class description); Observant, Hale & Hardy (see Searcher advanced class description)

Saves: Fort +8; Ref +9; Will +9

Abilities: Str 14, Dex 16, Con 14, Int 13, Wis 17, Cha 14

Skills: Appraise +3, Balance +5, Bluff +13, Computer Use +1, Climb +8, Diplomacy +7, Disable Device +4, Disguise +5, Drive +8, Escape Artist +4, Gather Information +13, Hide +7, Jump +5, Knowledge (Thunder Mountain) +3, Knowledge (Valhalla Sector) +3, Knowledge (local) +5, Knowledge (region 5) +5, Knowledge (streetwise) +2, Listen +11, Move Silently +3,

JEREMIAH

It's not like we're complaining, Markus...

KURDY

Because we'd never do that.

JEREMIAH

Never. Being on the road for sixteen days, in the cold, the rain, the mud... we live for that stuff, because we're fighting to bring light and warm fuzzy feelings back to the world outside.

KURDY

Makes my nipples hard just thinking about it.

MARKUS

Thanks for the image...

Navigate +2, Perform +2, Search +5, Sense Motive +3, Spot +10, Survival +8, Swim +3

Feats: Alertness, Brawl, Confident, Deceptive, Renown, Simple Weapons Proficiency

Standard Equipment: Battered coat, 70's style blue tuxedo shirt with ruffles, army boots

Bio

Orphaned at 12 years old, Jeremiah has since survived by his wits. Jeremiah has managed to keep his compassion and sense of humanity, in a world

wrought with brutality. He is haunted by memories of his parents, who died in the Big Death, and of his younger brother, whose life he failed to protect.

A loner by nature, Jeremiah senses inherent safety in an alliance with Kurdy. Together, they set out on a journey during which they discover, rival social factions at war and young people who must make decisions without the benefit of wisdom.

Originally born in Los Angeles, Jeremiah grew up in an average middle class neighbourhood. His father, Devon, worked as a research scientists at a defence contracting facility in Orange County. Always a bright child, Jeremiah loved to watch his father work and had dreams of one day following in his footsteps as a scientist. Of course, the Big Death crushed those dreams. As the looting and rioting ranged through the LA area, Devon and Mary decided to make a desperate escape to a secret location known as Valhalla Sector. In the chaos, Jeremiah had no idea where or what Valhalla Sector even was but he was told to stay locked in the house and watch over his younger brother Michael while Devon and Mary retrieved something important from Devon's lab. His parent never returned.

Jeremiah and his brother stayed inside as told until the food ran out and then cautiously ventured outside. There was still mass confusion and bodies lay everywhere.

As the awful truth set in, Jeremiah gathered up whatever supplies he could find and set out with Michael to his father's lab. After a two-day walk across greater Los Angeles, Jeremiah discovered, to his horror, that the lab had been burned to the ground. They searched for the bodies of their parents but were unable to locate them.

And so they walked, wandering aimlessly, exploring the desolation wrought by the Big Death. Several months after everything became quiet, Jeremiah suffered another tragedy, his younger brother was shot and killed by another child over some food. Utterly destroyed by his failure to protect his brother, Jeremiah became a loner, wandering much of the western United States over the next fifteen years, constantly searching for the place known as Valhalla Sector and trying to solve the mystery of what became of his parents.



Kurdy Malloy

3rd Level Jock / 3rd Level Soldier

Initiative: +2

Speed: 30 ft.

DV: 7

DR: 1

BAB: +5

Attacks: Grapple +8; Melee +7; Ranged +7

Special Qualities: Improvised Weapons; Imposing Presence (see Jock class description); Weapon Focus (knife), Weapon Specialisation (knife) (see Soldier advanced class description)

Saves: Fort +6; Ref +5; Will +4

Abilities: Str 16, Dex 14, Con 13, Int 12, Wis 14, Cha 14

Skills: Intimidate +5, Knowledge (region 5) +5, Knowledge (tactics) +6, Knowledge (Thunder Mountain) +4, Survival +6, Swim +1, Treat Injury +3

Feats: Advanced Firearms Proficiency, Brawl, Simple Firearms Proficiency, Simple Weapons Proficiency

Standard Equipment: Long leather coat, army boots, hunting knife

Bio

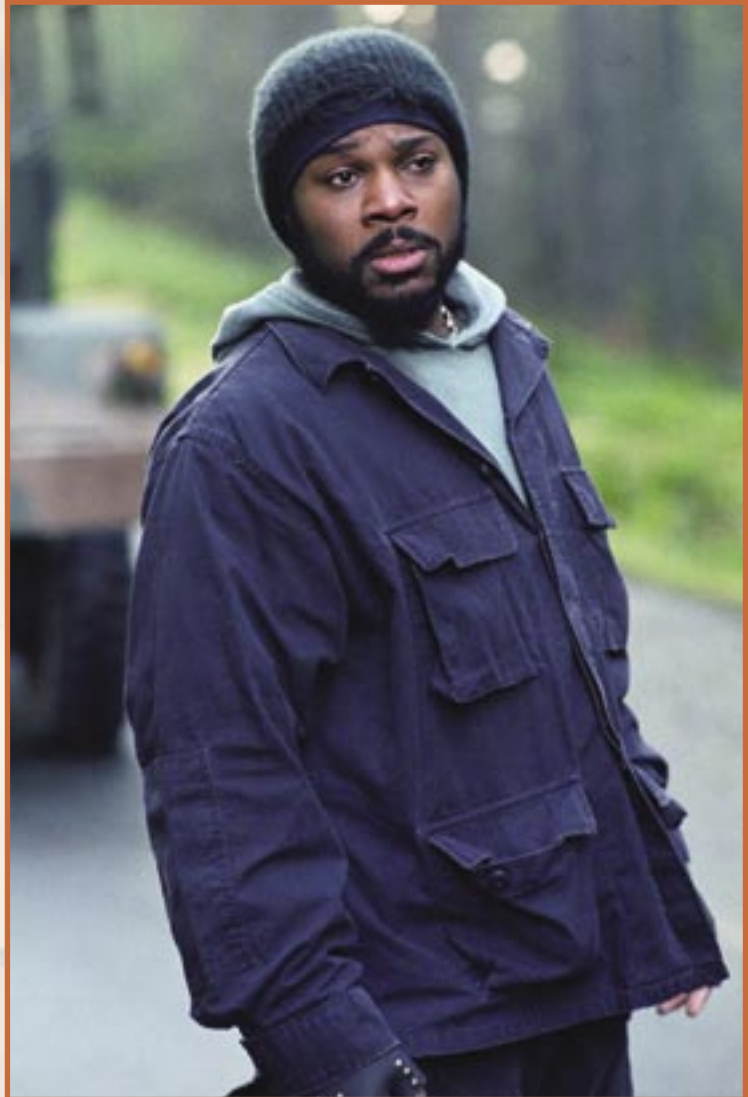
Kurdy Malloy was only seven when his parents died in the Big Death. He has been haunted by the memories of his parent's last day since then. Over the years he has woken up many nights in a cold sweat, never quite remembering exactly what happened. His dreams revealed a little more every year but they never quite told the whole story until he returned to the city where he lived and went back to his old apartment to remember exactly what happened all those years ago. For most of his life Kurdy believed that his father had murdered his mother. The only memories he had of his parents were of the last time he saw them. While the city erupted in chaos around them, he had hidden in the closet in his living room. He remembered seeing, through the door, his father with a gun, arguing with his mother. Then he saw his father shoot his mother and turn the gun on himself. Kurdy was found by his babysitter, a young girl who lived down the hall, after she had heard the gunshots. She took him in and raised him for a few years before he left and tried to make a go of it alone. When Kurdy returned to his old home, the memories slammed back into focus and he discovered that his father had shot his mother out of mercy. She had contracted the virus and was in the final stages when

KURDY

When was the last time you saw clean underwear out here, J? Hell, when was the last time you saw underwear?

People with electricity, or copters, or guns, that's trouble all right... but you show me a group in all this with the free time and resources to produce clean, new, fresh underwear, now *that's* something to worry about.

she begged him to end he life and her suffering. He had finally acquiesced but after the deed, he was so distraught that he took his own life as well.



Kurdy spent pretty much his whole life after the Big Death wandering from place to place. Never staying anywhere long enough to put down roots, he did not really make many friends. Those few he did befriend inevitably came to a tragic end or somehow took advantage of him. Whenever he moved to a new area, he would search out the largest gang or the power base and insinuate himself in. This was rarely hard to do as these types of people are always looking for more followers. His motives were never for power or violence however; he simply wanted the safety that they provided.

Kurdy is a dreamer and a poet at heart. His rough exterior and gruff manner belie the goodness within. Kurdy wants to do the right thing, he has simply been down so long and seen so much taking and so little giving that his survival instincts get the better of him. When Kurdy meets Jeremiah, they immediately connect on a level that neither sees at first. It takes a few more encounters and then Thunder Mountain to actually make them see that they work well together. After a year working for Markus, following Simon's journal, Jeremiah and Kurdy become an unbeatable team. They each compliment the other and make up for any shortcomings the other has.

When Thunder Mountain begins to form the Western Alliance, Kurdy along with his new team-mate, Mr Smith, are instrumental in getting new towns to sign on. Later, when trouble brews on the eastern horizon and war seems inevitable, Kurdy really comes into his own. He is asked by Markus to train and lead the fledgling army of the Alliance. At first hesitant, Kurdy finally accepts the role and excels as a leader, inspiring confidence in his followers

Lee Chen

3rd Level Scavenger / 3rd Level Infiltrator

Initiative: +3

Speed: 30 ft.

DV: 6

DR: 1

BAB: +3

Attacks: Grapple +3; Melee +6; Ranged +6

Special Qualities: Another Man's Junk; Tunnel Rat (see Scavenger class description); Sweep, Improvised Implements, Sneak Attack (see Infiltrator advanced class description)

Saves: Fort +5; Ref +7; Will +5

"Someday down the road, remember that I was the one to tell you this first: If this place falls, it will be because of Jeremiah." – Lee Chen

Abilities: Str 11, Dex 17, Con 12, Int 15, Wis 14, Cha 10

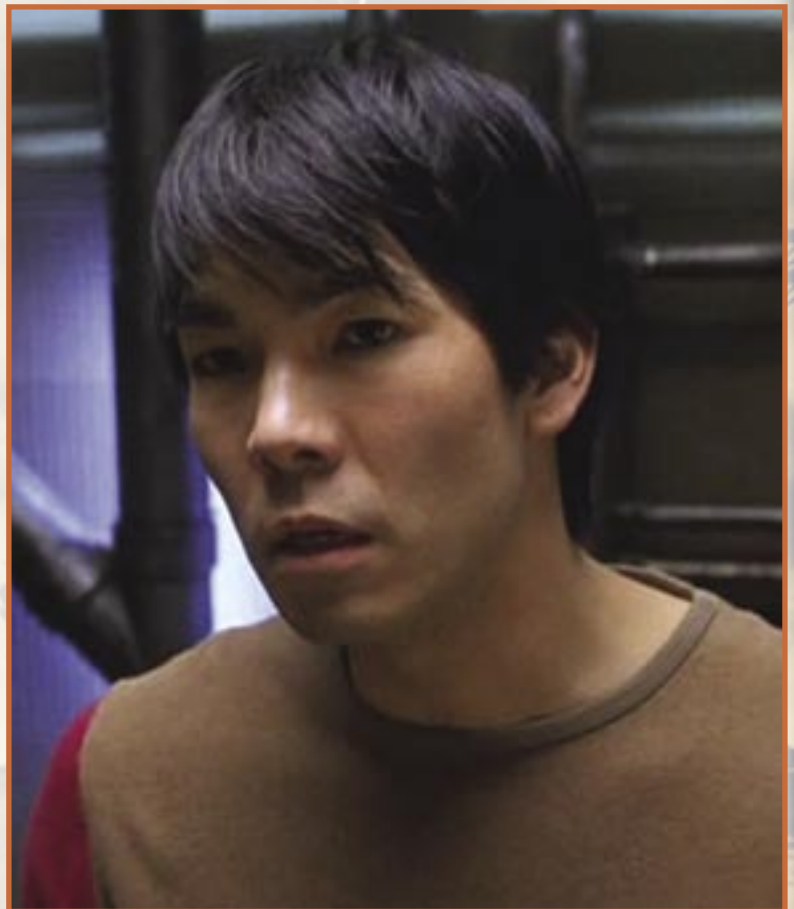
Skills: Bluff +8, Craft (electronic) +2, Disable Device +4, Drive +1, Escape Artist +6, Gather Information +8, Hide +6, Investigate +4, Knowledge (Thunder Mountain) +6, Knowledge (Valhalla Sector) +4, Listen +6, Move Silently +5, Search +5, Tumble +3

Feats: Alertness, Combat Martial Arts; Simple Firearms Proficiency

Standard Equipment: Cell phone, Berreta 97F pistol

Bio

Lee Chen came to the mountain ten years ago. He was found by Simon and brought in as a potential recruit. Since he came to the mountain, Lee has been a dynamic force for change. He is an intense and serious young man and seems to see danger in



every dark corner. He quickly rose through the ranks to become head of security; a position that well suits his sometimes paranoid personality. Lee has deep respect for Markus, both as a leader and a person, but he believes the others to be far too trusting. Lee's attitude towards Markus is often militaristic in its approach. He does not hesitate to make his views known but when push comes to shove, Lee defers to Markus' judgement and makes sure that everyone else does as well. Since he was made head of security, Lee has implemented many new procedures and protocols that have often made him unpopular in the eyes of the other Thunder Mountain residents. Few believe there are spies in the mountain, but Lee takes no chances and has doubled the number of security personnel. The changes are not only within the mountain fortress; Lee has also started regular patrols around the mountain exterior and sometimes leads these himself.

Lee is hesitant to reveal anything about his past before he came to Thunder Mountain. He has even got angry when confronted about his clouded past. Markus is willing to let this go so long as he remains loyal and continues doing his job. Truth be told, Markus trusts Lee implicitly. He sees him as the necessary other side to himself, where the security of his people is concerned. Markus is more than glad to let someone else take the responsibility of the day-to-day security operations. Though sometimes almost fanatical in his persistence about base security, Lee does do a very good job. He has however, taken the liberty of bending many rules to make a case when he felt it necessary. He thinks nothing of invading someone's privacy if he believes that they are hiding something he should know about. This has brought him into conflict with the council on more than one occasion. Markus does not condone such actions, but so far they have been justified in the end by what Lee has managed to uncover. It is unsurprising that Lee has few close friends at

Thunder Mountain. In his off duty hours, Lee generally keeps to himself or associates with his security teams. Though Lee is hard on them, the security teams he leads trust his instincts and respect his efforts.

Lee knows every inch of Thunder Mountain. He knows all of the nooks and crannies and all of the ways in and out. There is very little that goes on that escapes his notice. The one thing that managed to elude Lee for over ten years was the presence of Meaghan Lee Rose. When he did find out about her, Lee was stunned, but he supported Markus' decision to keep the secret. A secret that Lee keeps himself is his association with Ezekiel.

Markus Alexander

8th Level Shepherd / 3rd Level Commander

Initiative: +0

Speed: 30 ft.

DV: 6

DR: 1

BAB: +8/+1

Attacks: Grapple: +8; Melee +8; Ranged +8

Special Qualities: Protector, Born to Lead, Negotiator, Sense of Style, Rally the Troops, Smooth



We, the survivors of the Big Death, have grown to adulthood in the shadow of the greatest disaster the world has ever known. The last sixteen years have been unimaginably brutal. But there comes a time when you have to stop looking back, and start looking forward.

Starting today, we begin putting the world back together again. In this room, we will determine the shape of the world to come. We will hammer out the rules, discuss the issues and, in a peaceful and constructive fashion, craft a new world out of the ashes of the old.

Markus

Talker (see Shepherd class description); Lead by Example, Self Confidence (see Commander advanced class description).

Saves: Fort +3; Ref +2; Will +10

Abilities: Str 10, Dex 11, Con 12, Int 18, Wis 15, Cha 17

Skills: Barter +3, Bluff +6, Computer Use +13, Concentration +6, Diplomacy +14, Gather Information +7, Intimidate +8, Knowledge (region 5) +11, Knowledge (history) +4, Knowledge (tactics) +6, Knowledge (Thunder Mountain) +11, Knowledge (Valhalla Sector) +4, Listen +10, Navigate +8, Science (psychology) +4, Sense Motive +11, Perform (violin) +5, Repair +4.

Feats: Attentive, Code of Honour (Thunder Mountain), Gearhead, Leadership, Persuasive, Renown, Trustworthy, Educated

Standard Equipment: As needed

Bio

Markus is leader of the people who live in Thunder Mountain, a colony set inside what used to be a military compound. Markus feels the weight of the world on his shoulders, as he delicately balances Thunder Mountain with the outside world, which threatens its existence.

Born in a suburb of Denver, Markus moved around a lot as a child. His father was a brilliant doctor who travelled the world studying new and emerging viruses trying to discover new vaccines for many of the worlds most virulent bugs.

Markus' father took a job with the Center for Disease Control in Atlanta when Markus was only eleven. A year later, the Big Death erupted across the world and Markus was taken with his father to the security of

Thunder Mountain where his father was to act as co-ordinator between the civilian CDC and the military personnel trying to create a cure for the Big Death. His mother stayed behind in Atlanta to pack their belongings and was then supposed to join her family in Colorado. Unfortunately, this never happened. Barely escaping the fires that were consuming Atlanta, Markus' mother contracted the virus and was not allowed inside the base on the orders of the commanding officer, Major Quantrell. Unwilling to allow his wife to die alone only steps outside the front gate, his father sacrificed his life to be with the woman he loved as she died. Markus, only twelve years old, watched his parents die together through the closed circuit base cameras. Thunder Mountain did eventually succumb to the virus and in the ensuing months and years, Markus rallied the children of the area and kept them safe from the horrors going on outside. He organised them, assigned tasks and helped create a refuge from the chaos and anarchy now dominant in the world.

Markus is a meditative man who has learned to trust his instincts. He has no desire for power and yet is a superb leader. A sane and rational counter point to Valhalla Sector and Daniel.

Theo Coleridge

5th Level Shepherd

Initiative: +1

Speed: 30 ft.

DV: 4

DR: 2

BAB: +3

Attacks: Grapple +3, Melee +4, Ranged +4

Special Qualities: Might Makes Right, Born to Lead, Negotiator, Sense of Style (see Shepherd class description)

Saves: Fort +3; Ref +2; Will +7

Abilities: Str 11, Dex 13, Con 14, Int 14, Wis 16, Cha 15

Skills: Barter +8, Bluff +8, Diplomacy +4, Gather Information +8, Intimidate +8, Hide +2, Knowledge (region 7) +8, Knowledge (Thunder Mountain) +2, Knowledge (Daniel) +1, Knowledge (Clarefield) +8, Sense Motive +8, Spot +2

Feats: Renown, Confident, Brawl

Standard Equipment: Colt Python with 24 rounds of ammunition, leather jacket and pants, handcuffs.

I'd rather follow the man who has the power, but doesn't use it, and the ideas that are bigger than he is... than the man who likes power too much, and will do anything to get it. The man who thinks he's bigger than the ideas.

I'm with Markus, and I'm with his Alliance. Anybody wants out, leave now and don't let the door hit your ass on the way out. But if you want to stay, unite behind Markus, then stand up and let's see what you've got. What's it gonna be?

We've come all this way, are we gonna create a new world right now or not? Stand up. C'mon. Stand up.

Theo

Bio

Theo works out of a rundown High School and she controls the town of Clarefield, Wyoming. She is a harsh but respected leader since she takes as much as she gives to those who rally around her. She appears to be a highly motivated individual.

Born in Washington, DC, Theo moved around a lot as a kid since her father was in the military. She even lived for a year in Germany while her father was stationed

at Rammstein AFB. The Coleridge family eventually settled in Cheyenne, Wyoming where Theo grew up a tough kid. Never the best student, Theo spent a lot of time around older kids committing petty thefts and larceny. Ironically, these skills helped keep her alive as the Big Death ravaged the world around her.

Eventually coming to a place of power in the town of Clarefield, Theo rules with an iron fist. Not averse to beating information she needs out of people, Theo has obtained a reputation for ferocity but also fairness. She cares for the town well and will defend its residents like a she wolf would her cubs.

Theo brought the town of Clarefield into the Western Alliance and was captured by Valhalla Sector during the raid on the St. Louis meeting. She later moved into Thunder Mountain where she announced to everyone that she was pregnant. This seems to have mellowed Theo somewhat, preparing to be a mother may yet be Theo's biggest challenge.

Minor Thunder Mountain

Non-Player Characters

The following sample characters may be used as Non-Player Characters by Games Masters in need of pre-made Thunder Mountain residents. Each of the following characters may be used to assist the characters on missions as needed.

Richard Green
– Guardian 5

Initiative: +1

Speed: 30 ft.

DV: 6

DR: 1

BAB: +5

Attacks: Grapple +8;
Melee +6; Ranged +6

Special Qualities:
Controlled Charge, Focused
Attack, Hyper Aware (see
Guardian class description)

Saves: Fort +5; Ref +2;
Will +1

Abilities: Str 16, Dex 12,
Con 13, Int 12, Wis 10, Cha
14

Skills: Balance +5, Climb
+10, Diplomacy +6, Drive
+3, Hide +5, Intimidate +8,
Jump +6, Listen +2, Read/
Write Language (Spanish)



+1, Sense Motive +4, Spot +2, Survival +1, Swim +9, Treat Injury +1

Feats: Alertness, Athletic, Brawl, Improved Brawl, Simple Weapons Proficiency

Standard Equipment: Berretta 92F with two clips, baseball bat, backpack (4 days rations, spare clothes, hunting knife), worn coat and wool hat

Bio:

Richard has been a member of one of the Thunder Mountain search teams for little over a year. He was first brought to the mountain when he was sixteen, though he was not expected to live. Richard was near death when he was rescued by another search team that found him tied to a tree in the middle of nowhere. Six days before, he had made the mistake of standing up to a gang of thugs who had been terrorising the town in which he lived. They would send a couple of their guys into town every few weeks and take whatever they wanted, beat a few people up a little and leave again. Nobody did anything about it for fear of reprisals. The townspeople all simply hid whenever they saw one of the gang coming. Eventually Richard had had enough. He confronted the two gang members near the road into town and, as he expected, they turned tail and fled. This was probably due in part to the fact that even at sixteen years of age, Richard was over six feet tall. He also had a baseball bat and was pretty graphic in the way he described what he would do to them if they ever returned. Unfortunately for Richard, they also told their boss what had happened. That night, the entire gang stormed into the town and began to systematically kill everyone they found. When they found Richard, they subdued him and made him watch as they went door to door and killed his neighbours and friends, sometimes torturing them a little first. When the leader of the gang was satisfied that they had cowed the town, they left, but they brought Richard with them. He was tortured for days before they finally tired of it and left him, tied to a tree, to die. When the search team found him, they immediately cut him down and brought him to Thunder Mountain. The doctors did all they could for him but they only gave him about a ten percent chance to live. Against the odds, Richard did survive. He joined the Thunder Mountain team and embraced their ways with gusto. That was four years ago. Last year, Richard joined the search teams and began the work of helping to shape the world outside for the better.

Two months ago, Richard's team mate, Sean Wilson, was killed. They had been camped in the woods near a town they were watching for signs of trouble. It was Sean's turn on watch but he had fallen asleep and never even heard the man who sneaked up on him and

cut his throat. Richard awakened and was able to save himself but it was too late for Sean. The man got away before Richard had been able to chase him. Since that night, Richard has been withdrawn and sullen.

This is the first time since his partner's death that Richard has left the mountain. He is a good man at heart and tries not to be cynical but his life to this point has been rather rough and he is beginning to wear a little thin. Richard has a deep-seated need to help others, no matter the odds or the personal danger to himself. He will always try to do the right thing but will not endanger any of his team-mates needlessly. Markus knows Richard for what he is and he has set him the task of assisting the characters on their mission. He knows that this is probably a very dangerous mission and trusts Richard to get the rest of the team back alive.

Richard Green is a large, imposing man with long black hair and dark eyes. He stands well over six feet tall and is all muscle. Generally dressed in jeans and a sweatshirt, with an old bomber jacket if it is cold, Richard stands out in most crowds. Since his teammate's death, he has been quiet and moody but if he relaxes and opens up, he is a very friendly and funny guy. Richard needs this mission to prove his worth, not to Markus, but to himself. If things go bad, he will likely leave the mountain and strike out alone.

Jonathan Black – Jock 5

Initiative: +3

Speed: 30 ft.

DV: 8

DR: 2

BAB: +5

Attacks: Grapple +7; Melee +8; Ranged +8

Special Qualities: Improved Brawling, Improvised Weapons, Imposing Presence (see Jock class description)

Saves: Fort +5; Ref +4; Will +2

Abilities: Str 14, Dex 16, Con 14, Int 11, Wis 13, Cha 9

Skills: Balance +8, Climb +7, Demolitions +3, Gamble +1, Gather Information +2, Intimidate +4, Jump +8, Knowledge (local) +2, Listen +5, Ride +3, Spot +5, Survival +3, Swim +2, Treat Injury +2

Feats: Combat Martial Arts, Defensive Martial Arts, Improved Combat Martial Arts, Run, Simple Weapons Proficiency

Standard Equipment: Berretta 92F with two clips, nunchaku, worn military jacket and pants, backpack (four days rations, utility knife, hatchet, spare clothes)

Bio:

Jonathan has been at the mountain since the beginning. His mother was an army surgeon who worked at nearby Fort Carson. When the Big Death broke out, she was on the short list to take to the mountain for safeguarding. Jonathan, eleven at the time, went along as well. When the Big Death managed to get into the underground facility despite precautions, Jonathan watched dispassionately as the adults around him died. Even when his mother died, he felt little in the way of loss. As a child, he had been an enigma to his teachers and his mother. He spent nearly all of his time reading and playing alone, relating little or not at all with his peers. He went to various child counsellors but none could find anything really wrong with him, he just was not a sociable boy. His mother tried to make him participate in a number of team sports at his school but nothing seemed to interest him until he tried Karate. Jonathan became consumed with the martial art and practised every day, sometimes to the exclusion of his schoolwork. He progressed quickly, having a natural talent for the exercises and a quickness that astounded his instructors. In a matter of months, Jonathan had exceeded his class by such a degree that he was moved up to the next class, where he repeated the process again. In under a year, Jonathan was competing against children three or four years his senior. He was beating them too. It was not that Jonathan liked to hurt others, or even that he particularly liked the confrontation, he just found the routines and drills Karate comforting on a level he did not find anywhere else.

Jonathan scares a lot of people. The rest he just creeps out. He rarely speaks but when he does, he says the least possible in any given situation. His social interactions with the others at the mountain are pretty much limited to exercise and the weekly karate classes he teaches. The oddest thing about Jonathan is not his almost total introspectiveness however. It is the complete change in his personality that comes over him when he is teaching his class. In the gym, with his equipment and students, Jonathan actually becomes quite friendly. He talks to the others, chats and encourages, he even smiles.

Jonathan is an enigma to most. He keeps his emotions bottled up and his thoughts to himself. This is not to say that he is not a good team player, he is just not outgoing. He takes orders well and will speak up if he thinks it is necessary. Jonathan has been sent on this mission on the recommendation of Lee Chen, ostensibly to help protect the others should things go badly. In actual fact, Jonathan is to keep an eye on the rest and report back to Lee anything he finds.

Christine McLeary – Jock 5

Initiative: +1**Speed:** 30 ft.**DV:** 6**DR:** 1**BAB:** +5**Attacks:** Grapple +7; Melee +6; Ranged +6**Special Qualities:** Improved Brawling, Improvised Weapons, Imposing Presence (see Jock class description)**Saves:** Fort +5; Ref +2; Will +0**Abilities:** Str 15, Dex 13, Con 12, Int 10, Wis 9, Cha 9**Skills:** Balance +6, Climb +3, Demolitions +3, Gamble +1, Intimidate +1, Jump +7, Knowledge (local) +3, Listen +3, Ride +1, Spot +4, Survival +3, Swim +2, Treat Injury +2**Feats:** Athletic, Brawl, Knockout Punch, Simple Weapons Proficiency**Standard Equipment:** Berretta 92F with two clips, worn military jacket and pants, backpack (four days rations, utility knife, spare clothes)**Bio:**

Christine McLeary is a newcomer to Thunder Mountain. She joined up when the call went out for soldiers to counter the looming threats of Valhalla Sector and Daniel. She has always been tough. Even as a child before the Big Death, Christine was a tomboy. She played baseball with the other boys her age and competed on their level. Indeed she had been better than most. Her father had always told her she could do anything the boys could do, and she had been determined to prove him right. It helped, of course, that she had been the only sister of four older brothers. When the Big Death hit and took her entire family, she was understandably devastated. She buried her father and brothers in the backyard as best she could and stayed near her home until the food ran out. Then she went wandering, like so many others in the aftermath, looking for something to hold on to. She tried to join a group of boys for mutual protection, but they just laughed at her, saying she would only slow them down. They laughed until she beat three of them up anyway, then she took charge of the gang. They followed her for nearly a year before she slipped away one night to find something better.

Christine came to Thunder Mountain about two years ago. She had heard rumours of a place called 'The End of the World', where life was better and there was always enough food. She started making enquiries and in fairly short order, had gleaned quite a bit of information about this nearly mythical place. Most of this, of course, was pure rubbish, but some was



true. She managed to identify a couple of likely suspects who turned out to be a search team from the mountain. She followed them back when they returned and demanded to be let inside. Markus finally relented, after she stayed outside the main entrance for two days. Since she was indoctrinated into mountain life, she quickly moved through the ranks and is now a valuable member of the army of the Western Alliance.

Christine is brash and loud. She never backs down from anyone or anything and this quite often gets her into trouble. She is smart enough to know when she is in over her head but sometimes the realisation comes too late. When there is no clear leader in a situation, or if she believes that she could do a better job, Christine will try to usurp control. She rarely worries about how her actions or words affect others and has absolutely no time for whiners.

Percy Leicester – Brain Boy 5

Initiative: +1

Speed: 30 ft.

DV: 3

DR: 0

BAB: +2

Attacks: Grapple +2; Melee +3; Ranged +3

Special Qualities: Backpedal, Superior Knowledge, Shrewd (see Brain Boy class description)

Saves: Fort +0; Ref +2; Will +4

Abilities: Str 10, Dex 12, Con 9, Int 17, Wis 14, Cha 10

Skills: Appraise +8, Computer Use +13, Craft (structural) +12, Disable Device +13, Engineering (electronic) +15, Knowledge (tech) +12, Read/Write Language (Spanish) +1, Repair +16, Research +12, Science (mathematics) +13, Science (physics) +12

Feats: Builder (Engineering (electrical)), Gearhead, Studios

Standard Equipment: Berretta 92F with two clips, sweater and jeans, backpack (four days rations, utility knife, 2lbs. coffee, camper's coffee pot, spare clothes)

Bio:

Only nineteen years old, this is Percy's first real mission outside the mountain. He was one of the first children brought in when Markus started searching for survivors after the Big Death. He was found, along with many others, at Fort Carson army base. Still very young when he was brought in, Percy soon adapted to life within the mountain. Eager to please, Percy started to help out right away. Of course, a six-year-old boy does not help so much as generally get in the way, but he did try. He developed a fondness for Markus right off and was seldom far from his side. Although Markus was uncomfortable acting as the young child's de facto older brother, he did his best to accommodate him. When he had a few spare moments, he would sit with Percy and teach him to read. When he was not following Markus around, Percy could inevitably be found reading in some corner or other. After a few months, the reading took up more of his time and Markus took up less. Percy was ravenous when it came to books. He would read anything, usually far in advance of his age level. It did not take long before Markus discovered that Percy was no ordinary child. He was a genius. In no time at all, he had joined one of the work crews helping to repair the Thunder Mountain facilities. Though only ten years old, Percy was extremely smart and more learned than children several years his senior. He rotated between the crews doing the work. The others, who had at first thought he was just a hindrance when it came their turn to have him with them, soon discovered that he indeed was capable of holding his own and often was invaluable.

Percy was ecstatic when Markus asked him to go along on this mission. He is one of the youngest Thunder Mountain technicians to have yet been sent on any vital task outside the mountain. Markus has confidence in his abilities and even trusts that he will give sound advice to the player characters, should they need it. Percy is generally shy around strangers at first, but when he warms up, he is hard to shut up. When he starts in on a topic that interests him, for example electronics or physics, he can talk for hours, with enthusiasm. Excitable and fidgety, Percy rarely sleeps longer than three or four hours a night and loves coffee.

Dale – Scavenger 5

Initiative: +2

Speed: 30 ft.

DV: 6

DR: 1

BAB: +4

Attacks: Grapple +4; Melee +6; Ranged +6

Special Qualities: Another Man's Junk, Find the Way, Jack-of-all-Trades (Concentration, Diplomacy, Forgery, Read/Write, Survival), Tunnel Rat (see Scavenger class description)

Saves: Fort +5; Ref +5; Will +3

Abilities: Str 10, Dex 15, Con 12, Int 14, Wis 13, Cha 11

Skills: Balance +5, Barter +5, Bluff +3, Climb +2, Disable Device +10, Drive +3, Escape Artist +8, Gather Information +7, Hide +10, Jump +2, Knowledge (local) +6, Listen +8, Move Silently +7, Navigate +3, Repair +4, Search +7, Spot +5

Feats: Alertness, Cautious, Dodge

Standard Equipment: Berretta 92F with two clips, dark wool jacket and jeans, backpack (four days rations, utility knife, 25' rope, spare clothes, flashlight with batteries, matches, marijuana and some pills)

Bio:

Dale, who has never revealed his last name to anyone at the mountain, is a young man of diverse talents. Before the Big Death, he had lived near Colorado Springs with his father in a trailer park, just outside of town. When things went from bad to worse, he left and headed for Denver, hoping that it was better there. It was, at least for him. While most of the other kids struggled to find the things they needed to survive, Dale had very little trouble scraping what he needed from the bones of the old world. After a few years, he headed further south and then east and spent some time in several cities, including Santa Fe, Oklahoma

City and Dallas. He was able to provide for himself quite well between scavenging the major centres and stealing what he could not scavenge. It all caught up to him one night in Dallas though. Three toughs, from whom he had stolen some items to trade a few days earlier, surprised him in a dark alley and beat him severely. He survived but his leg never really healed properly and he still walks with a noticeable limp. He left Dallas soon after the incident and moved north and west again, intending to go to California. Along the way, he encountered one of Thunder Mountain's search teams while they were hiding their truck so they could survey a town in northern Arizona. He watched, hidden, as they walked the mile into town and then he hot-wired their truck and took it some distance off and covered it again. He had listened as they spoke about Thunder Mountain and he was intrigued. When they returned to where they had left their truck that evening, they found Dale, with a small fire going and supper ready for them. They finally agreed to take him to the mountain, after they realised he would not tell them where their truck was and that he already knew too much anyway.

Dale has spent the last few years putting his uncanny ability to find nearly anything the mountain needs to good use. Rarely does he spend more than a week inside the mountain before he is called upon to go with one of the search teams to help them out with locating items of value. He has become the go-to guy whenever anybody needs anything. Dale does a fairly brisk business on the side providing things that are generally not available to Thunder Mountain residents. He often brings back drugs and alcohol from his frequent trips outside and has a network within the mountain to distribute these without his direct involvement. Dale was asked to accompany this mission because he has a way of getting into places unseen and of acquiring whatever is needed, regardless of the circumstances. He accepted because he has a contact in the area where the characters will be travelling that provides him with high-grade marijuana at a reasonable price.

CHAPTER 9
LIFE IN THE NEW WORLD

This mini adventure is intended to be an introduction to the world of Jeremiah. It will offer the Players an opportunity to make a difference and help out those in need. This adventure should begin the process of building a reputation for the characters. Will they be renowned for their altruism and bravery or will it be for violence and opportunism? The choice is theirs.

Characters

This scenario is intended as an introduction to *Jeremiah – The Roleplaying Game*. As such, a good variety of character classes should be included in the party. The characters will be 1st level and will therefore have little in the way of weapons and equipment. Combat will be inevitable in some areas, so a couple of Jock or Guardian characters are highly recommended. At the Games Master's discretion, higher level characters may enjoy this adventure but the skill and level of the villains should be increased accordingly.

At the beginning of the adventure, the characters should have no knowledge of Thunder Mountain. They may have heard rumours of such a place, or 'The End of the World', but know little more than rumour and innuendo. This adventure is an excellent way to bring Thunder Mountain into your game. While Thunder Mountain has no direct input into the outcome of this adventure, it does have agents in the area and is aware of the recent skinhead incursion. As the Players make their way into town, Markus and the council are debating whether to take action or not. By the end of the adventure, that debate should be a moot point as it is expected the characters will have solved the problem for Thunder Mountain, bringing them to the attention of Markus and other Thunder Mountain leaders.

Assuming the characters succeed, Canon City will eventually become a full member of the Western Alliance and the town's residents will remember the actions of the characters for years to come.

The adventure begins as the characters approach Canon City travelling south along the old US Highway 50.

PART I

Canon City, Colorado

Canon City is approximately fifty miles southwest of Colorado Springs and the Cheyenne Mountain Facility, otherwise known as Thunder Mountain. Formed as a coal town in the 1800's, Canon City was once the county seat of Fremont County, Colorado. Canon City (pronounced Canyon City) was the home of the famous Royal Gorge – the 'Grand Canyon of the Arkansas' – and the Royal Gorge Bridge, one of the world's highest suspension bridges, that towers 1,053 feet above the Arkansas River. A temperate climate including a mild winter made Canon City a desirable place to live and visit all year round. Its downtown area featured many shops, restaurants, boutiques, cafés, a classic movie theatre, arts, live entertainment and antiques.

Prior to the Big Death, Canon City was known for its diverse cultural makeup including people of Welsh, English, Irish, German, Scottish, Hispanic and African American descent. There was even a section of the town called Little Italy.

Along with the rest of the world, all that has changed. Like almost everywhere in the United States, Canon City was rocked by the chaos that heralded the Big Death. Much of the downtown core was burned down and thousands were killed in the riots and terror. When the Big Death had exhausted itself, many thousands of the traumatised children of Canon City and the surrounding area died in wave after wave of disease and famine that swept through the terrified population.

When everything had settled down, no more than a few hundred children remained. Many of these rallied around a few charismatic older children, but survival was their main concern. Over the years, these children have grown up. Many have moved on and migrated to other areas. Quite a few made their way north to Denver, hoping to find a better life in the larger city. As the years passed, Canon City was all but abandoned. Only a handful of residents remained, most eking a living in a small village they had built in and around the old fairgrounds, near the suburb of Lincoln Park. Occasionally, the odd wanderer would pass through, bringing news and rumours of other areas, but usually life was pretty dull.

The community has come to be led by Alex Hamilton, a local who had lived in the nearby community of Rockvale prior to the Big Death. Alex had witnessed the horrific death of his parents and two older brothers from the Big Death. Only nine years old at the time, Alex vowed to look after his younger sister Kate and never to abandon their home. Both of these vows have since been broken.

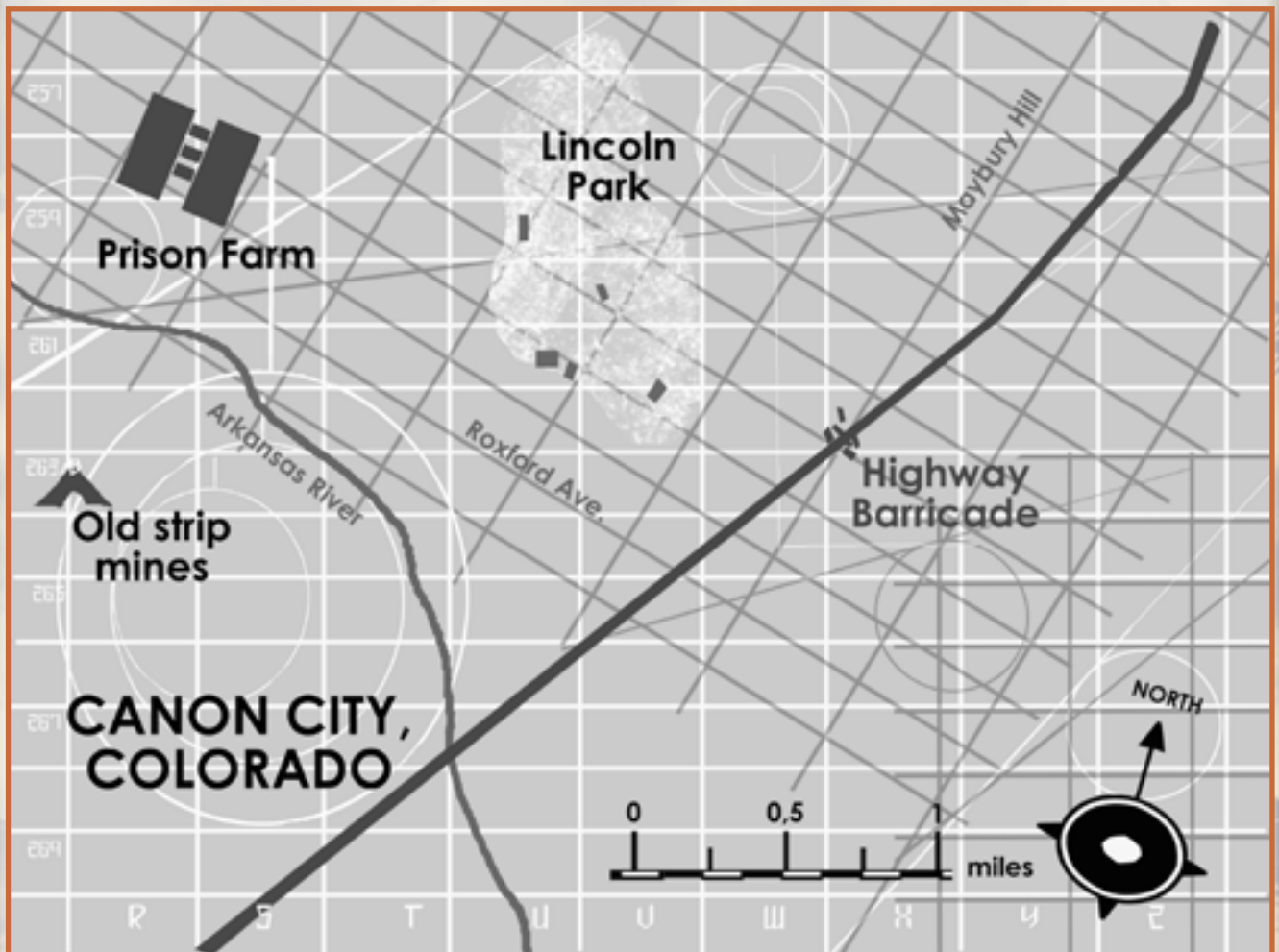
Kate was killed by a pack of feral dogs a year after the Death and the Hamilton family home was burned to the ground by marauders a year after that. However, Alex proved to be a survivor and a strong leader. He is now fiercely loyal to his community and those under his care.

About a year ago, fortunes seemed about to change. Alex's father, along with many of the parents of the other survivors, had been employed in the dwindling coal industry. As a result, Alex was somewhat familiar with the substance and realised its potential as a trade commodity. He set about gathering large quantities and began establishing limited trade routes with other

towns. For a while, things were good again in Canon City. The coal kept their homes warm in the winter and brought in much needed supplies through trade.

Unfortunately, good fortune has an annoying habit of attracting less than desirable attention. A nomadic group of Posse Comitatus skinheads from Wyoming took notice of Canon City. The Posse had been expanding for several years but had yet to reach this far south. When a Posse group attacked a trade caravan from Canon City in the north of Colorado, they became aware of the little town and its supply of coal.

A week ago, they arrived in Canon City and in little time established themselves as the new power in town. Espousing their racial hatred and twisted theories of how and why the Big Death occurred, they rounded up all those of non-European ancestry and took them away to the old State Prison Farm. This is where the Posse has established its local headquarters.



They allowed Alex to live, but killed eight other residents as a show of force and a deterrent to others who might have ideas of resisting them. The town residents are now terrified. They are ordered daily into the old coalmines to the south to gather coal and send it for storage to the Prison Farm. As the townsfolk perform their tasks, they are acutely aware of their Hispanic, Asian and African American friends in holding cells at the Prison Farm. Four have already been executed; three of them hung and another poor young man was crucified where the others could watch him die.

Alex has no idea what to do. He knows his people are ill equipped to take on the armed gang of Posse members but he also knows that if no action is taken, the entire town will eventually be destroyed.

This is the situation the characters will be walking into.

Highway Barricade

As the characters make their way casually along the old US Highway 50, they come upon a barricade across the road. Constructed of two burned out cars, old road signs and other debris, the barricade has been set-up to prevent anyone from passing along the roadway. To either side of the road is tall grass, overgrown weeds that were once a well-groomed roadside. On the left, atop a small knoll, sits an old penitentiary.

As the party gets within 100 feet of the barricade, they notice someone standing in front it. This is Jonathan, a young man in his early twenties. Wearing well-worn military fatigues, Jonathan holds a pistol in his hand and motions to the party to drop any weapons they may be carrying. Behind the barricade are two other thugs, all in tattered clothing. Each carries a baseball bat.

Jonathan

2nd level Jock; Init +0; Spd 30 ft.; DV 2; DR 1; BAB +2; Grap +5; Atk: +2 melee, +2 ranged; SQ Improved Weapons, Imposing Presence (see Jock character class); Fort +4, Ref +0, Will +2; Str 16, Dex 11, Con 13, Int 10, Wis 12, Cha 9

Skills & Feats: Drive +2, Intimidate +4, Knowledge (Posse Comitatus) +4, Knowledge (region 7) +4, Listen +4, Spot +2; Simple Weapons Proficiency, Simple Firearms Proficiency

Equipment: Ruger Service Six, 10 rounds of ammunition, army fatigues, army boots

Posse Comitatus Thugs

1st level Jock; Init +0; Spd 30 ft.; DV 1; DR 2; BAB +1; Grap +4; Atk: +1 melee, +1 ranged; SQ Improved Weapons (see Jock character class); Fort +4; Ref +0; Will +0; Str 16, Dex 11, Con 15, Int 10, Wis 10, Cha 11

Skills & Feats: Intimidate +4, Hide +1, Jump +4, Knowledge (region 7) +4, Listen +2; Advanced Weapons Proficiency, Simple Weapons Proficiency

Equipment: Baseball bat, tattered jeans and jackets, sneakers, one has a bow and 4 arrows

Alex's People

1st level Commoner; Init +0; Spd 30 ft.; DV 0; DR 0; BAB +0; Grap +0; Atk: +0 melee, +0 ranged; SQ None; Fort +0; Ref +0; Will +2; Str 10, Dex 11, Con 10, Int 9, Wis 14, Cha 10

Skills & Feats: Climb +2, Craft (structural) +4, Spot +2; Simple Weapons Proficiency

Equipment: Clubs, knives and baseball bats

Off to either side of the barricade, hidden in the tall grass are two other Posse members. The one on the left has a crowbar he uses as a club while the one of the right has a fibreglass hunting bow, but only four arrows.

If the party does as they are told, they will be taken prisoner and told they are being taken to meet Luke. If not, their only options are to run back the way they came or to fight. If they choose the former, all but two of the thugs will take off in pursuit. If they choose the latter, begin a combat as per the rules in *Jeremiah – The Roleplaying Game*.

In the event of combat, the characters will be aided by another group of young people. A small group of Alex's people has been hiding near the old penitentiary watching as events unfold. If the characters obviously have the upper hand on the Posse members, the group will wait until the combat is almost over before they make themselves known and help the characters wrap things up. If things are going poorly for the characters, they will descend on the thugs, aiding the characters wherever they can.

If the characters surrendered, Alex's people will attack the thugs just as they are about to tie the characters' wrists for the journey to the Prison Farm. In any event, the characters should survive this encounter, with or without much help from Alex's people.

After the fight, Alex's people will introduce themselves to the party and ask their help against the skinheads.

They are taken back to Lincoln Park, where they will be introduced to Alex and given the full history of the town and the recent events concerning the Posse Comitatus.

Lincoln Park

Most of the surviving members of the town are now living in and around the old Lincoln Park Fairgrounds. Alex is established in a building that once served as a fast food outlet. The Games Master is free to develop these locations as he sees fit. In total, there are fifty-four residents here, with eighteen of these being under the age of 15.

Alex's prime concern is getting back his people who have been taken prisoner. He is seeking the characters' help in rescuing them.

If the Player Characters agree, Alex informs them that he has secreted a small stash of weapons to the south in an old strip mine. The cache of weapons is hidden inside an old bulldozer at the site.

Alexander Hamilton

1st level Guardian; Init +0; Spd 30 ft.; DV 1; DR 2; BAB +1; Grap +2; Atk: +1 melee, +1 ranged; SQ Hyper Aware (see Guardian character class); Fort +4, Ref +0, Will +1; Str 13, Dex 11, Con 14, Int 15, Wis 12, Cha 10

Skills & Feats: Balance +1, Diplomacy +4, Hide +3, Intimidate +4, Jump +4, Knowledge (local) +4, Sense Motive +4; Simple Weapons Proficiency

Equipment: Remington 700 rifle, 10 rounds of ammunition, hunting knife, jean jacket and jeans, army boots

Old Strip Mine

If the party agrees to help Alex and the people of Lincoln Park, Alex takes them to the strip mine and retrieves the weapons. Again, the Games Master is free to develop this area as he desires. To keep things interesting, the Games Master could have the party ambushed by a

small pack of feral dogs or coyotes on their journey to the mine.

When they arrive, Alex will take them to the store of weapons and tell them they are welcome to one each in return for their assistance. The Players are free to choose one weapon each from the following:

- 3 aluminium baseball bats
- 2 hunting knives
- An axe
- A Ruger Service-6 revolver and 16 rounds
- A Glock 17 pistol and one full magazine

The party will also be given 5 Molotov cocktails made from old juice bottles and gasoline.

Alex will personally accompany the party on the rescue mission but he will not risk any more of his people. He leads the party through several deserted suburbs to the banks of the Arkansas River. Here the characters will be able to see the Prison Farm building across the river. Alex tells them of the old dam near Castle Rock and advises that this would be the best place to cross the river. The only other way across would be to swim.



The Prison Farm

The Prison Farm is the temporary home base for this Posse group. Led by Luke Smith, the gang plans to execute the non-white townsfolk, load up as much coal as they are able and make their way back north to Wyoming within the week. They have set-up camp in the main prison office building. It is a single storey brick building with offices on the main floor and a small cafeteria on the second. However, most activity should take place outside. As the Player Characters approach, Luke has gathered his men around a makeshift holding pen in the courtyard outside the building.

The pen is haphazardly constructed of old lumber and planks ripped from the sides of buildings. It would not be very hard to break out of the pen (DC 15 Strength check) were it not constantly supervised. Inside are fourteen Lincoln Park residents. All are haggard, cold and hungry. Most of the young men have been beaten and many of the women have been raped or otherwise brutalised.

Luke is giving a rousing speech to his men on the superiority of their people and the moral responsibility each of them has to eradicate lesser races wherever possible. His plan is to begin executing the prisoners when he has finished his speech. A makeshift gallows has been constructed for this purpose.

The Players should carefully plan their assault, as this could be a very deadly encounter. Luke has nine men in and around the Prison Farm. Six are with the prisoners while three more will enter the fray from the north when there are three or fewer Posse members still standing.

While Luke is armed with a revolver, only one other thug has a firearm, meaning the party should have the advantage of superior firepower. The thugs will rush the characters as soon as combat erupts, so if the players have not established some type of defensive line or ambush, their firearm advantage could quickly be reduced.

Alex will fight bravely alongside the characters but will move at the first opportunity to free the prisoners. If they are freed, this ragged bunch will swarm the nearest Posse members, beating them with their hands, feet and anything else they can grab hold of that will serve as a weapon.

Luke Smith, Posse Comitatus Cell

Leader

5th level Jock; Init +0; Spd 30 ft.; DV 5; DR 2; BAB +5; Grap +7; Atk: +5 melee, +5 ranged; SQ Improved

Weapons, Imposing Presence, Improved Brawling (see Jock character class); Fort +6; Ref +1; Will +1; Str 15, Dex 10, Con 14, Int 9, Wis 10, Cha 11

Skills & Feats: Climb +2, Intimidate +4, Knowledge (region 7) +4, Survival +4, Treat Injury +4; Combat Reflexes, Simple Firearms Proficiency, Simple Weapons Proficiency

Equipment: Baseball bat, leather jacket, army boots, Ruger Service-6 revolver, 9 rounds of ammunition

Posse Comitatus Thugs

1st level Jock; Init +0; Spd 30 ft.; DV 1; DR 2; BAB +1; Grap +4; Atk: +1 melee, +1 ranged; SQ Improved Weapons (see Jock character class); Fort +4; Ref +0; Will +0; Str 16, Dex 11, Con 15, Int 10, Wis 10, Cha 11

Skills & Feats: Intimidate +4, Hide +1, Jump +4, Knowledge (region 7) +4, Listen +2; Advanced Weapons Proficiency, Simple Weapons Proficiency

Equipment: Baseball bat, tattered jeans and jackets, sneakers, two have hunting knives, one has a Ruger Service-6 revolver with 6 rounds of ammunition

Wrapping It Up

If the prisoners are freed and the Posse members killed or taken prisoner, Alex will be eternally grateful to the characters. In thanks, he offers them the weapons he provided along with any of the gear taken from Luke and his gang.

The characters are invited to stay in Lincoln Park and will be given lodging if they so desire. This short adventure can be used to gain some Reputation for the characters and some experience as well. Depending on how the characters have acted and their effectiveness in overcoming the obstacles presented, between one and three experience points would be appropriate, along with one point of Reputation each.

More importantly, this encounter will bring the characters to the attention of agents of Thunder Mountain. Within 2 weeks of the battle with the Posse, the characters will be approached by Erin Malone (see statistics in Chapter 8 – Cast of Characters).

Erin has come to Canon City to recruit it to the Western Alliance. When informed of the recent problems with the Posse Comitatus, Erin will use this as the perfect reason for Canon City to join with Thunder Mountain.

If the characters have taken Alex up on his offer of shelter and are still in Canon City when Erin arrives, she will immediately attempt to recruit them as either Search Team members or new recruits for the Army. If the characters departed Canon City after their adventure there, Alex will have told Erin all about their actions. In any event, within a couple of week of the events of this adventure, Erin Malone will approach the characters and offer them a place within Thunder Mountain. The Games Master should play up this invitation and praise the characters for their heroic actions in the defence of Canon City.

Incidentally, after much debating amongst the townspeople, Alex will eventually enrol Canon City in the Western Alliance.

PART II

The following mini-adventure and plot hook continues the story from *Life in the New World* above. It is assumed the characters acted nobly and assisted Alex in ridding Canon City of the skinhead menace. This should have brought the characters to the attention of Thunder Mountain and it is also assumed that they have since become members of that organisation. Characters should now be around 5th level. Games Masters should adjust the opposition up or down if the characters are higher or lower than 5th level.

Life in the New World: Part II takes place near the beginning of Season Two of the *Jeremiah* television series. Valhalla Sector has been neutralised and the characters may, or may not, have had a role in their downfall. Markus and the rest of Thunder Mountain are once again hopeful that a new tomorrow is bright and are working hard to put together the fledgling Western Alliance. This adventure involves the new enemy, Daniel. The characters should not possess any advanced knowledge of Daniel or events transpiring on the East Coast. Daniel is still a mystery. There are rumours and stories circulating. Some are positive, painting Daniel as a saviour and miracle worker. Others tell horrid tales of mass executions and slave labour. In any event, the leaders of

Thunder Mountain have yet to ascertain what kind of threat Daniel may pose them and the new alliance and are actively gathering intelligence.

This adventure should take place before, or at least concurrent to, Jeremiah, Kurdy and Mister Smith making the journey to Indianapolis and their encounter with Rachel.

Setup

It has been some time since the characters have thought about their time in Canon City. Since helping to free that town of skinhead marauders, they have gone on to other exciting adventures. Now the name Canon City is on their minds again as Markus calls them back to Thunder Mountain to discuss this small town in southern Colorado.

As the team gathers in the briefing room deep inside Thunder Mountain, Markus greets each character personally.

When everyone has gathered and is seated, Markus begins:

You are all familiar with Canon City to the southwest of here. I know you all had a hand in helping rid Alex and his town of the Posse Comitatus group that had set-up shop there. This is why I have asked you all here today. Canon City, like the rest of the Alliance towns has been equipped with radio equipment so they could become part of the communications network Devon



and his team have constructed. This network is vital to the Alliance as it allows all member towns to keep in constant contact with each other and us here at the mountain. Occasionally there are malfunctions and when these occur, the town in question is to send a runner here immediately to request technical support. Canon City went silent over 5 days ago. That should have been plenty of time for a messenger to arrive here requesting our help to re-establish communications. Nobody showed up.

I've decided to send you out to Canon City to find out what is wrong. There have been scattered reports from the area about vehicles coming and going, so something is definitely happening. Since you are familiar with the area and have a good relationship with Alex, you are the best team for this mission. Take a Rover to Canon City and find out what happened to their radio. Help them repair it if you can or call back here for a technician if you are unable to fix the problem.

We still do not know much about the possible threat from Daniel so keep your eyes and ears open for any intelligence. These reports of vehicles on the roads have me concerned. We know that the regular gangs and thugs from these parts haven't had any working cars or trucks in years so something doesn't fit. Check it out and report back as soon as you can.

With that, Markus opens to floor to questions from the group. The Games Master should fill in any blanks or plant red herrings as he sees fit. Aside from the above, Markus knows little more that the characters at this point.

The characters have 12 hours to sleep or otherwise prepare for the mission. They depart at 8am the following morning. At the Games Master's discretion, the party may request special equipment or weapons for the mission. They receive a Rover with a full tank of gas and 40 gallons of spare gasoline in plastic cans. Additionally, the Rover is equipped with a two-way radio for communications with Thunder Mountain.

Highway 50

The trip from Cheyenne Mountain to Canon City should be relatively uneventful. Mischievous Games Masters may wish to throw in a couple of random encounters to keep the Players on their toes but otherwise the characters should have little trouble reaching Canon City.

Canon City

Canon City has changed little since the characters were last here. The main downtown area is still in ruins and most of the citizens have been living in and around the state fairgrounds in the old suburb of Lincoln Park. As the characters approach this area they will see smoke rising from where they know the fairgrounds are located.

As they arrive it is clear that Canon City is in ruins and obviously looted. Alex's home is a charred ruin and from what the characters can tell, this happened several days ago. As the Players poke around looking for clues, they will be approached by Ruth.

Ruth Clements

4th level Scavenger; Init +2; Spd 30 ft.; DV 5; DR 0; BAB +3; Grap +3; Atk: +5 melee, +5 ranged; SQ Another Man's Junk, Tunnel Rat, Find the Way (see Scavenger character class); Fort +4, Ref +4, Will +3; Str 10, Dex 15, Con 9, Int 12, Wis 12, Cha 10. *Only one life pip left.*

Skills & Feats: Balance +5, Barter +3, Bluff +2, Disable Device +4, Drive +3, Escape Artist +5, Gather Information +6, Hide +5, Knowledge (local) +6, Listen +7, Move Silently +8, Navigate +1, Repair +3, Search +6, Spot +3; Alertness

Equipment: Wool coat and hat, denim jeans, running shoes, Ruger Service 6 with 8 rounds of ammunition.

Bio: *Ruth Clements has been a resident of Canon City since shortly after the Big Death. Before setting up her shop there, she had wandered for a while across the mid-west, not staying in any one place long enough to set down roots. When she arrived in Canon City, Ruth had felt right at home. She decided to stay for a few months and before she knew it, she had made a few friends and had settled in. After several years, Ruth took to the road again, searching for a sister she had not seen in years. Not finding her sister, Ruth soon found herself pregnant and returned to Canon City to have her child some months ago (after the events of Living in the New World). She was happy for the first time in years. Unfortunately, Ruth miscarried in the sixth month. The devastation of this loss has weighed heavily on her and now the loss of her friends from Canon City is almost too much for her to bear. She will stop at nothing to find her friends.*

Ruth Clements is a quiet woman. Though only twenty-five years old, she looks much older, due to her tough life and she talks as if she is even older than she looks. Ruth knows the area in and around Canon City quite

well and was present when Daniel's forces raided the town.

Ruth will slowly approach the player characters her pistol drawn and pointed directly at one of them. She demands to know who they are and why they are there.

Ruth is not familiar to the party. She only came to Canon City after the events of Life in the New World. Once the Players have calmed her down and made her understand that they are friends, she will tell them what she knows.

She was present when the town was attacked 5 days ago. She tells a horrible tale of a large group of men in dark military attire rumbling into town in several cars and trucks late one night. They rounded up the town residents and herded them together. When they found Alex trying to radio Thunder Mountain, they killed him on the spot and smashed the radio to pieces. After her escape, Ruth buried Alex in a shallow grave near the old gravel pit.

The townsfolk were forced into two 5-ton trucks the following morning and driven out of town heading east. Although she was captured with the rest, Ruth managed to escape while the group were being loaded onto the trucks. Because of her knowledge of the area and her Scavenger skills, she eluded pursuit but was shot in the arm during the escape. The wound is still fresh and is beginning to become infected. Ruth will lose 1 pip from her life bar per day until her wound is properly treated (Treat Injury DC 14).

She will plead with the party to help save her friends. Ruth insists on going with the characters and will not take no for an answer.

Reporting back to Markus, the characters will be ordered to track the bandits and find out what they can. He informs them they can refill the Rover's gas tank in Danbury if the need arises.

On the Road

Following Ruth's guidance, the characters will pass through Pueblo, Colorado and the small towns of Holly, Colorado, and Garden City, Kansas. In these communities they may use their Gather Information skills (DC 12) in an attempt to locate the marauders who kidnapped the residents of Canon City. The check should not be difficult. Several residents were also kidnapped by the group in each of these towns as the convoy continued east.



If the characters report in to Markus again, he advises them to continue tracking the group and he will try and get them some help. Beyond the town of Holly, the characters will be beyond the range of their radio and will therefore be unable to contact Thunder Mountain.

The trail will continue along Highway 50 until the party is just west of Dodge City, Kansas. The characters approach the outskirts of town around sunset. When they are approximately $\frac{3}{4}$ of a mile from downtown Dodge City, the group will pass a major highway intersection. It is here that a ragged and beaten man will stumble into the highway, nearly forcing the party's Rover off the road. The man has obviously been badly beaten and is near death. He wears black military style clothing and muddy army boots.

Lamar Burke

1st level Jock; Init +0; Spd 30 ft.; DV1; DR 1; BAB +1; Grap +4; Atk: +1 melee, +1 ranged; SQ Improvised Weapons, Imposing Presence (see Jock character class); Fort +4; Ref +1; Will +2; Str 16, Dex 11, Con 13, Int 10, Wis 12, Cha 9. *Only one life pip left*

Skills & Feats: Drive +2, Intimidate +4, Knowledge (Daniel) +4, Knowledge (region 1) +4, Listen +4; Simple Weapons Proficiency, Personal Firearms Proficiency

Equipment: Military fatigues, army boots

Lamar is in bad shape, and is unable to even rise. Out of breath from running, he is able to get out one legible word... HELP. Give the Players a few moments to decide how to act but not too long.

Unless they set guards while they speak and/or treat Lamar's wounds, the party will be surprised a few moments later by people bursting from the underbrush along the north side of the road. Two carry weapons and all appear out of breath.

Jonas Lockwood

2nd level Jock; Init +0; Spd 30 ft.; DV 2; DR 1; BAB +2; Grap +5; Atk: +2 melee, +2 ranged; SQ Improvised Weapons, Imposing Presence (see Jock character class); Fort +4, Ref +1, Will +2; Str 16, Dex 11, Con 13, Int 10, Wis 12, Cha 9

Skills & Feats: Hide +2, Knowledge (Daniel) +2, Knowledge (resistance) +4, Knowledge (region) +4, Listen +4; Simple Weapons Proficiency, Personal Firearms Proficiency

Equipment: Remington 870 shotgun pistol, 8 rounds of ammunition, jeans and denim jacket

Philip Herbert

2nd level Jock; Init +0; Spd 30 ft.; DV 2; DR 1; BAB +2; Grap +5; Atk: +2 melee, +2 ranged; SQ Improvised Weapons, Imposing Presence (see Jock character class); Fort +4, Ref +1, Will +2; Str 16, Dex 11, Con 13, Int 10, Wis 12, Cha 9

Skills & Feats: Hide +2, Knowledge (Daniel) +2, Knowledge (Resistance) +4, Knowledge (region) +4, Listen +4; Simple Weapons Proficiency, Personal Firearms Proficiency

Equipment: Baseball Bat, jeans and long leather trench coat

Jessica Treitz

1st level Commoner; Init +1; Spd 30ft; DV 0; DR 0, BAB +0; Grap +0, Atk +0 melee, +0 ranged; SQ None; Fort +1; Ref +2; Will +1; Str 10, Dex 11, Con 10, Int 10, Wis 14, Cha 11

Skills & Feats: Knowledge (region 5) 1, Simple Weapons Proficiency

Equipment: Torn clothing, sneakers

If the party were attempting to treat Lamar's wounds, Jonas will order them to stand back. He brings his shotgun to his shoulder, aiming it at whatever character is binding Lamar's many wounds. He is obviously serious about his demand. He will continue by demanding the characters identify themselves and who they work for.

If the Players were not helping Lamar the armed men will act surprised to see them and ask their identities. The armed men are in fact members of a resistance organisation inside Daniel's territory. The woman with them is a resident of Dodge City. Lamar is actually an enforcer for Daniel. He is part of the group that struck Canon City. Drunk at a local watering hole, he forcibly took Jessica to the old drive-in theatre to rape her when Jonas and Philip discovered them and came to Jessica's aid. The pair managed to inflict considerable injury on Lamar before he ran off into the brush toward the highway. Fearful he would make it back to tell the other enforcers, the trio took off in pursuit.

Once this is revealed to the Players, Jessica will take the baseball bat from Philip, slowly walk over to Lamar and proceed to strike him repeatedly about the head. Lamar should not survive.

With that done, Jessica falls to her knees sobbing.

If the party has informed Jonas and Philip of their identities the pair ask to be taken back to Thunder Mountain to bring their warning to the leaders there. They inform the Players that they were on the road heading toward Thunder Mountain trying to let the Alliance know of the danger Daniel poses. Originally a trio, two days ago they stumbled across a group of Daniel's enforcers in Dodge City and one of their number was captured and killed. Carefully snooping around at night, the remaining pair discovered that Daniel was using Dodge City as a temporary transit point for caravans of supplies and slave labour coming in from New Mexico, Colorado and Oklahoma.

With this knowledge, the party still has to find the missing Canon City residents. Assuming the party will be discussing this with Jonas and Philip, Jessica overhears any conversation and tells the party that the people they seek are still in Dodge City but only until tomorrow morning. She overheard a group of enforcers talking about another convoy due in tomorrow around 10am and how they cannot wait to return to Indianapolis. Jessica expects that at that time, the enforcers will be rounding up all the prisoners and leaving Dodge City.

The characters have only hours to come up with a plan to free the prisoners and make their escape back to Alliance territory.

Dodge City, Kansas

Dodge City history is a pure definition of the American West – an historical gateway that began with Francisco Vasquez de Coronado crossing the Arkansas River in 1541, leading to the Louisiana Purchase in 1803 and the 1821 opening of the Santa Fe Trail by William Becknell, which became the great commercial route, between Franklin, Missouri and Santa Fe, New Mexico, until 1880. Thousands of wagons travelled the Mountain Branch of the trail, which went west from Dodge City along the north bank of the Arkansas River into Colorado.

Like Milhaven, Dodge City has been a hub of activity since the Big Death. Children from all over Kansas, Colorado and Oklahoma began congregating there in the years after the Death. Its legends and cowboy history were attractive to the unsupervised youth and as such, Dodge City's lawless past returned. A number of would-be Marshals have come and gone over the years and still Dodge City prospered.

The current Marshal is Brian Feldeman.

Brian Feldeman

7th level Jock; Init +2; Spd 30ft; DV +9; DR 1; BAB +7/+2; Grap +10; Atk: +9 melee, +9 ranged; SQ Improvised Weapons; Imposing Presence; Improved Brawling; Damage Reduction 1 (see Jock class description); Fort +7; Ref +4; Will +2; Str 17, Dex 14, Con 15, Int 13, Wis 10, Cha 14

Skills & Feats: Balance +6, Climb +8, Demolitions +4, Gamble +4, Intimidate +11, Jump +8, Knowledge (local) +6, Listen +6, Ride +2, Spot +9, Survival +5, Swim +6, Treat Injury +3; Brawl, Brute Force, Simple Weapons Proficiency, Street Fighting

Equipment: Jeans, jack boots and military jacket, large hunting knife, black cowboy hat

Bio: In his early twenties, Brian is a pragmatist. He knows that the only way to stay alive is to be stronger and meaner than those around him. He and his group of 'deputies' rule Dodge City, collecting kickbacks from all local merchants as well as extracting 'tolls' from those just passing through. Because most merchants see a brisk trade from those passing through Dodge City, they do not complain too much about these kickbacks.

About 3 weeks ago a heavily armed and organised group entered Dodge City. These were Daniel's enforcers. A deal was struck with Brian and the group were allowed to remain in town and would not be given any trouble by the locals. Brian had little choice in the matter, had he objected or attempted a show of force he knew there would be no hope of his walking away. Promised that the group would leave within a month he gritted his teeth and hoped the situation would not erode his power in the city once the group was gone.

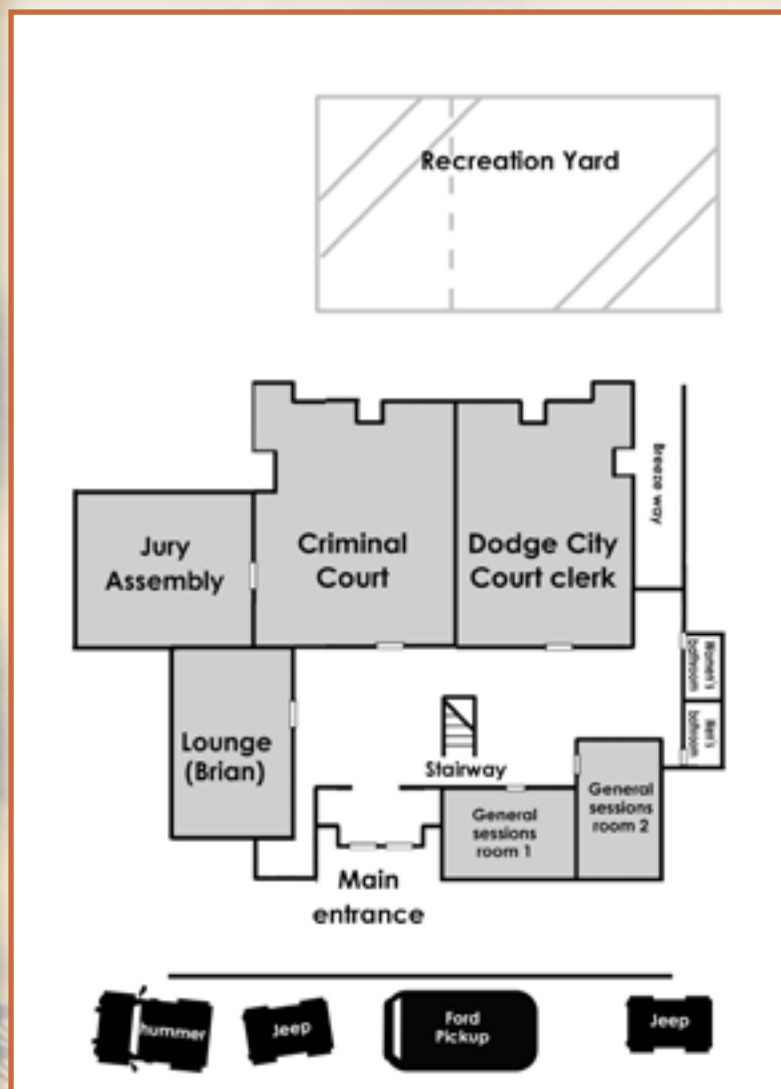
As it turned out, Brian has since become a convert and loyal follower of Daniel. The fascist philosophy appealed to him and he saw an opportunity to be a part of something much greater than simply a small kitschy, cowboy town. Unbeknownst to others in town (including his 'deputies') Daniel's forces are not going anywhere. The group arriving tomorrow are in fact a small garrison to hold the town for Daniel. The plan would see Dodge City as an advance outpost for Daniel where he could gather more and more information on the Western Alliance.

Getting In

The first task facing the Players is reconnaissance. Jessica is able to tell them that most of Dodge City, like other towns and cities throughout the old United States, is largely abandoned. Only the downtown core sees any activity anymore.

Like a déjà vu from its past, Front Street once again boasts several saloons and other commercial interests. There are a number of traders with shops along this road. Adjacent to the famous Boot Hill Cemetery, is the Dodge City Courthouse. This is where Brian Feldeman has his offices and residence. It is also where the prisoners from Canon City and the other towns are being held. The Courthouse has a fenced in area in back that once served as a recreation yard for the prisoners remanded to the town jail while awaiting trial or sentence at the courthouse.

On the front lawn of the courthouse is an array of vehicles, all belonging to Daniel. Currently parked are a civilian model AM General Hummer, a Ford F-150 pickup truck and 2 M151 Jeeps. All vehicles have a full tank of gas in preparation for their departure tomorrow morning. There are also three 5-ton military style trucks. This is where all the prisoners are when the characters arrive in town. Each truck is guarded by one of Brian's deputies. This is the sum total of Brian Feldeman's deputies. Eager to ingratiate himself with Daniel's men, Brian offered to have his own men guard the prisoners so the enforcers could



spend their last night in town at one of the local bars or at the brothel.

When the characters arrive at the courthouse, Brian will be inside but will immediately come outside at the first sign of trouble. All save one enforcer is otherwise occupied further down Front Street. If any combat with Brian and/or his deputies goes past 8 rounds, Brian will immediately send one of his men to find the enforcers and bring them to the combat. Enforcers will start arriving on the 12th round of combat at the rate of 1d4 per round to a maximum of 6 enforcers. The one enforcer who is not drinking or otherwise engaged is the leader of the group. He is Eugene Larkin, a scrawny but brilliant young man who fanatically serves Daniel. Eugene is trying to sleep in the back of the Hummer as the characters begin their prison break.

Deputies

2nd level Jocks; Init +0; Spd 30 ft.; DV 2; DR 1; BAB +2; Grap +5; Attack: +2 melee, +2 ranged; SQ Improvised Weapons, Imposing Presence (see Jock character class); Fort +4, Ref +0, Will +2; Str 16, Dex 11, Con 13, Int 10, Wis 12, Cha 9

Skills & Feats: Drive +2, Intimidate +4, Knowledge (Dodge City) +4, Knowledge (region 5) +4, Listen +4, Spot +2; Simple Weapons Proficiency, Simple Firearms Proficiency

Equipment 1: Brown Oilskin coat, Winchester 94 rifle and 6 rounds of ammunition

Equipment 2: Denim jacket and jeans, Remington 870 shotgun and 12 rounds of ammunition

Equipment 3: Black jacket, black leather pants, Tec-9 submachinegun and 22 rounds of ammunition, hunting knife

Enforcers

5th level Jocks; Init +0; Spd 30 ft.; DV 5; DR 2; BAB +5; Grap +7; Atk: +5 melee, +5 ranged; SQ Improvised Weapons, Imposing Presence, Improved Brawling (see Jock character class); Fort +6; Ref +1; Will +1; Str 15, Dex 10, Con 14, Int 9, Wis 10, Cha 11

Skills & Feats: Climb +2, Intimidate +4, Knowledge (region) +4, Survival +4, Treat Injury +4; Simple Firearms Proficiency, Combat Reflexes, Simple Weapons Proficiency

Equipment 1: Black military fatigues, MP-5 submachinegun and 22 rounds of ammunition

Equipment 2: Black military fatigues, MP-5 submachinegun and 18 rounds of ammunition

Equipment 3: Black military fatigues, AK-47 assault rifle and 14 rounds of ammunition

Equipment 4: Black military fatigues, sawed-off shotgun and 8 rounds of ammunition

Equipment 5: Black military fatigues, Beretta 92F pistol and 12 rounds of ammunition, 1 fragmentation grenade



Equipment 6: Black military fatigues, MP-5 Submachinegun and 13 rounds of ammunition

Eugene Larkin

5th level Brain Boy; Init +2; Spd 30 ft.; DV 5; DR 0; BAB +3; Grap +1; melee +5; ranged +5; SQ Backpedal, Eye for Detail, Superior Knowledge (see Brain Boy class description); Fort +6; Ref +1; Will +1; Str 8, Dex 14, Con 11, Int 16, Wis 14, Cha 9

Skills & Feats: Appraise +7, Computer Use +11, Concentration +7, Craft (structural) +10, Craft (writing) +8, Cryptography +10, Demolitions +11, Disable Device +9, Engineering (mechanical) +10, Knowledge (history) +10, Knowledge (local) +10, Knowledge (tech) +12, Listen +5, Navigate +8, Read/Write +12, Repair +10, Research +8, Science (chemistry) +9, Science (physics) +11; Creative, Dodge, Educated, Shrewd

Equipment: Ski jacket and long, multicoloured scarf, small utility knife, Colt 1911 with two clips

Eugene, though loyal to Daniel, will not jump into the fray unless he sees no other option. His preferred tactic would be to watch carefully from his hidden position in the back of the Hummer until he has a sense of how things are going. If it is apparent that the characters have the upper hand and going to make it out of Dodge City with the trucks, Eugene will pretend that he too is a captive and try to trick the characters into taking him with them. Should they agree, Eugene will take the first opportunity to attempt to prevent the

escape. He will do this by either sabotaging one of the trucks or attempting to kill one of the characters.

Getting the Hell Outta Dodge

If the Players are able to eliminate the guards and/or Brian without the call going out for reinforcements, have one of Daniel's enforcers arrive just as the characters are about to leave with the trucks of prisoners. He will begin shooting at the departing trucks which

will bring the remainder of the enforcers running to the courthouse in 1d6 rounds which should give the players enough time to put some distance between themselves and the courthouse.

If the Players were smart, they will have sabotaged the other vehicles belonging to Daniel's men. If they did not think to do this, there will be a chase. Games Masters should use the vehicle rules found in *Jeremiah – The Roleplaying Game* to run the chase. The Hummer and jeeps should be able to catch the larger military trucks if the characters simply attempt to make a run for it along Highway 50. Unless some other action is taken, it will be an all-out car chase and gun battle along the highway.

Once the characters are safely away from Dodge City, the remainder of the trip back to Colorado should be uneventful. Once near the state line, they should again be within radio contact with Thunder Mountain. Reporting back to Markus, he will tell them to return the prisoners to their homes in Holly, Pueblo and Canon City and he will arrange for an armed team to set-up a roadblock along Highway 50 near Holly to make sure nobody comes looking for the prisoners again. Once the prisoners have been returned to their homes, Markus wants the entire team to return to the Mountain for a full debriefing. He informs them that Jeremiah, Kurdy and Mister Smith have just returned from Daniel's territory with some interesting intelligence and he is anxious to discover what they have learned about this enigmatic enemy.

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JEREMIAH CHARACTER SHEET

Character Name:

Character Class/Level:

Character Level:

Player:

Age:

Height:

Weight:

Hair Colour:

Eye Colour:

Abilities

	Score	Modifier
Strength		
Dexterity		
Constitution		
Intelligence		
Wisdom		
Charisma		

Background

Region of Origin	History
Upbringing	
Childhood Pastimes	
Big Death Trait	

Saving Throws

	Total	Base Save	Ability Mod	Misc Mod
Fortitude (Constitution)				
Reflex (Dexterity)				
Will (Wisdom)				

Reputation

Base Rep
(Char Level
+ Cha Mod) Current Rep

--	--

Allegiances

- 1.
- 2.
- 3.

Grace

Combat

Base Attack
Bonus

	Total	Dex Mod	Misc Mod
Melee Attack			

	Total	Dex Mod	Misc Mod
Ranged Attack			

	Total	Str Mod	Misc Mod
Grapple			

	Total	Base Defence	Dex Mod	Misc Mod
Defence Value				

	Total	Con Mod	Armour
Damage Reduction			

	Total	Dex Mod	Misc Mod
Initiative Modifier			

Life Bar

LETHAL DAMAGE	Lightly Wounded	Moderately Wounded	Severely Wounded	Disabled	Dying
NONLETHAL DAMAGE	Not Affected	Jolted	Jarred	Staggered	Unconscious

Weapons

Weapon	Damage Type	Range Inc	Rate of Fire

Equipment

Object	Size	Weight	Trade Value	Notes

Feats

Class Abilities

Vehicles

Type	Size	HP	DV	DR	Speed	Acc.	Dec.	Han.	Car	Pass.

Armour

Armour	DR (BA/BL/P/S)	Max Ref	Armour Penalty

Skills

Skill	Ability	Total	Ability	Ranks	Misc
Appraise	Int				
Balance	Dex				
Barter	Cha				
Bluff	Cha				
Climb	Str				
Computer Use	Int				
Concentration	Con				
Craft (_____)	Int				
Craft (_____)	Int				
Cryptography	Int				
Demolitions	Int				
Diplomacy	Cha				
Disable Device	Int				
Disguise	Cha				
Drive	Dex				
Engineering	Int				
Engineering	Int				
Engineering	Int				
Escape Artist	Dex				
Forgery	Int				
Gather Information	Cha				
Handle Animal	Cha				
Hide	Dex				
Intimidate	Cha				
Jump	Str				
Knowledge (_____)	Int				
Knowledge (_____)	Int				
Listen	Wis				
Move Silently	Dex				
Navigate	Int				
Perform	Cha				
Pilot	Dex				
Read / Write	Int				
Repair	Int				
Research	Int				
Ride	Dex				
Science (_____)	Int				
Science (_____)	Int				
Search	Wis				
Sleight of Hand	Dex				
Speak Language	Int				
Spot	Wis				
Survival	Wis				
Swim	Str				
Treat Injury	Wis				
Tumble	Dex				

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JEREMIAH

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A NEW WORLD, OUT OF THE ASHES OF THE OLD

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