

Airlords of the Ozarks

Series Module

Twilight: 2000™



Game Designers' Workshop

Airlords of the Ozarks

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Airlords of the Ozarks

The slides the intelligence guy was showing us had turned our guts cold. It had taken a moment to let the unfamiliar shapes take on meaning, but when they did, the chatter stopped and the only sound you could hear was the clatter of that aging Kodak projector and the distant yammer of the generator outside the tent that was feeding it juice.

"That's our problem, people," the Intel Major said. "These shots came out of Newport, Arkansas, less than two weeks ago. Pretty good considering our agent who took them had to crawl most of the way to Memphis."

The picture showed the main street of a small town: storefronts, a post office, the spire of a church... In the foreground, the rag doll sprawls of dozens of limp bundles had resolved themselves as bodies. The blood was very dark.

Of course we'd all seen bodies before. Who hadn't, these days? What caught my attention was the long, lean cigar shape, vast and massive and impossible, hovering behind the church spire. Stories I'd read as a kid surfaced in the back of my mind, stories by Heinlein and Asimov...and H.G. Wells. The shape was just blurry enough that for one icy second I thought it just might be... No. That wasn't possible.

"Next!" the Major snapped.

The second slide was clearer. The camera angle had changed. There were more bodies in the street: a woman and her child. The shape was closer now, silhouetted against the sun. We could make out the undercarriage, the blur of propellers on either side of the engine compartment.

That was no spacecraft.

"A blimp!" someone said.

In a way I was relieved.

"A dirigible," the Major said. "Blimps have flexible envelopes, like balloons. This one looks to us like a rigid-hulled airship. Next!"

The third slide was close enough you could see into the undercarriage, a kind of gondola resembling a railway car, and we could make out the people inside. They were in uniform but too distant for details. The snout of a machinegun protruded from an open window, and someone in a hard-billed cap was leaning over the gunner's shoulder pointing out a target.

Anger stirred. Whoever they were, they were drifting low over the streets of a small town machinegunning civilians! Why?

"Next!"

This slide didn't show the airship. It was a blurred shot from a bad angle showing a rush of movement that might have been trees and... what?

"That smudge, gentlemen, is an aircraft." There was a stir in the tent. Aircraft were rarer than prime rib these days and with good reason. The fuel to fly them was rarer than good scotch. "Next!"

It was an aircraft! I could make out broad, flimsy wings, a pusher-mounted propeller behind a tiny engine. The pilot dangled below and in front of the wing, a control stick in one hand, a pistol in the other. "Here's a better shot. To be precise, we believe this to be an ultralight, a single-passenger, homemade aircraft with a top speed of maybe eighty clicks per hour. You can see the pilot...there."

My icy feeling of unease had returned. "Major!" I said. "Who are those guys? What are they doing with dirigibles and airplanes?"

"That's what we'd like you to find out," the Major said, and

his voice carried the chill of what we'd seen. "Someone in northern Arkansas has won total air superiority." He walked forward and stood in front of the screen, the picture wrapping around him like some weird body tattoo.

"If they keep it, we might just be looking at the next folks to run the United States."

INTRODUCTION

Airlords of the Ozarks is a game module for use with GDW's World War III role-playing game, **Twilight: 2000**. This story follows the adventures of the player characters in the rugged hills and forests of the Ozark Mountains in northern Arkansas and southern Missouri early in the year 2001. The information presented in this module will allow the **Twilight: 2000** referee to create a complete campaign lasting weeks or months in the Ozarks area.

Details are given for regions, people, villages, and towns in the campaign area. Referees should feel free to use this material to create spin-off adventures and campaigns of their own.

Of particular interest is information on New America, a bizarre right-wing organization determined to build an empire from the ashes of the United States. New America's power is most significant in the South, but cells are scattered throughout the United States and Canada, and **Twilight: 2000** referees will find this information useful when creating their own encounters with NA fanatics and strongholds.

This module booklet contains the following material:

This introductory chapter.

A detailed background of New America, including histories of both the organization and its leader, as well as information on its ideology and goals.

Geographical descriptions of villages, towns, regions, communities, forces, and encounters in the general Ozark Mountains area of Missouri and Arkansas.

Technical and game data on the Columbia, a giant, advanced-tech, airfoil cargo dirigible which crash-landed in the Ozarks in 1997, and on three smaller dirigibles built by New American forces with parts and equipment salvaged from the wreck of the Columbia and from other sources.

Technical and game data on a number of ultralight aircraft which may be encountered in this campaign.

A map of the Ozarks region.

REFeree's NOTES

This game module is designed to be used by the referee. Narrative sections describing scenes from the characters' points of view are included to add color and detail to the story's background as it is unfolded by the referee. These narrative sections may be read by the players themselves, but all other sections of the module booklet are for the referee's eyes only. Narrative sections are set apart in italics for easy recognition.

Referees who plan to conduct adventures in the Ozarks region may wish to obtain a good atlas or some maps of the area. While not necessary for the adventure, they are useful to fill in details of the surrounding region. The *Rand McNally Road Atlas* is good and commonly available. —William H. Keith, Jr.

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



The Adventure Plot

This chapter details the administration of the adventure by the referee.

CHARACTER BACKGROUNDS

The characters in *Airlords of the Ozarks* may be drawn from several sources and may be introduced into this campaign in any of several ways.

Up the Trail from Texas: Referees who have recently run their group through the GDW adventure *Red Star/Lone Star* may use the same band of adventurers if desired. These characters will either be survivors of U.S. military units stranded in Texas during the breakdown of government in that state or members of the U.S. 5th Division who escaped from Eastern Europe aboard the last troop convoy returning to the U.S. and subsequently found passage to Texas. While in Texas they became embroiled in the confused and bloody struggle for power in the southern portion of the state, fighting the remnants of Mexican-American criminal "families," elements of several factions of the fragmented Mexican invaders, and the stranded Soviet Division Cuba.

After the events chronicled in *Red Star/Lone Star*, the adventurers made their way north from the Port Lavaca area, past the ruins of Houston/Galveston, and linked up with elements of the US 49th Armored Division in southern Oklahoma. From there they either secured military transportation on an eastbound road convoy as far east as Memphis, or were ordered to Muskogee, Oklahoma. In either case, they were approached by DIA officers who requested their assistance in a special mission.

The characters begin this adventure in Memphis or Muskogee, at the referee's discretion. The briefing is the same either way.

By Way of the Big Apple: Groups which have recently completed the **Twilight: 2000** adventure *Armies of the Night* will be members of the 5th Division or other military units recently returned from Europe who were used by Milgov headquarters in Norfolk, Virginia, to reestablish Milgov control over Manhattan Island in New York. The characters will have been stationed

in New York City for a period of time, surviving among the city's warring gangs and militant enclaves while attempting to track down a fortune in misplaced gold bullion and reintroducing the inhabitants of New York City to the benefits of civilization.

At the start of this new campaign they will have been recalled to Norfolk, Virginia, for a new assignment from the Milgov headquarters there. Rumors, and a report from a wounded Milgov observer in Memphis, Tennessee, suggest that a monstrous plot is brewing in northern Arkansas, and military leaders are concerned enough to want to investigate. The characters will be dispatched to Memphis, Tennessee, with orders to report to the military governor there, and then to proceed to the Ozarks area to carry out an investigation of the region on behalf of Milgov.

The characters begin the adventure in Memphis.

Working for Civgov: If the characters have allied themselves with the United States civilian government (Civgov) during previous campaigns, they may be conscripted by Civgov officials in Des Moines, Iowa, to investigate reports of a dark cabal brewing in the Ozark Mountains, as well as unsubstantiated rumors of working aircraft being used in raids throughout the Ozarks area. Nebraska, Iowa, and parts of northern Missouri are under civilian government control, but reports of marauder bands in southern Missouri using aircraft have Civgov justifiably worried.

The rumors which have upset Civgov have come from a CIA agent in Jefferson City, Missouri. The characters are sent to him to be briefed on their mission.

The characters will begin this version of the adventure in Jefferson City, Missouri. The referee will need to modify his description of the briefing and subsequent events slightly.

CONDITIONS IN THE OZARKS

Airlords of the Ozarks is set in the Ozark Mountains region of northern Arkansas and southern Missouri, roughly between Joplin and Springfield in the north, and Fort Smith and Greer's Ferry Lake in the South.

History: The Ozarks constitute one of the oldest mountain

ranges in the world, stretching from St. Louis to the Arkansas River. Not a particularly high range, it is characterized by deep-cut, sheer-walled river valleys in a tangle of woodlands and sheer bluffs which have resisted the encroachment of civilization for quite some time.

Those who settled here were tough, daring, and individualistic. Their descendants retain that toughness of character and tend to be independent, clannish, suspicious of outsiders, reclusive, and possessing a tradition-minded outlook on life. The mid- to late-twentieth century saw the region opened to the tourist and vacation trade, which brought more income to the area than did farming, but which did little to change the basic character of the people.

The onset of World War III affected the region even less. Many of the younger men answered the draft call or volunteered in the spirit of ancestors who had fought at Pea Ridge and Wilson's Creek and the breakdown of transportation left these sons of the hills far from their homes. Marauder bands passed through the area following the breakup of the federal government, but there was little to attract them to stay.

The Ozarks actually suffered far less in the ebb of civilization than did many other parts of the country. Transportation suffered when stocks of gasoline and spare parts were requisitioned by the army and other agencies. Neighborhood mechanics made do with scavenged parts, however, and converted car engines to alcohol. When vehicle engines could no longer be repaired, horse- and mule-drawn wagons began appearing in greater numbers. It was not uncommon to see battered Fords and Chevys with their engine blocks removed and replaced by a jury-rigged hitch for a team of mules. Neighbors looked after one another. Food became scarce but local agriculture was sufficient to support the slightly reduced population. As hospitals ran low on supplies and city garbage and sewage services faltered, disease (typhus and cholera especially) depopulated several larger towns such as Springfield and Poplar Bluff, but the villages and isolated mountain communities continued as they always had, often with little or no contact at all with the outside world.

Otherwise, life went on unchanged...until the "awakening" of the New Americans.

New America: The activation of New America forces in the Ozarks ended the region's virtual isolation (the history and organization of New America are described elsewhere in this book). New American airships appeared in the skies of villages, towns, and small communities, demanding tribute in the form of livestock, crops, machine parts and tools, jewelry, artisans and technicians, and women. Whole communities which resisted were massacred by machinegun, grenades, and dynamite from the air, and the surviving populations were marched off to uncertain fates in labor camps.

The Ozarks became a virtual tributary state of the local New American enclave. The larger towns received New American military governors, called satraps. Smaller and more isolated communities were visited infrequently but according to a regular schedule. The inhabitants of each community were told what supplies they were to have ready for the conquerors and when to expect collection. Farmers, back-country mountain folk, and numerous townsfolk banded together to carry on a resistance against these invaders but with little success. New American raids were infrequent, but they were well-organized and the locals had no chance to fight back when their attackers held uncontested mastery of the skies. Individual New American

troopers were killed by snipers or murdered in bars or darkened streets but at terrible cost in retaliatory strikes and hostages killed—and the airships themselves remained effectively invulnerable.

Because the Ozarks remained secluded, the only word the outside world had of events within the Ozark Plateau was through rumor and the disjointed statements of terror-stricken refugees.

PLAYING THE ADVENTURE

As with other **Twilight: 2000** adventure modules, *Airlords of the Ozarks* is played as a continuing narrative, unfolding through interactions between the players and the referee. The material in this booklet is designed to help the referee create and develop situations during the course of play.

The characters begin play in Memphis, Tennessee, as described later in this module. Some referees may prefer to start the adventure in Jefferson City, Missouri, if the player characters are working for the Civilian Government; or Muskogee, Oklahoma, if they have just completed an adventure campaign in Texas (either *Red Star/Lone Star*, or an adventure developed from that module).

Throughout the adventure the referee will use the map of the Ozarks region in this module to determine how far the characters travel and which encounter tables to use. Each general area where the characters might travel is discussed in a separate chapter. Most of the terrain throughout the Ozarks is extremely rugged and heavily forested. The characters are not required to visit all of these towns or areas. Rather, the region is described to allow the players to determine for themselves where their characters are to go and by what routes. Naturally, this information can be used by the referee to develop later campaigns and adventures in this part of the country, if the characters show an inclination to remain in the region.

The referee may allow one or more of the characters some special knowledge of the area. The fact that one of the player characters comes from this region might be given as part of the reason the adventurers were approached by the DIA or CIA and asked to tackle this mission. In general, however, the referee should not allow the players to have advance knowledge of the area or of events in the region, and even native Arkansans will have little more than a rudimentary knowledge of the basic geography of the state. Specific information, such as what sort of government a given town has, or where New America forces might be based, should be left for the player characters to discover on their own.

EVENTS AND ENCOUNTERS

General Encounter Tables: From time to time, the characters will encounter various non-player characters or be subjected to more-or-less random events such as storms or attacks by marauder bands. Each region has an encounter table specific to that area. Unless otherwise directed by the module, the referee should roll on the area's general encounter table once every four hours while the characters are travelling in that area, and once each day if they are at rest. The events and their effects on the adventurers are described in the encounter description following each table.

Some encounter results will always be the same. These are as follows:

Animal: The characters encounter animals. Determine the results of this encounter by rolling 2D6 and consulting the table on the next page.



GENERAL ANIMAL ENCOUNTER TABLE

Die	Result
2-5	Dog
6-8	Small game
9	Large game/grazer
10-11	Fowl
12	Bear

The results of this table are described below.

Dog: The characteristics of dogs are given in the animal data chart of the basic game. In addition, a dog's attack in the first combat round consists of two attacks: a diving blow, and a melee attack. No more than two dogs may make diving attacks per character per combat round. Any remaining dogs will make melee attacks alone. Once a dog has made either a melee attack or a diving blow, all subsequent attacks will be melee attacks.

Small Game: Small game consists of small, woodland animals common in rural areas: squirrels, raccoons, rabbits, woodchucks, opossums, skunks, and porcupines. Their characteristics are: *Meat:* 1D6x.2 kg *Move:* varies (see notes, below) *# Appearing:* 1 *Hits:* 5 *Attack:* — *Hit #:* — *Damage:* — *Stature:* —.

Small game animals such as squirrels or rabbits can move quickly (*Move:* 15/30/60). Porcupines amble clumsily and slowly and do not run at all (*Move:* 5/10/—). Opossums seem rarely to move at all and play dead when picked up by their tails. The referee should adjust movement rates to fit the animal and the individual situation.

While none of the animals included in the category of small game will go out of its way to attack a human, any animal will bite or claw when cornered, and skunks have their own special means of defense. Depending on the situation, small animals may do 1D6-1 points of damage. Skunk attacks are best handled by the referee's narrative description of what happens. These animals may carry rabies or bubonic plague.

Large Game/Grazers: Large game in this area is restricted to a few species of deer; these may be encountered in woods or, less frequently, in fields and pastures, woodland meadows, and clearings. Grazers are cows, horses, and mules; they will be encountered in fields and pastures, especially near human habita-

tions. Which type is encountered is up to the referee and may be dictated by the table results. The characteristics of both game and grazers are given in the animal data chart in the basic game.

Fowl: Ducks, geese, wild turkey, and other woodland birds are abundant in the Ozarks. Their characteristics are listed under *Fowl* on the animal data chart in the basic game.

Bear: The characteristics of bears are given in the basic game. In addition, a bear makes two melee attacks per round: one with its jaws and one with its claws. After the first combat round the claw attack becomes a grapple. Once a bear has subdued its victim the jaw attacks automatically hit and do double damage.

Danger: This is a special result which the referee must tailor to the circumstances of the encounter. It may refer to an encounter with a poisonous snake: rattlesnakes and copperheads are found in the northwest corner of Arkansas and throughout Missouri; rattlesnakes, copperheads, water moccasins and coral snakes are found throughout the rest of Arkansas and in the southeastern part of Missouri. All of these snakes are poisonous, and the bite can be deadly if left untreated.

In general, if first aid is given immediately (within one turn), a character will recover from a snakebite with no ill effects after spending 1D6 days with his fatigue level at base 1. Without immediate treatment the character has a 40% chance of dying, rolled immediately. If the character survives this roll, he recovers with no ill effects after spending 5+1D6 days with his fatigue level at base 1.

Another special hazard is that posed by bites from rabid animals (raccoons, skunks, and dogs are noted carriers of this disease). This result could be combined with an encounter with any carnivorous animal. The course of the disease is described on page 20 of the *referee's manual*. In the world of **Twilight: 2000**, rabies vaccine will be nonexistent or in drastically short supply. (In this particular adventure, New America has a small supply in their Ozark headquarters, as does Milgov in Memphis.) An encounter with a rabid animal is either a very good excuse for the characters to interrupt their current adventure for a quick side trip to find a doctor and a stock of the vaccine, or a rather protracted and unpleasant way to end the career of an unwanted character.

Squirrels and other rodents can harbor the fleas that spread bubonic plague. The course of this disease is described on page 20 of the *referee's manual*.

Finally, special hazards are posed by the rough terrain of the area. Ledges and cliff edges are composed of crumbling shale, sandstone, or limestone, and could give way under a carelessly placed boot. Boulders exposed on high, weathered lookout points may be more delicately balanced than they appear and can give way unexpectedly. Log bridges across streams or deep ravines may be rotted and give way under the weight of a man. Rock and mud slides are common, especially during or after a storm, and the narrow ravines and stream beds which crisscross the area may be swept by torrential flash floods after periods of heavy rain.

In general, and unless otherwise directed by the encounter table results, the referee should choose any applicable special hazard, if this result occurs on an encounter table roll and work it into the adventure at any reasonable time within the next several hours.

Abandoned Vehicle: The characters come across a car, truck, or military vehicle which has been abandoned. It will not be operable and will probably have been stripped by previous two-



legged scavengers, but characters with SCR skill may, at the referee's discretion, be able to salvage small parts (hoses, wire, clamps, small fittings, scraps of metal) which can be used by the party.

Hunters: The characters encounter 1D6 civilian hunters (local men and women armed with shotguns, sporting rifles, or bows). They will be suspicious of strangers, but offers to trade ammunition or food for information will generally be cautiously accepted. The referee may, if he wishes, draw motivation cards for one or more of these NPCs in order to create further interactions between them and the player characters. Ruthless, deceitful, or greedy individuals may lie to the characters in order to gain their confidence, then attack through treachery or stealth.

Local Encounter Tables: Villages and towns, and certain special sites, locations, and landmarks have their own local encounter tables. These are used instead of the area's general encounter table but apply only to that specific location. Unless otherwise directed, only one roll is made on each local encounter table when the characters first approach that town or site. Rolls are not made again on the general encounter table until the characters leave that town or site.

NPC SKILL/EXPERIENCE LEVELS

The following table lists experience levels and the percentage of their occurrence among NPCs encountered during this adventure.

NPC EXPERIENCE LEVELS

Type	Veteran	Exper.	Novice
Marauders	10%	40%	50%
Troops	20%	40%	40%
Local Militia	10%	30%	60%
Civilians	10%	30%	60%

In addition, many non-player characters encountered in this adventure will have skills useful to the player characters. These are listed below with the percentages listed according to whether the NPC is encountered in a city (defined for this purpose only as a community with a population of over 5,000), a town (for this purpose, a community with a population of less than 5,000), or a rural area (a non-urban region, usually of fairly low population density).

NPC SKILLS

Skill	City	Town	Rural
CMP	10%	5%	—
CRM*	10%	20%	70%
FRM	—	20%	60%
FSH	10%	30%	70%
GS	5%	10%	15%
PST	10%	20%	50%
RCN	—	10%	60%
SBH	—	10%	30%

* Rifles and pistols only.

Naturally, other skills will be encountered among local inhabitants as well, and there is no reason why some city dwellers wouldn't have farming or small boat skills. This table represents those skills which may be encountered specifically because of where these characters have been born and raised.

RUMORS AND INTELLIGENCE

Throughout this adventure the characters will encounter characters who may be able to give them information, either through ordinary conversation or through the interrogation of prisoners. They may be able to secure information through their own observations and investigations as well. Certain encounters, events, or situations will mandate the winning of certain pieces of information or rumors which are given in the descriptions of individual towns and areas. Other information will be acquired randomly as a result of rolls made by the referee on the rumor tables listed for each particular area. The referee is responsible for passing these rumors on to the characters as part of the unfolding narrative as, for example, news overheard in a bar or given to them by a talkative farmer or merchant.

As in real life, some rumors or pieces of intelligence will be true. Some will be obviously false or exaggerations. Some may be true or false at the discretion of the referee depending on how well they fit into the particular story line he is creating.

INTERROGATION RESULTS

Interrogation results are similar to rumors or intelligence, but are won as the result of specific tasks using the characters' INT skill. Generally, an interrogated prisoner will be the source of several pieces of information, each of which is won by a separate roll, with each roll representing an ESY, AVG, or DIF task.

Information listed as *Interrogation Results* is true. However, the referee should feel free to change this information, either to fit the story or to have the prisoner deliberately lie to his interrogators.

WHAT'S GOING ON IN ARKANSAS?

The Major had filled us in on all he knew. Refugees had been bringing strange tales out of northern Arkansas and southern Missouri for over a month: wild, disjointed stories about flying saucers and blimps "just like that old tire company blimp" descending on peaceful towns and leaving ruin and carnage in their paths. Some reports held that the airships had landed, that uniformed men had demanded tribute—"tithes," they called it—at gunpoint and proclaimed the dawning of a great, new American republic. Towns which had resisted had been leveled by fire and explosives dropped from the sky. Towns which had surrendered were no longer in contact with other parts of

the country.

"Our observer was in Newport heading west to investigate when they attacked," the Major said. "According to him that airship appeared over the town square, and someone used a bullhorn to demand weapons, ammo, and food from the town. Some farmer let fly at them with a shotgun from the church steeple and, well, you saw what happened."

"But your agent got out?"

"He took some shrapnel in his back and leg. That guy in the ultralight nailed him with a grenade. When he came to, the raiders had gone. The town doc patched him up, and he managed to make it to Memphis with the film."

"Memphis?"

"He's in the military hospital down by the waterfront. You could go talk to him if you wanted."

"That might not be a bad idea."

Airplanes, just when I'd been sure that we'd not see another airplane in the sky again, ever! "So what is it you want from us, Major?"

The Major looked grim. "We need information. We need to know who these people are, where they got the factories and workers to build airships. We need those things for ourselves. God knows it would be nice to move troops and supplies around the country and not have to fight damned marauder bands at every river crossing!"

He reached into his pocket and produced a sweat-stained wad of coupon-sized papers, peeled off one for each of us, and began writing on them. "Passes," he said, answering my unspoken question. "You'll need them to leave Memphis. The whole town's been closed up tight since the high command got worried about this. No one's going in or out..."

I examined my pass, authorization to pass the military checkpoints which ringed the garrisoned city of Memphis. They wouldn't help us farther west. "So you want us to go to Arkansas..."

"Find them. I don't care how. And bring me back information. Better yet, bring me a dirigible!"

I pocketed the pass. It looked like this was going to be another one of those days.

REFEREE'S NOTES: AN ASSIGNMENT IN THE COUNTRY

The characters have been approached by high-ranking members of either the CIA (Civgov) or DIA (Milgov) and asked to participate in an important information-gathering mission. Some unknown force in the Ozarks region of Missouri and Arkansas has built or otherwise acquired at least one working dirigible airship, as well as a number of ultralight aircraft. The general consensus within the intelligence community is that this force is an unusually well-run and powerful marauder band: one which was able to capture an intact dirigible at the outset of the war.

They are asked to scout the area where these raiders have been reported, to learn everything possible about the raiders and their aircraft, and to return with the information to where it can be evaluated.

The characters may begin this adventure in any of several parts of the U.S.: Oklahoma (after the conclusion of their adventure in Texas in *Red Star/Lone Star*); Norfolk, Virginia (following the events chronicled in *Armies of the Night*); or Civgov-controlled territory in the central plains states—Nebraska or Iowa. Their exact route into and through the Ozarks is left up to them. However, the probable points of departure will be Memphis (if they are coming from the East Coast), the command

center for the 49th Armored Division in Oklahoma (if they have just escaped from Texas), or Jefferson City, Missouri (if they are working for Civgov and the CIA). They may decide that a good first stop would be the hospital where the sergeant who got the photographs of the raider dirigible is recovering. Perhaps they can learn more from him.

The officer who briefs them is Major Walker of the DIA (or the CIA if they are working for the civilian government). It is assumed, of course, that the characters are still active-duty members of the U.S. Army—all reserves have long since been called up, and there will be no discharges from active duty for the duration of the emergency—but this assignment is presented to them on a strictly voluntary basis. Walker does suggest that the characters will be well rewarded on the completion of the mission, and he will be able to equip them well for their trek into the Ozarks.

Before they accept, he warns them that this is undoubtedly a dangerous mission. When reports first came out of the Ozarks that someone had set up in the business of wholesale slaughter in a formerly peaceful area, two platoons—57 men in M113's and Hum Vees—had been detached from the 197th Mechanized Infantry Brigade in Memphis and sent west to investigate. Their last report was made by radio from just outside Jonesboro. No survivors have reported in since. Several scouts have been sent in since, alone or in squads. None have come back. Word is spreading among the line troops that people are disappearing in Arkansas, and the unrest has penetrated to the Joint Chiefs of Staff.

There are rumors of Russian paratroops in Missouri, of a landing by aliens in flying saucers, of a new and deadly plague, of an army general who has started his own empire with the assistance of an intact wing of F-16s.

It is vitally important to learn the truth as soon as possible, for reasons of security and morale.

The characters may accept the mission out of a variety of motives: the lure of the reward; the need for new weapons, ammo, and gear; curiosity; patriotism; or even the hope of securing a working aircraft for themselves. Major Walker has approached them because they come highly recommended. Their recent exploits (in Texas, New York City, or elsewhere) have attracted the attention of several important officers in the establishment, and it is hoped that their daring and skill will succeed where former expeditions failed.

Once they accept the mission, they are filled in on everything which has been learned so far.

Unfortunately, in this instance, everything is not much.

BRIEFING

The first reports that something was wrong down in the Ozarks began filtering into Memphis in late January. It had been a severe winter even in the south, and many small towns and villages had been isolated by snow and—worse—by hungry marauder bands. But some stories spoke of strange invaders who rounded up the inhabitants of villages, shot many, and marched the rest away at gunpoint.

The invaders, it was said again and again, had arrived in something like a great, silvery, metallic thing which had descended almost silently from the sky.

Private Randolph T. Dobbson had been one of a patrol of four men in a squad carrier searching for a marauder band reported north of Little Rock. On February 12th they were just outside Batesville, Arkansas, when they heard machinegun fire com-

ing from the town. On investigating, they had seen what Dobbson had identified as a "Goodyear blimp" floating above the town. Then a tiny aircraft had swooped low above the treetops, and the carrier had been wrecked by grenade explosions, his buddies killed by gunfire from the sky. Dobbson had escaped by rolling down a slope and lying in the underbrush. A band of heavily armed soldiers wearing blue armbands with a white star had arrived shortly thereafter and poked through the wreckage, but they had not seen Dobbson lying nearby. He'd slipped away after dark and made his way back to Memphis, a distance of over one hundred kilometers, on foot.

Other reports have been received through civilian sources, but few agree with one another beyond the fact that the invaders use dirigibles and small, light aircraft to control the skies. A common theme running through each report is the sudden appearance of a dirigible overhead, an amplified voice demanding surrender and tribute "tithes"—food, gasoline, machine parts and tools, weapons and ammunition, even skilled mechanics or craftsmen—and a merciless rain of gunfire and high explosives if the demands are not obeyed immediately. Towns which have resisted by opening fire on the invaders have been destroyed. Refugees reported Cave City, Arkansas completely destroyed. Eyewitnesses spoke of buildings dynamited, of forty-seven bodies of men, women, and children lying in the streets where they'd fallen, and no one left alive in the town at all.

Bravo and Delta Platoons of Alpha Company, First Battalion of the 197th Mechanized Infantry Brigade had left Memphis on Saturday, February 17th, travelling northwest on Highway 63. Their reports had been routine, and their last check-in had been made on schedule from just south of Jonesboro on the morning of Tuesday the 20th. Any force strong enough to deal so completely with two platoons of infantry must be carefully—very carefully—evaluated.

Six scouts or scout squads sent in the same direction have similarly vanished. One who managed to report in stated that the town of Batesville appeared intact, that people could be seen working in the fields outside of town, but there had been no further contact with that observer.

The last attempt to penetrate this unmarked but very real Ozarks perimeter had been by a solitary scout, Sergeant E. V. Redman. Unarmed, wearing civilian clothes, and posing as an itinerant laborer, he had gotten as far as Newport when the invaders had happened to attack the town. He had gotten the pictures and was wounded in the process, but had been able to make it back to Memphis with the priceless photographs which confirmed, at last, the wild reports which had been circulating for weeks. Redman is still in Memphis, recovering from his wounds at the military hospital there.

There is no other information available. *Something* bad is going on in northern Arkansas, but it will be up to the characters to find out what.

PREPARING FOR THE EXPEDITION

Major Walker has access to considerable stores of military equipment and supplies and will be able to resupply and equip the characters fairly well at their request. Available equipment will include the following:

Up to three HMMWV ("Hum Vee") squad carriers, the military's standard utility truck, armed with one M2HB MG or Mark 19 AGL.

One or two 5/4-ton cargo trucks (M880), medium-sized military utility trucks in common use. They are unarmed.

One FAV (Fast Attack Vehicle) fitted with a TOW launcher or an M60 machinegun. The supply of TOW missiles will be sharply limited (roll 1D6 for the number available), but there is plenty of ammunition for the M60.

A few personal weapons are available, and a small quantity of ammunition for each. These include M16s, 9mm pistols, and one or two M60 machineguns or SAWs. No heavy weapons except those supplied with the vehicles mentioned above are available. Heavy weapons, tanks, anti-aircraft vehicles, and support artillery such as mortars are not available.

Binoculars, compasses, field packs and gear, uniforms or civilian clothes, blankets, and rations are all available on request.

Standard Army Corps of Engineer maps of the Ozarks region will be provided by Major Walker. If the players have these maps along, they should be allowed to refer to the Ozarks area map in this booklet and use it for planning their operations and movements.

Passes signed by Walker will allow the characters to pass through the military lines around Memphis. These will be necessary to leave the city. If the characters begin elsewhere but desire to enter Memphis to interview Sgt. Redman, they will also need the passes.

The referee should use his discretion in the amount of equipment available to the player characters. While the players will be eager to equip themselves with weapons capable of downing a dirigible, they should bear in mind that their expedition is, first and foremost, an intelligence-gathering probe. A party of heavily-armed men is likely to attract unwanted attention and jeopardize the mission.

Likewise, the players should have a fair degree of freedom in determining how best to carry out their mission. However, the referee should know what the players may infer from the reports of various scouts and expeditions which have probed the Ozarks recently: men travelling on foot and in disguise will have a much better chance of penetrating the area and escaping again with useful information than a convoy of military vehicles. If there are raiders in the Ozarks who do in fact control the air, military vehicles will be certain to invite attack.

Further details on the vehicles listed above, and others not mentioned in the basic rules, are given in GDW's *U.S. Army Vehicle Guide*.

THE GOAL

During the course of this adventure, the characters will learn about the plans and organization of New America, an extreme right-wing dictatorship dedicated to building a powerful new state on the ashes of the United States. A large and powerful New America cell is operating in the Ozarks region and with luck the characters may be able to penetrate it and learn some of its secrets. This information will be gratefully received by both the Milgov and Civgov governments, which may soon find themselves in a power struggle with the New Americans for control of the United States.

Their primary goal will be to discover all they can about the mysterious airships which have been raiding the Ozarks region of Missouri and Arkansas. Actually capturing an airship and returning it to government authorities would be a spectacular achievement; failing that, destroying the raider's air power, or simply returning with information about the numbers and strengths of the airships could be counted as a success. Control of the air is a vital strategic and tactical point which might, if exploited, end the isolation of certain communities in the U.S.,

control marauder bands, and bolster military communications and transport.

Next, authorities as yet have no information about the organization which calls itself New America. Any information on New America—its history, leaders, ideology, and plans—would be of tremendous value.

Finally, information can be won and a personal victory scored if various people now held captive by the New Americans—including several aeronautical engineers who were passengers of the crashed dirigible Columbia—can be rescued. If the player characters are captured by the New Americans during this adventure (a likely possibility given the New Americans' aggressive tendencies) they will have the opportunity to escape, freeing a number of New American prisoners in the process. If these people can be convinced to work with the characters, their insight into New American activities and leaders would be priceless. Some of these people are the ones responsible for building the dirigibles in the first place; even if the existing dirigibles are destroyed in this adventure, these experts would enable Milgov or Civgov authorities to build new ones, given time and materials. Working dirigibles would be enormously useful in transporting men and material, for military transport and observation, and, significantly, as the seed for new industry in a war ravaged but gradually recovering nation.

Lesser victories can be won by capturing plans and engineering drawings of dirigibles or ultralights, by capturing Charles Gunn or Bradley Dinton, or simply by scoring a significant victory over the New Americans in battle.

FURTHER ADVENTURING IN THE OZARKS

It is unlikely that the events chronicled in *Airlords of the Ozarks* will put an end to New American activities in the Ozarks. While it is possible that the characters' involvement could be responsible for breaking New American dominion over the area, the New American cell organization will remain, a ready foe for future confrontations in the region.

Arkansas and Missouri as a whole are singularly important strategic areas. Wells in southern Arkansas at one time produced 21,000,000 barrels of oil a year, a resource which was carefully maintained and conserved in prewar years and can be tapped again in the future. Strip mines in various parts of the state produced 90% of the United States' bauxite, the ore from which aluminum is extracted, and this will be a vital mineral if the country's economy and industry are to recover. Arkansas is the only place in the country where diamonds have ever been commercially extracted. Before the war, the state's one diamond mine was a tourist attraction only, but the future importance of diamonds in industry, combined with the wretched state of world trade, shipping, and economy in the early 21st century, may make the mine near Murfreesboro commercially useful once more.

Missouri produced over 79% of the lead mined in the United States before the war and was one of the most important U.S. centers for the manufacturing of transportation equipment, foundry, and machine shop tools and parts. The state also has a special geographical advantage in the location of the Missouri and Mississippi Rivers. Once the gateway to the American West, it will occupy an important place in the reopening of American transport lines and commerce when the war ends and the nation begins its recovery.

These facts give some idea of the importance of both Missouri and Arkansas to the future of the United States of America.

Though most people in the country find themselves locked in a full-time struggle simply to survive, many of the fragmented nation's planners and leaders are already thinking about recovery and the establishment of a strong, viable economy and industry. Any threat to the Missouri-Arkansas region threatens those plans for recovery, and the characters could well find themselves called upon to meet and counter other threats in the area after the completion of this mission. New America, with secret cells scattered across the continent and particularly strong support in the American South, will pose a continuing problem; and even a major setback in the campaign detailed in this module will provide only a temporary postponement of their plans for the area. If in the course of *Airlords of the Ozarks* the player characters fail to destroy or capture the dirigible raiders, this particular menace will continue to grow and spread its influence across the Mississippi and into the South, and north and west into the Plains States. The struggle against the Airlords could actually engage the players through several **Twilight: 2000** campaigns, both in the Ozarks and elsewhere.

But there are other enemies as well. Several powerful marauder bands continue to operate in this general region and could pose a threat to the security of both civilians and military forces for years to come. It is entirely possible that the players themselves would decide to appropriate captured airships and aircraft and simply take the place of the Ozark cell of New America, struggling with the military and civilian governments for control of this vitally strategic region.

Finally, if open warfare should ever break out between the rival civilian and military U.S. governments, southern Missouri and Arkansas, lying between civilian and military zones of control and athwart vital transportation routes in the area, will certainly become important battlegrounds in the spreading civil war.

Any or all of these situations could serve to involve the players in future operations in the Ozarks region and provide many challenging situations for **Twilight: 2000** players and referees.

THE COURSE OF THE ADVENTURE

Airlords of the Ozarks may be played as a fairly straightforward adventure, with the player characters departing directly from Oklahoma, Jefferson City, or Memphis for the Ozarks and looking for signs of the airship raiders.

As an added twist, however, the players may be forced to unravel a mystery which will unfold as they delve into it layer by layer—the mystery of New America.

ENDING THE ADVENTURE

Airlords of the Ozarks can develop in a number of different directions. Several of these are discussed below:

Search and Destroy: The characters learn the essentials of Operation Valkyrie by scouting occupied towns and interrogating captured New Americans. They raise an army of partisans in the hills south of Henderson, march on Lost Valley, and engage the New Americans in a savage battle. During the combat, the characters manage to plant explosives which completely destroy all three New American dirigibles. The partisans retreat, their diversion successful. The characters manage to return to Memphis with valuable information about New America. The New Americans remain in control of the Ozarks, but their power is badly shaken and they can no longer threaten the conquest of new areas.

The Great Escape: The characters attempt to penetrate New American-held areas and are captured. They manage to escape

and make their way across 100 km of wilderness, hotly pursued by troops, dogs, and airships. They enlist the aid of partisans to attack a New American-held town and liberate it, seizing weapons for themselves in the process. Then they make their way back to Memphis where the army is warned of the menace. New America still has its dirigibles, but the army begins assembling a task force to go into the Ozarks and deal with them, and the player characters are asked to come along as guides and advisors.

The Great Air Chase: The characters penetrate New America and are captured and imprisoned in an Elsie camp near Henderson. There they meet members of the crew of Columbia and learn about Operation Valkyrie. They escape and are pursued, but enlist the aid of willing civilians to attack and defeat their pursuers. A captured N.A. officer is interrogated and he divulges the secret of Lost Valley. The partisans attack Ponca, creating a diversion while the characters and the rescued Columbia personnel destroy one dirigible, capture another, and escape. A third dirigible, only recently ready for testing, sets out in pursuit. There follows a long, drawn-out air chase across the Ozarks with each dirigible attempting to out-maneuver the other, and using ultralights to harass and strafe the enemy. Finally, the enemy dirigible is shot down and the characters land safely in Memphis with a captured airship and information about New America.

Foiling Operation Eaglestrike: During an interrogation of prisoners captured in Conway, the characters capture Bradley Denton. From him they learn of Operation Eaglestrike and deduce the New Americans' plan to use dirigibles to launch ALCMs against Memphis or some other target. They penetrate the Ozarks, are captured, and are imprisoned in a camp near

Ponca. There one of their number is set to work repairing machines in a cave where he sees technicians working on the ALCMs. The characters manage an escape with members of Columbia's crew and capture an airship, hoping to destroy the others, but learn that another airship has just set out with five cruise missiles aboard with targets set for Memphis, Norfolk, and Colorado Springs. They follow, engage in a dogfight with dirigibles and ultralights, and finally damage the enemy dirigible enough that it crash lands. They then fly on to Memphis with important information and a captured dirigible.

As can be seen from these examples, there is a wide range of possible directions the adventure can go in and many possible levels of victory. A complete victory would entail capturing a dirigible and escaping with complete information on Operation Valkyrie, Operation Eaglestrike and as much data as possible on New America...and could include the scuttling of Eaglestrike and the destruction of the other dirigibles in the bargain. However, this is a rough mission; the characters can feel they have accomplished something if they escape the Ozarks with their lives and the results of the interrogation of a single New American soldier.

Airlords of the Ozarks also presents the possibility of an entire campaign in the Ozarks with the characters entering once to gather information and escaping, then returning later to destroy the enemy air fleet, recover the stolen cruise missiles, and capture Bradley Dinton.

But the characters should not forget that in the backcountry hills of northern Arkansas all of the advantages are with the *Airlords of the Ozarks*.

Personalities

One of the NPCs listed below is Dr. John R. Carlin, a staff army doctor at the hospital in Memphis. At the referee's discretion, however, Carlin may have a much larger part in the unfolding story plot by secretly being a high-ranking member of the New American organization (see *New America*, pp 16-19) pretending to be a doctor. In this role he will attempt to prevent the player characters from interviewing Redman. If he succeeds, the players will learn later that Redman has died of his wounds.

If the player characters do manage to see Redman, Dr. Carlin will be hovering nearby, and he may at several points interrupt the proceedings, saying that the obviously alert and aware Redman "must not be tired out." At some point during the interview, perhaps as the players are leaving, Redman will say something to the effect of "You're not the regular doctor. Where's Dr. Smith?" Carlin will explain that he was just transferred to Memphis and arrived only yesterday. This contradicts something Major Walker told the characters during their briefing (see *What's Going on in Arkansas?*, pp 6-7). With the city closed off, ordinary transfers would not be coming across the city perimeter. The players should be allowed to realize this for themselves; if they realize there is a contradiction, this may generate suspicion of Carlin causing them to investigate the man further.

If the players complete the interview and leave, they will hear sounds of a struggle. Upon returning they will find Carlin attempting to smother Redman with a pillow. If they do not return, they will learn later that Redman has died of his wounds.

Subsequent details are left to the referee and the players' actions. If Carlin can be captured, his interrogation may provide clues about New American activities in the Ozarks. If he manages to escape or if his disguise is not penetrated, the player characters are certain to be attacked by various New American forces which have been warned of their approach and their mission, and which will attempt to block them before they can penetrate the secret hidden in the Ozarks.

Information won from Carlin may lead the adventurers to the city of Little Rock (see *Little Rock*, p31). There additional clues or rumors may be discovered which will lead the characters to the hidden New American airbase out in the Ozark hills.

The NPCs described below may be encountered during the course of this adventure as follows:

Private Dobbson may accompany the party as a guide and could, if desired, be played as a player character.

Sgt. Redman is convalescing in a Memphis military hospital. He and Dr. Carlin will be encountered only if the characters make their way to Memphis in order to gather additional information about the raiders. This move could involve the characters in a mystery which, if solved, could lead them to that part of the Ozarks where their questions might be answered.

Charles Gunn and Bradley Dinton are New American characters who might be encountered as the mystery is being unfolded, in Memphis, Little Rock, and elsewhere. Playing out this mystery is not mandatory, however, and the referee can take the adventure in a completely different direction if desired.

PVT. RANDOLPH T. DOBBSON

Randy Dobbson is a veteran of the 197th Infantry Brigade (Mechanized). A member of a scouting patrol near Batesville,

Arkansas, on February 12th, he escaped when the raiders attacked his jeep and killed his comrades, and made his way back to Memphis on foot. His was the first military report to verify the strange stories which had been coming out of the Ozarks for several weeks prior to the attack.

At the referee's discretion, Dobbson may be placed on temporary detached duty by his commanding officer in Memphis. His experience with the raider airships may prove valuable in future encounters with them, and he has been on numerous previous patrols from Memphis throughout the northeast corner of Arkansas. The decision to include him in the expedition may be at least partly political. The CO of the 197th may not trust the judgment of his own Milgov superiors, and he certainly will not trust the CIA or anyone working for Civgov. The rumors coming from the west have left him feeling exposed and vulnerable, and Dobbson's inclusion in the team may guarantee that the unit's findings are accurately reported back to the 197th's HQ.

Dobbson is a bright, young, cheerful, and outgoing dark-haired man in his late twenties, with a quick smile and a fast tongue. He has a passion for gambling, and as an affectation wears a King of Hearts tucked into the band of his helmet—a bit of unauthorized and unmilitary personal adornment generally ignored by all but the most spit-and-polish of army officers. He has skill with machinery (MEC 40%) and has an impressive talent as a company scrounger (SCR 50%). If the referee wishes to treat gambling as a special skill, Dobbson has a skill level of 60%. Once, when ordered by his platoon leader to find parts for an alcohol still, he demonstrated his talents as scrounge and gambler by winning an all-night poker game with a party of Navy Seabees aboard a patrol barge on the Mississippi, and drove away with their 400-liter capacity still and a full load of methanol.

He also likes to talk and will spend long hours regaling the other characters in the party with his experiences in the army, including many (such as tales of 'Nam) which he is obviously too young to have gone through.

He is a *Veteran* NPC.

NPC Motivation Results: *Hearts 4:* Fellowship, expressing itself as Dobbson's friendliness, talkativeness, and amiability. *Diamonds 3:* Wealth, expressing itself as a desire to be rich, or simply to score a spectacular winning coup, whether in a poker game or against an enemy. Though skilled as a gambler, he sometimes loses big and is flat broke, and he spends much of his time hoping to gather enough of a stake to make a killing in the next game.

SGT. EVERETT V. REDMAN

Redman was the lone scout who entered Newport, Arkansas, and managed to get away with the photographs which the characters saw during their initial briefing. During the encounter he was wounded, taking shrapnel from a hand grenade in his left leg and in his back. He was hospitalized upon his return to Memphis because the wounds had become infected and because he was suffering from extreme exposure.

Redman is quite weak and is confined to a cot in an impro-



vised military hospital in a warehouse near the riverfront in Memphis. His mind is clear, however, and if the characters wish, they may interrogate him at some length, having him give them an eyewitness account of what he saw.

Redman will not be able to add much to the story the characters have already heard. However, a narrative description by Redman is given elsewhere in this module in order to expand upon Redman's thoughts and impressions during the incident. His memory of a tiny of a tiny detail—a dirt-smearred dent in the sheathing of the dirigible's hull high up along the flank of the cylindrical body—could prove important later while tracking down the hiding place of the raiders' base.

Redman is 37 years old, light-haired, and possesses a sharp, observant mind. He is mildly frustrated that the authorities have not done more about his sighting and is glad to know that something—the character's expedition—is *at last* being done.

If his advice is solicited, he will recommend that the characters slip into the Ozarks in disguise, perhaps as a band of itinerant workers or refugees. He will strongly advise against going in with vehicles, weapons, or any overt show of strength which is certain to attract unwanted enemy attention.

IMPC Motivation Results: *Club Ace:* War Leader. Sergeant Redman is a good soldier and a superb tactician. His skill in covert, behind-the-lines operations attracted the attention of his superiors who recommended him for the solo penetration of the Ozarks. *Clubs 2:* At this low level, clubs indicates that Redman is not afraid of violence and will not be intimidated. If attacked during the character's visit (see Dr. Carlin, below) he will do all he can to fight back and raise an alarm, even in his severely weakened state.

DOCTOR JOHN R. CARLIN

Dr. Carlin is a doctor drafted by the army in 1998 and serving with the 197th Infantry Brigade (Mechanized) stationed in Memphis, Tennessee. He may be introduced as a minor character if the player characters intend to interview the injured Sgt. Redman.

The referee may also, if he desires, introduce Carlin as an agent working for New America (see pp 16-19).

Assuming Carlin is a New American plant, he has some medical training (MED 20%) but is not really a doctor. His disguise can be penetrated by any character with at least MED 40% who talks extensively with him about medicine, or by the realization that he claims to have arrived in Memphis the day before as part of a routine personnel transfer, despite the fact that Memphis has been closed off to all travel in and out except for those bearing a special pass (as are the characters). When questioned closely about his past or duties, he will become evasive.

He has special training in hand-to-hand combat (BC 40%),



recon (RCN 60%), parachuting (PAR 40%), and is an expert marksman with a pistol (PST 80%). He was formerly a member of the US 82nd Airborne Division where he was an instructor in first aid and pistol marksmanship. He left the Army in 1995 after his second hitch and was recruited by New America shortly after that.

Carlin is now a 25th-Tier initiate of the New American hierarchy, a fairly high-ranking officer in the Little Rock cell which is conducting operations in the Ozarks region. He is tall, rugged-looking, and clean-cut, in his mid-forties but in excellent physical shape. He is extremely conscientious and totally dedicated to his cause, which explains why he is handling the assassination of Sgt. Redman rather than hired thugs or low-level NA soldiers.

He is a *Veteran NPC*.

NPC Motivation Results: *Spades 9:* Power. Carlin is driven primarily by a lust for power. The ideology of New America promises him a high and powerful position in that organization as a true ruler of men. *Hearts 6:* Fellowship, expressed as loyalty and a sense of duty to the organization he belongs to. His devotion to New America is tempered somewhat by his craving for personal power, but he believes absolutely in what New America is trying to accomplish and would die, if necessary, for that cause.

CHARLES GUNN

Charles Gunn is a high-ranking officer in the Little Rock cell of New America, as well as John Carlin's immediate superior. He is currently in Memphis organizing a New American intelligence network and communications links with other New American cells. He has at his disposal ten New American soldiers whom he will dispatch to attack or assassinate the player characters when he learns of their mission. If the characters escape and proceed with their mission, he will slip out of Memphis and return first to Little Rock, then to the secret New American base in the Ozarks.

Gunn is a 30th-Tier initiate in the New American hierarchy, with a fairly complete understanding of the New American organization in Little Rock and of the details of Operation Valkyrie (see p 19). Before the war he was a lawyer, active in litigation on behalf of secret New American political or business clients until civil due process broke down in the chaos of the war. Since the war began he has been active in several southern cities in the inevitable black market which has risen in the wake of government or military control and distribution of food, gasoline, and other rationed items. He is ponderously overweight and slow-moving, and is known on the black market as "the Fat Man." He has no skills as defined by **Twilight: 2000** rules, but is always accompanied by at least one bodyguard skilled at both hand-to-hand combat (BC 50%) and in handling a pistol (PST 40%). He is a *Veteran NPC*.

NPC Motivation Results: *Spades 8:* Power. Gunn seeks power over others. His dedication to New America is more because the organization is an easy road to power than because he holds to its philosophies. *Diamonds 7:* Wealth. Power and wealth are the two keys to Gunn's personality. He seeks wealth and can



be bribed if properly approached. He originally went to law school because he felt that a career in law was the most direct path to big money.

BRADLEY DINTON

Bradley Dinton is a 35th-Tier initiate of the New American organization and the senior leader of the Little Rock cell. As such, he is a personal confidant of Carl Hughes, the founder and supreme leader of New America. The various New American cells have not been in contact with Hughes since the breakdown of transport and communication across the American continent, and his current whereabouts are unknown; but Dinton has been faithfully following the guidelines laid down by Hughes, both in the book *American Manifesto*, and in the highly secret *Eagle Papers* which dictate the course of New America's rise from the ashes of World War III (see *New America*, pp 16-19).



Dinton operates out of the Arkansas State Capitol Building as one of the governor's senior aides. He considers himself the power behind the governor and manipulates what remains of the state's government apparatus to his own ends. In particular, should the player characters elude or defeat earlier attempts to waylay them in Memphis or later, Dinton will identify them as members of a particularly vicious marauder band and mobilize the Little Rock Militia against them.

Dinton's activities as head of the local New America cell are unknown to the governor or members of the state cabinet. Dinton intends to use his position to extend the cell's power and influence once Operation Valkyrie has established a firm hold over the Ozarks region.

Dinton is 50 years old, a small, slight man with a bristling mustache and silver hair. He is a *Veteran NPC*.

NPC Motivation Results: *Spade King*: Deceitful. Dinton has betrayed the trust placed in him by Governor Morris and the state legislature, and he continually uses his position to advance the power and position of New America. *Spade 10*: Power. Dinton's desire for power led him first into the legal profession in the 1970's, then into government, and finally into the power web of New America in the mid-1980's.

ROGER FAIRFAX

Fairfax may be encountered by the player characters if they are captured by New American forces and put to work in an Elsie Camp (see p 21). A gaunt, haggard man, he will display startling knowledge of dirigibles and aerodynamics. If questioned, he will admit to being the senior engineer of the Columbia during her ill-fated flight from Cincinnati in 1997.

Fairfax became an airship fanatic at an early age, and spent the past thirty years attempting to revive the concept of cargo airships. He was one of Columbia's designers. When captured by New American forces in 1997, however, he refused to go to work for them on the Valkyrie project, knowing the airships were intended for use in raids against civilian communities. As a result he has been imprisoned in the New American gulag, working at hard labor. His captors have taunted him with news

of raids conducted by the Valkyrie airships, and he now lives solely for revenge. He will eagerly join in any plan the player characters develop which will enable him to escape his prison and strike back at his captors.

If the characters escape by capturing a raider dirigible, however, he will strongly argue that the craft should be destroyed rather than turned over to either Milgov or Civgov, both of which will surely use the craft for military purposes. It may be possible to reason or negotiate with him on this point for he is not an unreasonable man. The development and outcome of a confrontation between Fairfax and the player characters is, however, left to the referee's discretion.

Fairfax possesses several skills of possible use to the players. He has training as an aircraft mechanic (MBE 30%) and with computers (CMP 40%). Also, he was once a licensed private pilot (LAP 80%) and has considerable skill as a mechanic (MEC 60%). His aeronautical engineering skills will allow him to judge surface loads, stress, and the distribution of mass in an airship; and his mechanical abilities are useful in building, repairing, maintaining, and redesigning engines—both the large aircraft engines used to provide thrust aboard the Valkyrie dirigibles, and the small, one- or two-cylinder engines of the various ultralight aircraft.

Fairfax is 42 years old and good-natured despite his long imprisonment. He is a *Veteran NPC*.

NPC Motivation Results: *Hearts 10*: A strong commitment to justice. Specifically, he is enraged by the injustice of the New American activities in the Ozarks and is determined to see justice done. This drive is at least partly the result of a deep sense of guilt over the fact that his Columbia made the Valkyrie project possible. **Hearts 4**: He likes people despite his trying experiences and is amiable, talkative, and cooperative.

WERNER DOERFLINGER

"Professor" Doerflinger was a junior engineer and observer aboard Columbia on her flight from Cincinnati. Originally an engineer for *LuftschiffGesellschaft* of Hamburg, he acted as a liaison between the West German dirigible company and Heliumair Industries in Cincinnati and was part of the engineering team which built Columbia.

Doerflinger surrendered to the New Americans immediately after the crash and proved his willingness to cooperate by identifying the other captives, including Fairfax, and their specialties to their captors. He embraced the New American doctrine wholeheartedly, and later headed the design team which built the Valkyrie dirigibles. His commitment to the New American cause seems genuine, but he is always accompanied by two NA guards who have orders to shoot him to prevent his escape, or sabotage of the equipment. Doerflinger never travels aboard the airships he helped design but remains always within the secret New American Ozarks base.

He has been trained as an aeronautical engineer and has long experience working with lighter-than-air cargo ships. Unlike Fairfax, he has few mechanical or other skills which might be of use to the player characters. His native language is German, and



he speaks thickly accented English (LNG 80%).

Doerflinger is short and stocky, with an overbearing, conceited manner. He has no patience with other people's mistakes and complains that he is surrounded by fools and incompetents. He is a *Novice* NPC.

NPC Motivation Results: *Diamond Jack:* Coward. Doerflinger's conversion to New Americanism was brought on by his cowardice.

Spade Jack: Pompous. He conceals his cowardice with an arrogant, pompous demeanor. It is possible that by now he truly believes the New American idea of elitist rule and believes, too, that he is one of those elite, despite the presence of his guards. It may be that he has convinced himself that the guards are there to protect him.



ERIK SEVERIN

Severin was Captain of the Columbia on her flight from Cincinnati. Like Fairfax, he refused to join New America after he was captured, and was thrown into an Elsie camp.

He is the picture of the rugged adventuring hero: blond, blue-eyed, and ruggedly handsome. He is 48 years old. His skills include Computers (CMP 30%), Electronics (ELC 20%), Jet Pilot (JP 60%), Light Aircraft Pilot (LAP 60%), and Mountaineering (MTN 50%).

He will readily join any plan to break out of the camp and sabotage the New American plans. Eric Severin is necessary in any scheme to capture a New American dirigible because he alone of the available captives knows how to fly one (a special piloting skill with a level of 70%).

He is a *Veteran* NPC.

NPC Motivation Results: *Heart Jack:* Wisdom. Severin is both intelligent and shrewd and will always give sound advice. *Club Ace:* War Leader. Though not now a military man, Severin is a born leader and consistently wins the respect of those serving under him. He was an airline pilot flying DC-10s before he joined the Columbia project in 1994, and before that, in the mid-70's, he was a fighter pilot in the U.S. Navy.

JACOB ROBERTS

Roberts was chief pilot of Columbia under Severin's command. He jumped at the chance offered by his New American captors, for he has long been convinced that his talents were not appreciated by Heliumair Industries or by his superiors on the Columbia project. He helped to design and test the Valkyrie airships, and is one of the primary airship pilots in the fledgling New American air force. Though always guarded, Roberts is devoted to his masters' cause and hopes to find some way of proving his loyalty once and for all in the near future. He has piloted one of the NA airships on several raids and earned a commendation for his accurate spotting of civilian gun positions and



targets while holding his ship at low altitude under fire.

Tall, thin, and rather sullen, Roberts has Body Combat Skill (BC 40%) and can pilot light aircraft (LAP 50%). For the purposes of this adventure, he has a special skill for piloting dirigibles (50%).

He is an *Experienced* NPC.

NPC Motivation Results: *Spade Jack:* Roberts is pompous, arrogant, and overbearing, not only

convinced of his superiority over others, but also convinced that for years his superiors were conspiring against him. *Hearts 5:* Fellowship, expressed here as devotion to the New American cause.



CHUCK BRIGHTON

Brighton was senior navigator and second pilot aboard Columbia and was at the helm at the time of the crash. An excellent navigator, he blames himself for Columbia's crash. His knowledge of airship operations would make him a useful member of any escape crew attempting to steal a raider dirigible. He refused a New American offer to join them and work on Operation Valkyrie.

He is also very much in love with another crew member, Janet Pearson (below). He will steadfastly refuse to leave without her, even though she is detained in the women's compound separate from the men in the Elsie camp.

He is 30 years old and has Computer Skill (CMP 40%). He has some skill in piloting a dirigible (20%) if necessary, but his chief skill is as navigator. The referee may assume he has a special skill level of 70% in working out problems relating to course, airspeed, and position while aloft. If the airship he is aboard is pursued by another airship, tactical maneuver problems can be treated as navigational problems and handled in the same way.

He is an *Experienced* NPC.

NPC Motivation Results: *Heart Queen:* Brighton is in love with Janet Pearson. He will refuse to leave the Elsie camp without her, even if this means launching an attack on another part of the Elsie compound. *Clubs 5:* Violence. While not an overtly violent man, he is not afraid of a fight, and his aggressiveness in word and deed can get him into trouble.

JANET LEIGH PEARSON

Pearson was a reactor technician aboard Columbia. She also knows electrical systems and airplane engines (ACM 40%, MEC 40%). She refused to join the New Americans when she was captured, and has been detained in the Elsie camp with the others.

When the camp commandant



attempted to force his attentions on her, Chuck Brighton intervened. Brighton was badly beaten, but Pearson was not molested after that. She is in love with Brighton, and once rescued will not be separated from him.

She is 27, and an extremely attractive brunette. She is an *Experienced NPC*.

NPC Motivation Results: *Heart Queen:* here expressed as deep love for Chuck Brighton. She will not leave the Elsie camp without him, and once reunited with him will not leave his side. *Hearts 2:* Fellowship. She is bright, loyal, amiable, and talkative.

FATHER JOSEPH

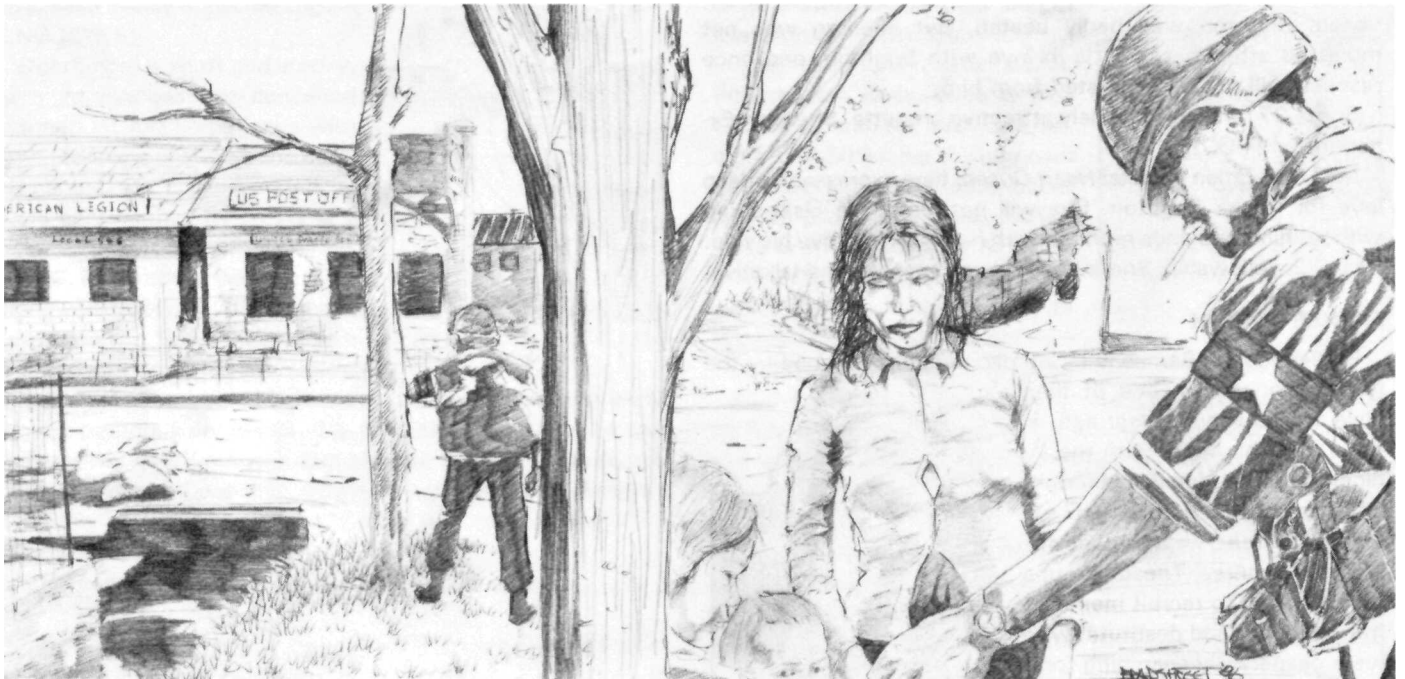
Father Joseph Barnes is a Catholic priest imprisoned by the New Americans in one of their Elsie camps about a year ago. In the 1990s his work with the indigent and the homeless brought him into contact with several extremist right-wing pseudo-Christian cults. These groups found it easy to recruit members from the poor and destitute, who were desperately searching for a scapegoat on which to blame their condition. His concern led him to investigate the activities of several cults and racist religions including the Aryan Church of God, the Righteous Arm of Heaven, the Church of the Chosen, and (eventually) Carl Hughes' own Saints of the Saviour's Truth. His investigations led him to the New Americans and landed him on a New American list of troublemakers targeted for silencing. He was taken into custody shortly after the local cell activated itself.



Father Joseph has few skills of value to the group, but he is an expert on New America and knows the names and positions of many of the group's leaders, as well as the overall scope and direction of both Operation Valkyrie and Operation Eaglestrike. He could be an important source of information about New America to the players and, if rescued, to Milgov or Civgov interrogators.

Father Joseph is 52 years old and rather frail, having suffered from pneumonia, starvation, and overwork in the camps. He is a *Novice NPC*.

NPC Motivation Results: *Heart Queen:* Love is Father Joseph's primary motivation, expressed here as love for God and for the Church. He would be a willing martyr for his beliefs but is determined to live and fight what he regards as an anti-Christian evil on Earth—the unholy alliance of extremist religion and neo-fascist government in the ideology of New America. *Hearts 10:* Father Joseph has an extremely high commitment to justice and the welfare of all he meets. He may well be the first to befriend the characters when they are thrown into an Elsie camp, and he will offer to help them on their mission even though it may mean his death.



New America

New America was the creation of Carl Hughes, a former U.S. Army Major and occasional religious leader and presidential candidate.

Hughes was born in 1940, the son of a wealthy liberal New England newspaper publisher. He attended Harvard and Harvard Law School, but for reasons unknown dropped out just before his graduation in 1964 to join the U.S. Army. He completed his training through an army program and later served as a legal officer in Washington, D.C., and in two tours of duty in West Germany. He was a junior prosecutor during the My Lai Massacre inquiries.

He resigned his commission in 1975, apparently embittered over what he saw as a soft approach by the U.S. government towards Communism and the Soviet Union. Detente and the 1972 arms agreement, he was certain, were part of a massive Soviet plot to undermine the West and prepare for an all-out offensive aimed at bringing the world under Soviet domination.

His father had died in 1974, leaving him independently wealthy. He used a large part of that money to launch a political campaign aimed at getting him nominated for president on an independent ticket for the 1976 elections. The debacle before the press and against seasoned and soundly-backed campaigners was complete enough that he retired from politics at once, but not before fighting and losing a lengthy court battle over nonpayment of taxes and faulty reporting of campaign funding. He served eight months in prison on charges of income tax evasion.

On his release in 1979 he devoted his fortune and his energies to a concept which, he later claimed, had been germinating for years but which first took solid shape while he was serving his (according to him) unjust sentence, "locked away," as he put it, "with the very dregs, the lowest and most utterly depraved of subhuman creatures." He incorporated New America as a political action group, an organization publicized as conservative, but which, in fact, was radically right-wing.

During the early to mid-1980's he returned to politics briefly

when he became deeply involved in the fundamentalist Christian conservative political movement, but his inability to win the confidence of several popular Christian leaders led to his dissociation from traditional religions by the time of the 1988 elections. By 1986 he had formed his own church, the Saints of the Saviour's Truth, which he operated as a tax-free cloak for a number of his other activities, both political and commercial. The SST forged close links with a number of other churches, including the radical Aryan Church of God, the Righteous Arm of Heaven, and the Church of the Chosen. Though outwardly conservative Christian in name and appearance, these churches were similar in their presentation and embellishment of a number of definitely nonstandard doctrines. A common theme among them, for example, was that Christ was not divine but was a popular revolutionary, the victim of political expediency and collusion between the Jews and their Roman governors, who won divinity by giving his life for the cause.

Hughes also toyed with a number of other bizzare notions, among them the idea that England, not Israel, was the promised land described in the Bible, and that the British (and not the Jews) were the "chosen people." In 1987, Hughes wrote a book purporting to prove this notion, correlating cities and places in the bible with cities and locations in Britain. He departed from earlier supporters of this crackpot idea in insisting that the Hebrews were in fact the Anglo-Saxons, that the fall of Jericho actually referred to the fall of a prehistoric fortress located at Stonehenge, and other silly ideas.

His concluding chapter stated that the modern identification of Israel as the promised land and of the Jews as God's chosen people were part of a heinous plot (beginning in the 18th century) perpetrated by a worldwide cabal of socialists and liberals to lead true-minded Christians astray.

The Saints of the Saviour's Truth appealed to many who were seeking a church which did something, which was active in the day-to-day world of politics and big business. SST teaching held that the coming Tribulation would be of Man's making but that the faithful chosen could prepare now to survive the holocaust

and build God's new kingdom on Earth. In this, he copied from several traditional, fundamentalist Christian sects.

Gradually, so smoothly that even their members were unaware of the transition, the SST and several other of these radical cults became part of the core organization of New America.

In 1991 Carl Hughes vanished from the public eye, retiring to his estate in the Shenandoah Mountains. There, he devoted himself to organizing New America, which, after twelve years, was swelling in numbers and influence. "The true seats of power," he wrote in *American Manifesto*, "are not to be found in the halls of Congress or within the Oval Office. Those particular puppets can be made to dance their sinister dance at a very long distance indeed, and need only money or the sharp odor of power to set them moving."

Through the mid-1990's, the war clouds gathered in Europe and elsewhere. A festering border dispute between the USSR and China flared. Soviet armies roared through Manchuria in 1995, were repulsed, then surged forward again. The Warsaw Pact forces wavered uncertainly, and there was talk of possible West German intervention in East Germany. The Armageddon prophesied by Hughes the politician in 1976 and by Hughes the prophet of God in 1986 was about to become reality in the fall of 1996.

At the time of *Airlords of the Ozarks*, Carl Hughes, now 61 years old, has been in seclusion for ten years. He is believed to be personally leading his segment of New America, planning for the day when full communications can be restored and he can become the true leader of New America in fact as well as in name.

BACKGROUND AND HISTORY

New America has its roots in the numerous ultraright-wing, militant organizations which proliferated throughout North America during the 1970's and 80's. The organization formed by Carl Hughes in 1979 was an unusual coalition of survivalists, tax and "big government" resistance groups, neo-Nazis, ultraright-wing and militant religious organizations, and racists. In the late 1980's several pseudo-Christian, highly militant church cults became part of the New American infrastructure, churches which included Hughes' own SST.

Hughes was convinced that a new Dark Age was approaching, that civilization was doomed to collapse. His life's work was an organization which would, in his words, "rise phoenix-like from the ashes of a ruined Earth, and found a New America." This new America was to be founded on "traditional American principles," but those principles reflected more of Hughes' personal social and political philosophies than they did the principles of the Constitution.

New America's initial success stemmed from the facts that the organization was able to maintain a low profile, and that Hughes proved to be an accomplished fund raiser. Early on he won the support of a small number of extremely wealthy and influential backers, men prominent on Wall Street and in Washington, who helped finance the organization (most in return for a place in the "New America" to arise after the coming holocaust). With such backers Hughes retained the group's conservative, respectable image throughout the Reagan years and into the 1990's. By remaining low-key, respectable, and outwardly legal, New America avoided the fate of several similar organizations such as *Posse Comitatus*, Covenant, Sword, and the Arm of the Lord which were broken up in government

crackdowns in the mid-to-late 1980's.

Rather than resorting to demagoguery, public pronouncements, or recruiting drives, New America remained small. New members were carefully screened before being recruited. Highly intelligent individuals were preferred, particularly those with certain industrial, survivalist, or public relations skills. The single most important criteria was loyalty and total devotion to the cause. As the years went on, New America's membership gradually grew larger, with each potential recruit carefully investigated before he was contacted. At the same time, the Core Committee oversaw the most important part of New America's preparation for the coming Armageddon: the secret stockpiling of food, gasoline, vehicles, tools, weapons, ammunition, spare parts, and other critical supplies in dozens of locations across the United States (and Canada...Hughes believed that the annexation of Canada by the U.S. was merely a matter of time).

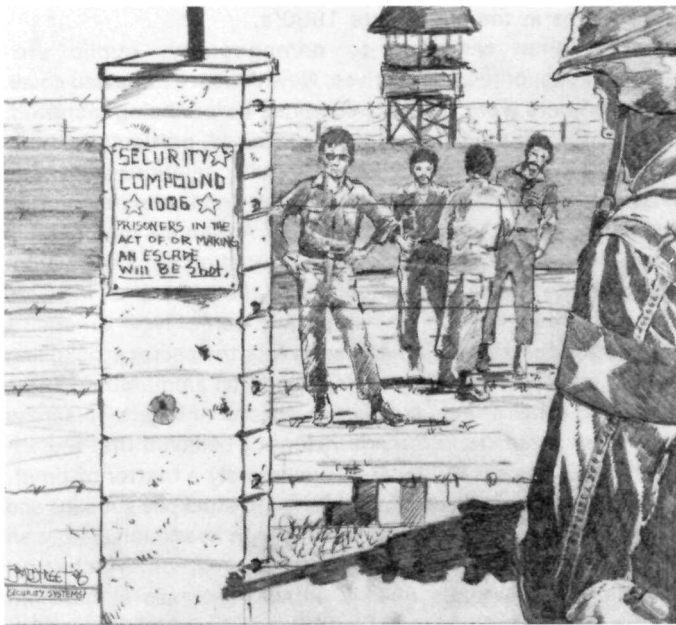
New American cells were established to stockpile supplies and to win and indoctrinate recruits. Although headquartered in an estate in the Shenandoah Mountains west of Winchester, Virginia, New America quickly established cells in northern California, the Rocky Mountains of Colorado and Idaho, the Appalachian Mountains, Alaska, and in the Ozarks. By the mid-1990's, New America could boast of over 300,000 members, with cells in 42 states and 3 Canadian provinces.

These cells were carefully located and designed to attract as little attention as possible. They were often disguised as lumber companies, corporate or government farms, agricultural research stations, or religious communes. In several instances a remote town with the right criteria would be targeted for acquisition. The town's principal industry would be bought out or driven out of business through manipulation by rich and powerful New America members, much of the town's workforce would be thrown out of work, and New American front organizations would gradually and quietly begin buying out the desperate townspeople. New America-backed business interests would move in, establishing control of the town's economy and government, often operating behind layer upon layer of shell companies and dummy purchasers. Within a period of 5 years or so, the entire town would have been bought up and converted into a New American cell.

During the farm crisis of the 1980's, several entire farming communities were bought up outright almost overnight when agricultural combines and co-operatives bought out hundreds of destitute farmers. A few of the farmers became willing recruits for New America.

Each cell was to be an independent nucleus for the New American takeover after the collapse of civilization. Each cell contained food, weapons and ammunition, vehicles, spare parts, machine tools and shops, power generation equipment, medical supplies, communications gear, and other vital supplies. Many facilities were constructed underground to keep the operations out of the public eye.

The leaders of each cell held secret copies of the so-called "Eagle Papers," a set of detailed instructions which were updated from month to month by modem through the group's personal computer network. Each installment of the Eagle Papers laid out several sets of complete plans by which each cell would operate once the inevitable fall of civilization began and the cells found themselves cut off from one another. Variations of the plans gave instructions on what to do in the event of a massive nuclear exchange, a limited exchange involving only a few cities, a minor exchange involving only military targets, a massive



Communist-inspired revolution, a military coup seizing the government, a terrorist nuclear attack against the U.S., and even an invasion from space.

Whatever happened, independent cell leaders were to take no immediate action. The final form of the plan would be transmitted by shortwave at a predetermined time once the New America leaders had studied the situation.

ORGANIZATION

Hughes borrowed from the structure of several existing secret societies to organize the New American lines of command. The cell concept, of course, was taken from the communists and other revolutionary groups (though New America cells sometimes included hundreds or even thousands of members, rather than just a few). The leaders and locations of all of the cells were unknown to all but a small handful of senior New America leaders, and no cell leader had contact with members of more than two other cells.

Members are ranked according to the numerical levels used by Masons and several other secret or gnostic societies. Brand new initiates are 1st-Tier, and enter the ranks of low-level workers and soldiers. Promotion comes more or less automatically with time in service for the lower ranks up through about the 12th-Tier.

Above the 12th-Tier are the ranks corresponding to middle-level management with Controllers, Planners, and Senior Officers up to approximately the 30th-Tier responsible for day-to-day operations and planning, security, recruitment, and procurement. Advancement comes through a combination of merit and time in service.

Above 30th-Tier promotion is won through politics, and occasionally as reward for special service. These are the Executive Ranks, the "Natural Aristocracy" of Hughes' writings, and include that handful of men responsible for the overall planning and organization of New America. Carl Hughes is believed to be the organization's sole 40th-Tier Executive, though other sources suggest his rule is absolute and quite distinct from the New American political hierarchy.

Before the war each cell had separate divisions to handle each of several different tasks, including procurement, recruitment, public relations, management, and security. Security forces in-

cluded paramilitary forces based upon training cadres of hard-core survivalist groups. Several prewar survivalist schools were in fact New American training camps which served as screening and recruitment centers for new troops as well. The Security Division leadership included several men who, like Hughes, were former servicemen with high levels of military training, commitment, and disillusionment with the democratic system. Senior Security Division officers in each cell maintained two lists of local people—one of citizens useful to the New American cause who might be recruited after the Collapse, and another of troublemakers to be eliminated or otherwise dealt with under the New Order.

PHILOSOPHIES

During his abortive political career in the mid-1970's, Hughes was described by a popular newspaper editorial writer as "politically, Hughes is somewhere to the right of Attila the Hun, and to the left of Alpha Centauri." His beliefs and political doctrines were detailed in his book *American Manifesto* (Vanity Fair Press, 1989).

He believed in the "natural and inherent superiority" of whites over other races and in people of northern European descent over other whites. His enemies stopped short of identifying him as a neo-Nazi and he is not known to have had any formal association with the American Nazi party, but his belief in Aryan superiority and in the inferiority of Semitics, Blacks, Slavs, Orientals, and just about everyone else speaks for itself. His religious beliefs could never be pinned down with any certainty, for he changed or modified them a number of times over a period of years, and it is generally assumed that for him religion was less a matter of faith than of political convenience. Certainly the faith preached by him during his brief sojourn in politicized religion in the 1980's dwelt more on revolution than revelation.

The mainstay of New American ideology is the belief that certain individuals (the "Natural Aristocracy" described in *American Manifesto*) are superior to members of all other racial, social, or economic groups. He never publicly acknowledged that there was a racial basis to this identification. In fact, the exact criteria for this group is known only to a few of Hughes' closest, most trusted advisors. In New America, only the NAs (as the Natural Aristocrats are popularly known) can hold full citizenship. A complicated tier of classifications is maintained, and a citizen's rights under the government depend upon how he is classified.

Many have become suspicious that, so far as is known, only whites descended from northern European families hold the higher offices of New America. New American public relations releases speak lightly of "statistical flukes," and dwell long on the "complex and rigorous scientific basis behind NA testing and candidate screening." There are continuing charges, however, that those performing the classification testing are unusually lax in the testing of New American leaders above the 12th-Tier.

A second important feature of New American ideology is the belief that all aspects of life must be under rigid control. The economy must be controlled to prevent inflation and unemployment. Morality must be controlled to prevent the old weakness and moral decline from setting in again. Science must be controlled to prevent another worldwide disaster from occurring. Seconds and Thirds (those enjoying only partial New America citizenship) must be controlled because they are incapable of controlling themselves. Education, religion, marriage—all must be controlled to produce more Natural Aristocrats. With this in

mind, the higher officials of New America (and Hughes pointedly refused to make any exception for himself) are required to keep several wives, since their superior genes must be passed on to as many descendants as possible to speed the advancement of the Race. Hughes is reported to have rejected a plan for artificial insemination, because it would "deny the NA his natural right or personal supervision..."

THE HIERARCHY OF NEW AMERICA

Natural Aristocrats, of course, occupy all senior executive and leadership positions. It is believed that only NAs can be advanced beyond 30th-Tier, though the exact criteria are unknown to any but Hughes and a few close advisors. The benefits of full citizenship, including trial by peer and the privilege of facing one's accusers, of voting, of free choice in marriage and other matters, and of writing and implementing laws, are reserved for the Natural Aristocrats.

In a semantic tangle reminiscent of Orwell's *Newspeak*, "Citizens" do not exercise full citizenship but do occupy the bulk of positions, including low- and middle-level executive positions below about the 30th-Tier. Marriages must be approved by an NA board, and rights can be arbitrarily suspended or modified by NA fiat.

Below the citizens are "Seconds" and "Thirds." These people have very few rights at all, though it is possible for hard-working Seconds to become Citizens, and for Thirds to become Seconds. Hughes acknowledged the dangers of establishing a completely static, caste-bound social structure, or one in which there is no personal advantage to working for the State. Advancement within the system is, however, slow, subject to bureaucratic red tape and inconsistencies, and increasingly dominated by money and politics the higher one goes in the hierarchy. Strangely, advancement in the ranks for a few selected Blacks, Orientals, Hispanics or other minorities is fairly rapid until the 5th-Tier or so is reached, when promotion slows to a near standstill. Some believe this selected advancement is only a sop to keep these groups quiet.

Finally, there are the Long Contract laborers, Hughes' ultimate solution both to unemployment and to the chronic, postwar need for ready labor. Long contract laborers, "LCs" or "Elsies" in popular parlance, have no rights whatsoever, and exist at the whim of the NA leadership. They live in camps under the direction of New American directors backed by armed Security Forces, and provide both a ready labor pool for large construction or civic projects and a convenient dumping ground for undesirables: political enemies and dissidents, criminals, itinerants and the unemployed, and the victims of random sweeps through Black, Asian, or Hispanic cantonments.

The official position of the Elsie is defined as "wards of the State," and a detailed public disinformation program argues that the labor contractees are given work, clothing, food, and housing which they would not be able to provide for themselves in these modern, troubled times. In fact, the Elsie is a slave in all but name, and thousands of innocent civilians have already vanished into the New American Elsie camps by the time *Airlords of the Ozarks* takes place.

ARISE, NEW AMERICA!

The Eagle Papers, written by Hughes and disseminated throughout the New American cells by computer and modem, gave a detailed and frequently updated series of plans by which New America could meet any projected disaster. Most of the

plans dealt with scenarios for nuclear war, of course, but specific plans were also developed for massive earthquake, the flooding caused by a sudden melting of the Earth's polar icecaps, a revolution within the United States, depletion of the ozone layer, and an invasion by aliens from space. As changing world events and headlines outdated some scenarios and modified others, revised versions of the current Eagle Paper plans were transmitted to the leaders of each New American cell.

By the mid-90's, most scenarios dealt with a U.S.-USSR nuclear exchange.

There could be no doubt that war was imminent. It was probable that the war would become a nuclear conflagration. There could be no way of knowing how complete the devastation would be, how many of the nation's cities would be hit, or whether or not anything like a functional central government would remain after the nukes stopped falling.

New Americans were enjoined to lay low for a time until the situation could be studied by higher officials of the NA and the appropriate plan activated. Supplies were to be conserved, order and organization maintained, but local cells were to take overt action only if they could do so without attracting unwanted attention from either the Soviets or the U.S. government.

Final activation of the Eagle Papers plans was set to occur on January 1, 2001, the first day of both the new century and the new millennium. Hughes himself picked this date, which he felt was particularly auspicious. He proclaimed "A new millennium for a New America." On that date, a coded shortwave broadcast from the Shenandoah cell would alert every cell across the continent as to which plan had been activated. Each individual cell would use its own copy of the Eagle Papers as a blueprint which described its own part in the rising.

On the morning of January 1, 2001, Plan C of the current version of the Eagle Papers was activated with the code words being personally spoken by Hughes from his bunker deep within the Shenandoahs. New Americans across the country came out of the woodwork, took over their assigned areas, and began their campaign for national and (eventually) world domination.

OPERATION VALKYRIE

One of the New American cells was established in a suburban community just north of Little Rock, Arkansas, near Lake Conway in the foothills of the Ozarks. Members of this cell had penetrated the Arkansas state government at several levels. One of Governor Morris's chief advisors, Bradley Dinton, was a senior New American plant who used his influence to aid various New American projects in Arkansas.

While Lake Conway was the home base for the Little Rock cell, early installments of the Eagle Papers called for the creation of a secret base which would become the operational headquarters for New American activities throughout the south-central region. A site was chosen farther north, deep in the Ozark Mountains, where extensive construction (ostensibly a vacation resort) could be carried out unnoticed.

Then, in 1997, an unexpected windfall came to the Arkansas cell. The hybrid cargo dirigible *Columbia* crashed in the mountains near Harrison, Arkansas, while fleeing the expected (but never realized) nuclear devastation of Cincinnati (see the *Flight of the Columbia*). New American security forces from a nearby camp were on the scene almost at once. The survivors were taken into custody and questioned. The crash site was cordoned off and carefully protected. *Columbia's* cargo was found to be virtually undamaged and was removed by a con-

voy of trucks to the secret Ozark base.

It was mid-November 1997...nuclear weapons were already being used in Europe. The latest transmission of Eagle Papers updates suggested that the final holocaust was only days, perhaps hours away. Bradley Dinton entered into a hurried electronic consultation with Hughes himself, giving details of the salvage from the grounded Columbia. In this conversation Operation Valkyrie was born.

Operation Valkyrie offered the Arkansas cell the chance to retain a measure of flight technology during the coming holocaust. Columbia had carried in her holds enormous quantities of liquid helium and more could be salvaged from those of Columbia's gas cells which were still inflated after the crash. The cargo included pressure regulators and gas pumps, heat exchange devices, aircraft engines, batteries, special tubings and fittings for working with liquid and gaseous helium; everything, in fact, necessary to build several small dirigible airships. The light and immensely strong mylar material which formed the hull of Columbia could be salvaged for what was envisioned as an entire fleet of helium-lift airships. Technicians and crewmen recruited from the crew survivors provided the specialized expertise necessary to make the plan work. One of the technicians, a German named Doerflinger, was invaluable in wholeheartedly providing basic design information which made the project possible.

New American agents began buying up ultralight aircraft from various sources in the area. It was expected that these light, versatile, fuel-efficient aircraft could be used in support of their larger airborne cousins as scouts, messengers, spotters, and for aerial surveillance.

Washington, D.C., was hit by a nuclear explosion on Thanksgiving weekend, 1997. Other targets in the U.S. were hit in the days and weeks that followed. It was not the all-out exchange feared for decades, but the horror of nuclear war had at last been unleashed against the continental United States. Communications and transportation broke down almost at once as the government declared a state of emergency and preempted those telecommunications networks which had survived the missiles, the repeated EMP (electromagnetic pulse) surges, and inevitable breakdowns. As expected, New American cells across the country lost touch with one another and each fell back on the provisions of the Eagle Papers. They had until January 1, 2001, to make their final preparations.

In the Ozark Mountains the carefully hidden Operation Valkyrie became reality. A deep, flat-bottomed river valley was the site of a secret hangar, built from camouflage netting, scaffolding, and wing struts from the dismantled Columbia. The valley became a gigantic natural hangar for the three behemoth shapes which were taking form underneath. The shapes were dirigibles: smaller and more primitive than Columbia, but capable of carrying substantial payloads at altitudes up to 10,000 feet and operating across ranges of as much as 300 miles between refuelings.

In keeping with the religious backgrounds of many of the New American workers, the airships were named Wrath of God, Vengeance of the Lord, and Righteous Fury. By the time Hughes made his coded broadcast on January 1, 2001, setting the next phase of the New American master plan in motion, Wrath and Vengeance were both ready for their final test trials, while the much larger Righteous Fury was expected to be completed and operational within three months.

The first raid against a town occurred on January 14, 2001.

The former tourist attraction community of Ozark Hollow was wiped out by machinegun fire, dynamite, and cannisters of jellied gasoline dropped from the air. Twenty-seven people were killed and dozens of others marched into captivity. At least thirty more persons, wounded or hiding in the nearby woods, froze to death or died of exposure in the sub-zero weather, and the town itself was burned to the ground.

Operation Valkyrie was judged a complete success.

DIRIGIBLE ATTACK

The sequence of events in a New American takeover of a town has been described in several accounts in these rules. The time may come, however, when the characters find themselves inside a town when it is attacked by New American forces. They may also find themselves in a position to foil a New American attack.

New American attacks require close cooperation between ground and air forces. A large body of ground forces (the size varies with the size of the town, from 15 or 20 to several hundred) approaches the target village on foot, usually infiltrating through the woods. If possible, they enter the town itself without attracting attention; either by pretending to be local militia forces, or by hiding their weapons in wagons or packs and posing as civilians. At a preset time a dirigible will arrive over the center of the town and an officer aboard will use a bullhorn to order the citizens to surrender. His demands will vary: usually the New Americans will demand a "tithe" of the village's food. Frequently they will requisition all or most of the medicine in the town as well. All guns and ammo are required to be surrendered, usually with the explanation that the town is now under the protection of New America and private weapons are no longer needed.

While eyes are on the airship, the ground army produces its weapons and dons armbands: a white star on a blue field, the New American emblem. They then move into the village, ruthlessly shooting anyone who resists. Any attack on the airship is met by heavy machinegun and grenade fire from the air, and automatic rifle fire from the ground. The air gunners are trained to watch for the blue armbands and avoid firing at them.

Ultralight aircraft may be launched during the operation. These keep the civilians panicked and keep watch for enemy forces or escaping civilians near the perimeter of the village. The ultralights use walkie-talkies to warn the dirigible of unexpected enemy forces and use grenades or small arms fire to herd refugees back towards the town.

Once the town is secured, the airship will descend until more troops can be disembarked by rope ladder. A military governor or satrap is installed (though smaller villages may be under the control of a regional satrap in another town) and a garrison of roughly 1 soldier per 10 civilians is left behind.

Once a town is taken over the satrap posts lists of rules. The people are required to continue their daily occupations of growing food and repairing machines, but with armed soldiers to maintain discipline and shoot would-be escapees. Every citizen in the town is registered and issued ID papers and a pass which allows him to move about within the town and which must be renewed weekly. Passes and IDs are required for all business transactions and may be demanded of any citizen by any member of the New American garrison. Violation (or questioning) of these rules indicates that that person is dangerously subversive, and should be reeducated by a term in a LC camp. Several offenses (such as hoarding) are capital.

New American officers immediately begin screening people in the village for possible recruits to the New American cause. These potential recruits will usually be young and intelligent, and may have a public history of outspoken political ideals or disagreement with government policy. (While New America is conservative in many basic respects, the notion that a fundamental change in government is needed is not solely a conservative idea.)

Potential recruits will be carefully questioned and their pasts researched (as much as is possible in a small and isolated country town), and the individuals may then be taken away to an undisclosed location (Lake Conway, unless that town has been attacked, in which case they will be taken to the Ozark headquarters at Ponca).

Other individuals may be taken at the whim of the town's conquerors. Mechanics, electricians, doctors, nurses, gunsmiths, welders, or other technically trained people may be taken for their skills. A number of towns have been outraged by the kidnapping of some of their women. Other civilians who may simply disappear are blacks; Puerto Ricans, Mexicans, or other latinos; Jews; people of Russian or other Slavic backgrounds; outspoken evangelical Christians (Baptists, Assembly of God, Bible or Four-square Church, among others); and anyone who too loudly protests New American activities. These prisoners are generally taken to one of the Ozark Elsie camps where they are put to work for the new order. Many are never seen again (see *Captured by New America*, below).

Characters in a town attacked by New American forces may be able to resist at several points. If the ground forces are discovered before the dirigible arrives, players who connect their appearance with the stories of such troops heard earlier in the adventure may deduce that an attack is about to take place. If the ground force can be neutralized before the dirigible arrives, the characters could pretend to be New American forces simply by donning their armbands, and could ambush the dirigible when it descended low enough.

If the airship and New American troops open fire on the town, the characters may be able to fight back. They will be at a disadvantage because of the enemy's airborne machineguns and grenade launchers, but the New Americans will not be expecting heavy resistance, and a determined counterattack may force them to withdraw. The use of smoke or stolen armbands might provide cover from air fire as well, or at least create splendid confusion. If the characters have heavy weapons (TOW missiles or vehicle-mounted machineguns) they may have time to hide them well enough to ambush the dirigible and cause considerable damage—even destroy it. The dirigible will not approach a town which the New Americans believe may be able to defend itself.

Finally, if the New Americans do gain control, the characters may be able to assume a low profile and pretend to be harmless civilians but use every opportunity to organize a guerrilla underground to strike back. If one or more of the characters is approached as a potential recruit for New America, they may find themselves taken to New American headquarters for further questioning and tests where they may learn more about New America.

CAPTURED BY NEW AMERICA

It is quite likely that the characters will be captured during the course of *Airlords of the Ozarks*. In fact, it may be impossible to carry out the mission (learn about New America, capture a dirigible, and/or put the airship fleet out of action) unless the

characters are captured—and then manage to escape.

New America maintains the fiction of zero unemployment in areas it controls by the use of Long Contract Laborers, commonly called "LCs," or Elsie. While presented as a government-subsidized work force in the spirit of the CCC of the 1930's, Elsies are in fact slaves in everything but name.

They are kept in Elsie camps which show a remarkable similarity to Nazi concentration camps and Stalinist Soviet gulags. An inner camp of neatly arrayed barracks, workhouses, shower and toilet buildings, and indoctrination classrooms is surrounded by a ring of barbed wire fences patrolled by guards and dogs; a broad, open, brush-cleared perimeter creating a free-fire zone; and crude guard towers mounting machineguns and grenade launchers. Official camp buildings such as offices, vehicle garages, and supply sheds are located outside the perimeter.

Most Elsie camps are divided into separate men's and women's camps.

There are several dozen Elsie camps scattered throughout the Ozarks, all in remote areas away from public view. Which one the characters are taken to is largely a matter of the referee's choice, but because of the characters' importance (as military scouts from the outside) and to facilitate the advancement of the scenario's plot, a likely destination would be a camp outside Ponca on the upper Buffalo, not far from the former Lost Valley State Park. High New American officials have their headquarters here and will be on hand to conduct interrogation of military prisoners.

The Ponca camp is also the most likely location of a number of New American prisoners captured in 1997 when the airship Columbia crashed near Harrison. These characters will be necessary to any plan to escape by air. They can also be used to propose such an escape if the player characters do not come up with the idea themselves.

Some referees may prefer to have the characters taken to a camp near Harrison, several miles to the northeast. This camp, too, would be a likely place to hold uncooperative members of Columbia's crew, since Columbia did crash in the mountains close by. Dirigibles call at the Harrison airfield occasionally for supplies or protection during a storm, and Harrison is not so obviously close at hand to the New Americans' secret dirigible base. The choice is the referee's.

LIFE IN CAMP

Elsies are forced to work three periods of hard work daily, generally from 4:00 A.M. to 6:00 P.M., with time out for meals. Elsies who are being disciplined may be forced to work four periods a day and may have their sleep periods interrupted. Players and the referee should pay careful attention to the **Twilight: 2000** rules for fatigue, since it will be the object of their captors to keep the Elsies exhausted, with their stats at reduced levels.

Some time will be set aside each day (usually a period in the morning and another after work in the evening) for indoctrination. Passages of Carl Hughes' book, *American Manifesto*, (a rather dry and rambling work) may be read over a camp loudspeaker while the LCs are forced to sit in orderly rows and listen. The referee may use this opportunity to pass along background information on Carl Hughes and the New American ideology to the players.

The LCs' work varies. Many are set to work stitching or gluing vast sheets of plastic or fabric sheeting together to create bags to form dirigible gas cells. Others are marched several miles

to a formerly abandoned lead or bauxite mine and forced to load mine cars with ore dragged from underground passageways with picks, shovels, and bare hands. Some may be marched to nearby towns where they are put to work clearing rubble or repairing buildings.

Characters who admit to any of a number of skills will have those skills put to use. Examples include farming (FRM); gunsmithing (GS); repairing and maintaining machinery (MEC); building walls, bridges, or fortifications (CBE, CVE); supervising a lead or bauxite mine (MNE); or even working on New American ultralights or dirigible motors (ACM). Characters in positions such as these may have an excellent chance to advance an escape plan. Though carefully guarded and watched, ingenious characters may be able to secure small amounts of gunpowder while working as gunsmiths, for example; or learn the layout of a dirigible while working on its engines. The use of scrounging skill (SCR) may be combined with other skills to find needed supplies such as sharp objects for weapons, blank paper for forged passes, or wire for lockpicks or garrotes.

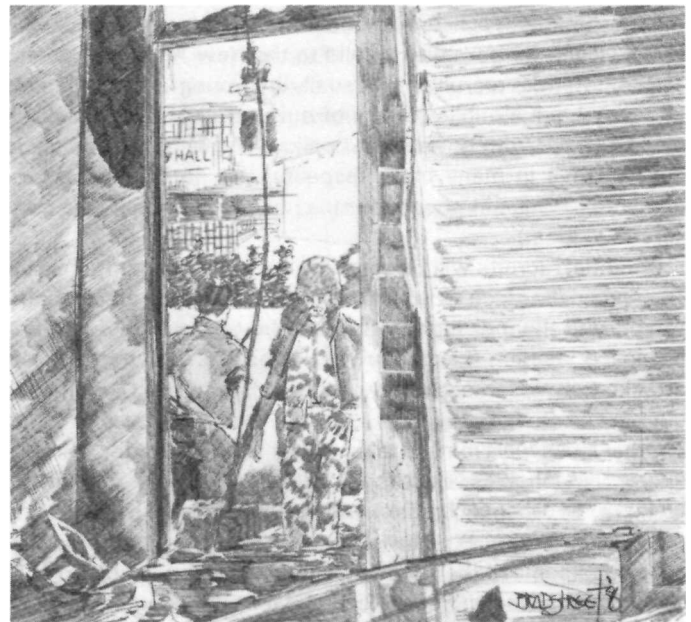
The referee will have to judge the chances any particular escape plan has for succeeding. There are numerous possibilities. Trusted prisoners may be issued passes and may accompany guards on trips into town to pick up supplies. These passes could be forged if an original can be copied. Each camp, which may house several hundred workers, is manned by only a few dozen guards at most.

A mass escape beginning with an attack on the guard towers may be costly, but has a good chance of releasing hundreds of LCs across the countryside. Guards could be killed and their uniforms taken. Prisoners' uniforms could be disguised as guards' uniforms (there is scant difference when everyone wears rags and cast-off pieces of former army uniforms) with an armband, a helmet or cap, and a mocked-up weapon (carved from wood and colored somehow). A brave volunteer could distract the guards with a wild and hopeless escape attempt while others slip under the wire somewhere else. Tunnels could be dug, wire cut, gates rushed, or high-ranking hostages taken.

The Elsie camps are by no means escape proof. The New Americans rely on the camps' locations and on terror to prevent escapes. An escaping LC faces a trek of 50 kilometers or more in any direction through extremely rugged, difficult, and hostile country. Every town in the area is garrisoned by NA troops and roads are heavily patrolled. Every civilian carries passes and IDs on pain of death, and armed parties are constantly patrolling for LCs or townspeople who are avoiding New American hospitality. Many civilians (including, possibly, inmates in the LC camp) are converts to the New American cause, or simply greedy, and will turn in escapees for the rewards. LCs will be reminded many times daily that the penalty for escaping is death; each camp, indeed, every town, displays attempted escapees hanging from telephone poles or crude gibbets where they can be easily seen as warnings. A constant effort is made to convince camp inmates that they are far better off where they are, working for the new order, than wandering around in a snake-infested wilderness, unarmed, with bloodhounds and patrols dogging their heels. Characters who do manage to escape will have to attempt to evade the New American patrols and make their way to an outpost of either Civgov or Milgov.

SPECIAL NPCs

An Elsie camp is an ideal place to introduce the characters



to several civilians who will be useful in any plans to commandeer a New American dirigible. These characters are listed in the section entitled *Personalities* and include a dirigible pilot, the commander of Columbia, one of Columbia's designers, and others. Note that Janet Pearson and Chuck Brighton are in love with one another and neither will leave unless the other is rescued. Since they will be held in separate (but adjoining) camps, this may unexpectedly complicate an escape plan.

The various members of the former crew of Columbia will be able to fly a New American dirigible if one can be captured. The most successful conclusion of *Airlords of the Ozarks* will have the characters and various escaped Elsie flying a captured dirigible with the information they have acquired on New America to Memphis or some other city controlled by Milgov or Civgov forces.

Other NPCs listed in *Personalities* may be valuable to take along on an escape. Charles Gunn and Bradley Dinton, if captured, would be tremendously valuable prizes which Milgov authorities would like to question.

The Catholic priest called Father Joseph has compiled a great deal of background information on New America and can answer many questions about the challenges presented by this band of right-wing fanatics. The referee may arrange for the characters to meet other NPCs, or to discover papers or documents (such as the Eagle Papers or documents discussing Operation Eaglestrike) which would be of great value to DIA and CIA officers upon their escape from the Ozarks.

LEADING A POPULAR RISING

Typical Ozarkers, men and women born and raised in the Ozark hills, are not naturally hostile to strangers, but they do have a deep-running and stubborn tendency towards single-minded independence and a desire to be left alone by outsiders.

New America's plan for the Ozarks calls for securing control of the major towns and villages across all of northern Arkansas before striking out at the major and strategic population centers of Little Rock, Fort Smith, and Memphis. Before the Ozarks themselves were completely secured, New American leaders began discovering that they had miscalculated. It required a tremendous drain on their resources and manpower to maintain garrisons large enough to control the population in each town

and hamlet—and it was impossible to control the purely rural population. Throughout the Ozarks, in between the tiny villages and former tourist resorts, individual homesteads or houses or small, unincorporated communities lived by hunting, fishing, and farming, and by sharing what they had with neighbors. They had no need of government and had a hearty distrust of those who claimed they did.

By the time of the events detailed in *Airlords of the Ozarks*, the rural population (which has been swollen by refugees from towns garrisoned by New America) is a seething and barely contained cauldron of resentment and potential revolution. Stories of New American atrocities, of towns destroyed and burned, of women kidnapped into slavery, and of labor camps reminiscent of Hitler's concentration camps, have served to bring the rural Ozarkers to a fever pitch.

Characters living among them could find they can manipulate these emotions and recruit a large and righteously crusading army.

Most civilian NPCs will be novice or experienced characters. Most will know how to use hunting rifles or shotguns; many will know (or quickly learn) how to use automatic weapons.

Turning this mob into an effective fighting course will require time and talent. The player characters may use INS skill to teach the civilians the rudiments of military tactics (RCN). The referee must judge how effective the characters are likely to be, given the time they have and the civilians' general level of morale and preparedness.

ENGAGING IN LARGE-SCALE COMBAT

It is rarely practical to work out mass combats (those involving more than a dozen or so on a side) with the basic **Twilight: 2000** combat rules. If such combats become necessary during the course of the popular rising mentioned above, referees should make use of the mass combat rules included in the modules *Pirates of the Vistula* and *The Ruins of Warsaw*.

OPERATION EAGLESTRIKE

The dirigibles of Operation Valkyrie made possible a second plan, one which was discussed by Hughes and Dinton when Valkyrie was conceived, and scheduled to be carried out during the spring of 2001. Blytheville Air Force Base, located in the northeast corner of the state, was expected to be the target for Soviet missiles. The airbase, headquarters for the 42nd Air Division and home of a wing of ALCMs, was destroyed by a one megaton airburst on the night of November 29, 1997.

Although New American officials could have no way of knowing in advance how complete the destruction would be, or whether any military equipment would survive, Blytheville AFB was expected to have large numbers of ALCMs (Air Launched Cruise Missiles) housed in underground storage bunkers in and around the base. It had been Hughes' idea that a number of these missiles might be captured. Through the expertise of a number of NAs who were former Air Force or Army warhead experts, New America might become a nuclear power overnight!

Things did not work out quite that smoothly, however. Several weeks after the destruction of Blytheville, New American forces

scouted the Blytheville ruins but were forced to turn back because of the high levels of radioactivity still lingering in the area. Later expeditions located several hangars which had once housed cruise missiles, but the missiles had either been launched, rendered unusable by the blast, or their warheads had been removed long ago.

One expedition had the good fortune, however, to stumble across an army unit busily excavating a cache of undamaged cruise missiles from a rubble-buried storage bunker. The New American commander, showing more initiative than sense, attacked the unit. His unit suffered 60% casualties, but a truck convoy with five ALCMs already loaded on board was overrun and captured. The army unit suffered light casualties and attributed the attack to marauders, which were a serious problem in the area at the time.

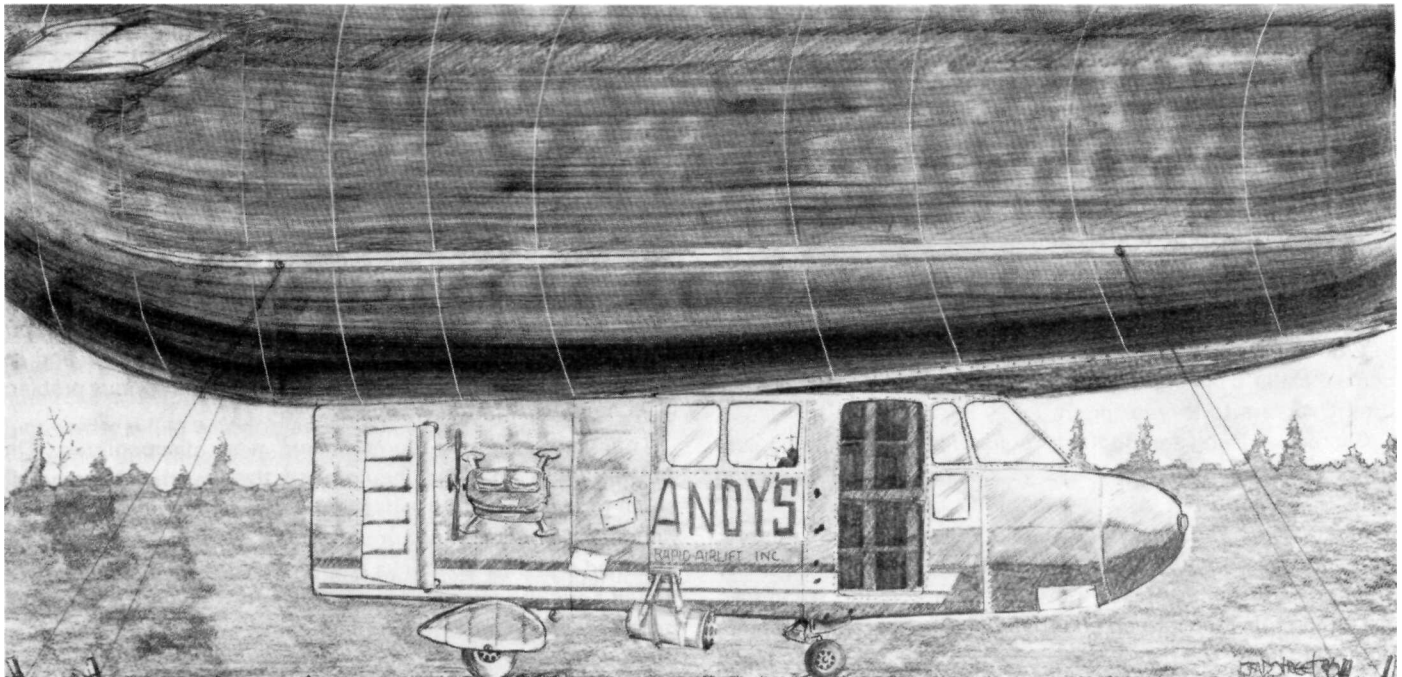
The New American commanders were disappointed. The ALCMs were unarmed, having had their warheads removed some time before—or perhaps they were never installed in the first place. The army was unconcerned, since the missiles were unarmed and their fuel tanks empty. Besides, no marauder band would have the expertise or hardware necessary to arm, fuel, program, and launch the sophisticated missiles. In particular, there were no aircraft available from which the ALCMs could be launched.

The captured missiles were taken to the secret Ozarks base and stored in a cave.

Eventually, it was determined that Eaglestrike, or a scaled-down version of it, at least, could proceed. New America had the resources to arm the cruise missiles with conventional, high-explosive warheads, and to fuel them with aviation gas captured from various sources. There were New American technicians in Little Rock who could program and launch them by bypassing their sophisticated terrain-following guidance systems and using the conventional on-board inertial guidance units installed as navigational backups.

And when the dirigible fleet became operational in 2001, they had the necessary launch platform. Once fired, the ALCMs would have a range of perhaps 1200 km, and even with conventional warheads they could pack a very large and highly accurate punch. By extending the missiles' range through the use of the airships, targets as far away as the former Milgov capitol at Norfolk, Virginia, and the current capital at Colorado Springs are both within range, as are the principal Plains States centers for the Civilian government. Five conventional warhead missiles do not represent overwhelming firepower, but used sparingly, against carefully considered and selected targets, they pose a considerable threat.

The current timetable for the Ozarks cell is to consolidate the New American hold on the Ozarks through the early spring of 2001 using the dirigible and ultralight fleet. If possible, communications are to be reestablished with Shenandoah Center by early April, at which time, a target, or targets, and a general strategy for Eaglestrike will be determined. Dinton is quite capable of using all or some of the captured ALCMs in self-defense (and he has this authority, specifically given to him by Hughes in their last communication).



Dirigibles and Ultralights

Airlords of the Ozarks is centered around the attempt by New America to use a small fleet of dirigible airships and ultralight aircraft to establish air superiority over northern Arkansas and southern Missouri as part of their long-term plan for conquest.

DIRIGIBLES: GENERAL BACKGROUND

Airships are generally divided into two classifications: rigid and nonrigid. Nonrigid airships are popularly known as blimps. Rigid airships, called dirigibles or Zeppelins, have hulls consisting of a light metal (aluminum) framework over which is stretched a fabric (replaced in advanced designs by mylar plastic) which encloses the gas cells. Living quarters and cargo space may be suspended in a gondola, or they may be built into the main hull itself, usually along the keel.

A third type of airship was being studied during the 1990's. This was the hybrid airship or LBA (Lifting Body Airship). This design incorporates a flattened delta-wing shape. Lift is provided by a combination of helium gas cells within the body and by the aerodynamic lift provided by the airship's shape. It takes off and lands on a short (less than 5000 feet) runway and will not blow away in a strong wind, factors which eliminate the docking problems encountered with conventional lighter-than-air craft.

Airships have a long and venerable history. Man's first powered flight was made on September 24, 1852, at the Paris Hippodrome in a steam-powered dirigible 144 feet long and 40 feet in diameter. This first, primitive airship, or "dirigible balloon," the invention of Henri Giffard, flew 17 miles on its first flight and managed a top speed of 5 mph.

Airships became common, and commercially practical, in the early years of the 20th century. Their first military application was in 1912, when the Italians used a pair of nonrigid airships in Tripoli to bomb Arabs and as artillery spotters. In WW I they became a dreaded weapon of war as the Germans used them to bomb British cities and for naval reconnaissance.

In the 1920's and 30's, commercial airships caught the

public's imagination. Soon regular transoceanic flights were being made, and it was prophesied that someday gigantic airships carrying hundreds of people would make the Atlantic crossing in a few days, stealing the trade from the slower passenger liners.

But technology had not quite caught up to the design needs of the great airships. A string of airship disasters—the crashes of the Akron, Shenandoah, and Macon—shook public confidence in airships. The fiery death of the Hindenburg on May 6, 1937, led to the abrupt end of commercial LTA traffic.

Airship use died for several reasons: hydrogen was cheap but highly flammable, and helium, though safe, was extremely expensive and difficult to produce before WW II. After WW II civil airships had to compete with larger and ever faster conventional aircraft, but military airships continued to see service. By the 1960's and 70's dirigibles could be made which were quite safe and helium was relatively inexpensive and easy to produce, but airships could not compete with jets which made the Atlantic crossing in hours instead of days. The last U.S. Navy airship group was disbanded in 1964.

Interest in airships remained, however. Goodyear maintained a fleet of three which it used for advertising and promotional purposes, and West Germany retained an interest in LTA craft. While long-distance air passengers seemed unwilling to trade speed for comfort, it had been determined that dirigibles would make ideal and highly profitable cargo carriers. One study suggested a cargo airship design could transport 150 tons 1800 miles at the highly competitive cost of 1.5 cents per ton/mile.

Small airships became cost effective competitors with heavy lift helicopters. The earliest use was for the American logging industry, but eventually smaller LBAs began to be used as high-bulk, low priority cargo carriers. By the early 1990's a number of companies were drawing up plans, developing prototypes, and going into production of a few large airship designs.

There was even the intriguing possibility that airships could be nuclear powered, allowing them to remain aloft for years at a time.

THE FLIGHT OF COLUMBIA

Heliumair Industries was a Cincinnati-based firm which had been developing airship technologies since the 1960's. In collaboration with West Germany's *LuftschiffgesellschaftAG*, a prototype nuclear-powered, large-capacity LBA was begun in 1994.

She was named Columbia in 1996 (in honor of the famous space shuttle which had just been withdrawn from service because of age). She was a hybrid LBA, 550 feet long, to be powered by a Westinghouse S8W nuclear reactor—a scaled-down version of the S5W reactors used for years in U.S. nuclear submarines. The fact that Columbia was to be nuclear-powered was a carefully maintained secret, of course. Public hysteria at the thought of airships (the memory of the Hindenburg loomed large) carrying nuclear reactors would have been uncontrollable. The reactor incorporated a number of failsafe design features and it was believed that no possible combination of accidents, damage, or outright disaster could result in contamination—even during a major crash. On the contingency that an operating permit could not be obtained from the NRC, Heliumair had prepared an alternate propulsion system of a more conventional nature.

By late 1996 the nation was less concerned about nuclear reactors than it was about the possibility of war. WW III had begun in earnest and each day brought the possibility that escalation would lead to an all-out nuclear exchange.

The Columbia had completed her trial runs earlier that year (generating, in the process, a sizable UFO flap up and down the Ohio River Valley). Heliumair officials were worried, as was everyone else in the country, about the possibility of a nuclear strike on their home town. Unlike everyone else, they had an alternative to staying and dying.

Quietly, in the early months of 1997, Columbia was readied for her first long flight. Her cargo bays were filled with survival supplies—guns, ammo, food concentrates, clothing, camping gear—and with all of the material necessary to build new airships, including tank after tank of carefully refrigerated liquid helium. The plan was to flee Cincinnati and fly southwest, stopping at California and Hawaii if necessary, then proceeding on across the Pacific to Australia, a trek of slightly more than 10,000 miles. Australia, it was thought, would be a relatively safe haven during the coming holocaust no matter how serious the nuclear exchange. And with the supplies stored in Columbia's belly, the Heliumair colony would provide the Australians with a valuable technological treasure...one which would, perhaps, provide a nucleus for rebuilding civilization. The reactor propulsion system was not installed, but its component parts and fuel were loaded onto the ship to supply power at their destination. With electrical power, machine tools, and people who knew how to use them, almost anything could be accomplished.

In late 1997 the escalating exchange of tactical nukes in Europe brought a renewed bombing scare to the continental U.S. Mike Brummley, CEO of Heliumair Industries, made the decision to go. Forty-eight technicians, scientists, employees, and company officers and their families, one hundred nineteen people in all, boarded the Columbia on the afternoon of October 19. As soon as it was dark Columbia took to the air, travelling at low altitude to avoid commercial air lanes and inquisitive government radar.

The pilots rotated through four-hour shifts. At the helm for the second shift was the navigator and second pilot, Charles

Brighton. He was experienced at piloting LTA craft, but after three hours of night flying he became tired and made a mistake.

Columbia's altimeter was an old model which worked by reading air pressure, replacing a more modern laser altimeter which had been removed several days before because of a technical fault. Brighton knew about the change; the air pressure altimeter gave altitude from sea level rather than from the ground, a fact which had to be taken into account by the pilot during flight. Lack of sleep, the strain of handling the unfamiliar airship in the darkness, and the fear that he might at any moment be blown from the air by a stray nuclear explosion all contributed to pilot error. As the airship approached the Ozark Mountains, the severe low-pressure zone of a nearby, rapidly building summer thunderstorm caused the altimeter to give consistently higher readings than it should have. The mountainous region of northern-central Arkansas averages 1 500 to 2000 feet above sea level with peaks reaching to 2300 feet or more. Columbia had risen to 2800 feet to clear the mountains, but at 2800 feet in that low-pressure weather cell her altimeter read 3400 feet. Brighton, not wishing to go too high, cut back on the power to bring the ship lower. Columbia flew into the side of a mountain, effectively ending her journey 9,500 miles short of her goal.

Damage was surprisingly light. The airframe was twisted and damaged enough that Columbia would never fly again, but her cargo was intact, and only three people (engineers working among the gas cells, who had fallen on impact) were killed. Her speed, fortunately, had been low enough, and the angle of collision shallow enough, that she merely bulldozed a path through a patch of pine timber and came to rest in the heavily wooded semi-wilderness between Harrison and Osage.

The New American soldiers had been there, guns drawn, almost before the Heliumair people had crawled clear of the wreckage.

NEW AMERICA'S AIR FLEET

At the time of the adventure New America has two airships available. A third is nearly ready for testing. The following stats describe these three craft.

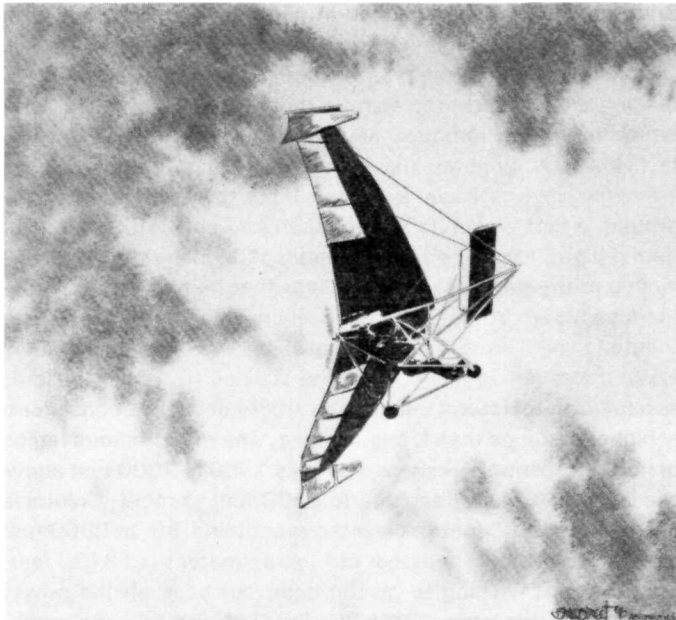
NAAS WRATH OF GOD AND VENGEANCE OF THE LORD

Length: 56m **Diameter:** 15m **Combat Specifications:** RF: none IR: + 40 Arm: 2 M60 x MGs mounted port and starboard of gondola (six firing ports per side of gondola allow small arms fire and hand-dropped explosives) Ammo: 2,500x7.62N TrMov: 80/55 ComMov: 112/76 Mnv: 20 Acc: 20 Fuel Cap: 640 Fuel Cons: 80 Wt: 56.3 tons Cargo: 12 tons Mnt: 10 Crew: 4 (Pilot, Commander, two Gunners) + 20 passengers Armor: GO(8), FF(0).

NAAS RIGHTEOUS FURY

Length: 90 m **Diameter:** 21m **Combat Specifications:** RF: none IR: + 40 Arm: 4 x M60 MGs and 4 x 40mm grenade launchers mounted port and starboard of gondola (six firing ports per side of gondola allow small arms fire and hand-dropped explosives) Ammo: 5,000x7.62N, 100x40mm TrMov: 75/50 ComMov: 105/70 Mnv: 20 Acc: 20 Fuel Cap: 1,200 Fuel Cons: 100 Wt: 56.3 tons Cargo: 12 tons Mnt: 10 Crew: 10 (Pilot, Commander, 8 Gunners)+ 40 passengers Armor: GO(8), FF(0).

All three dirigibles have Kevlar armor or sheets of metal across vulnerable deck and bulkhead sections of the gondola and around the engines. Though the gas cells are vulnerable to small arms and heavier fire, the gas cells are large and numerous



enough that many hits are required to cause serious leakage.

On the hangar deck an opening leads down to a partially exposed landing platform for ultralight aircraft. This platform can be retracted up into the airship while in flight and lowered to launch or retrieve aircraft. Ultralights can match speed with the dirigible while it is in flight and settle down to a gentle landing, then be hauled up onto the hangar deck where they are disassembled and stored. Ultralights can also be assembled on the hangar deck and dropped through the deck opening while the dirigible is in flight. Wrath and Vengeance each have room for five stored ultralights; Righteous Fury has space for eight.

THE ULTRALIGHTS

Ultralight aircraft were developed in the early 1970's for sport flying. The earliest were little more than hang gliders with engines. Most consisted of an open framework surrounding the pilot's seat, suspended from a fabric main wing and a tiny engine, with aluminum struts aft supporting a fabric tail. During the planning and development phases of Operation Valkyrie, it was recognized that ultralights would vastly extend the air superiority reach of the dirigible fleet. Aircraft flying independently of the dirigibles could act as advance scouts, could draw fire and pinpoint enemy strongpoints, could provide additional (if light) firepower, and (not least among these considerations) would awe lightly armed or unarmed defenders on the ground.

They are also extremely economical with fuel. Most ultralights carry 3 to 5 gallons of ordinary gasoline and consume only 1 to 3 gallons per hour of flight. Gasoline is preferred for ultralights (although their engines will run on alcohol fuels) as a weight-saving measure (two to four times as much alcohol is required to give the performance of a given quantity of gasoline).

While gasoline in postwar Arkansas was scarce and expensive, the New American Ozarks cell had several stockpiles collected and hidden before the war. Still, it is in short supply and the fuel economy of ultralights makes them very valuable.

Two basic ultralight models may be encountered during the course of this adventure, the Snoop and the Eagle 2-Place.

Flying an ultralight requires FWP skill, rolling for mishaps per the rule on pp 39-41 of *The Free City of Krakow*, but once per turn instead of once per hour. Takeoff, landing and level flight

are all ESY:FWP tasks. Firing a weapon while flying (but not as a passenger) on an ultralight is an AVG:RWP task.

SNOOP

Combat Specifications: RF: none IR: +10 Arm: Personal weapons of pilot Ammo: varies TrMov: 88/88 ComMov: 122/111 Mnv: 8 Acc: 30 Fuel Cap: 11.3 Fuel Cons: 5.6 Wt: 108 kg (without pilot) Cargo: none Load: 127 (including pilot) Mnt: 8 Armor: none

EAGLE 2-PLACE

Combat Specifications: RF: none IR: +10 Arm: Personal weapons of pilot and passenger (if any) Ammo: varies TrMov: 88/80 ComMov: 122/111 Mnv: 10 Acc: 20 Fuel Cap: 15 Fuel Cons: 7.5 Wt: 125 kg (without crew) Cargo: none Load: 170.5 (including crew) Mnt: 8 Armor: none

DIRIGIBLE AND ULTRALIGHT COMBAT

In the event that the characters find themselves in combat using dirigibles or ultralights, use the air combat rules given in *The Free City of Krakow*, with the following modifications:

Dirigibles: Use the helicopter hit location chart, but change all CF (central fuselage) hits to GO (gondola) hits. All other hits become gasbag hits.

Gondolas are treated as if they were vehicles, per the vehicle damage rule on page 8 of the *referee's manual* (damage location is GO: C,D,E,R,F,W; abbreviations per the basic game damage location list). The gasbags can sustain 750 points of damage before a significant amount of helium gas is lost. When this level of damage is reached, the dirigible will begin descending at a speed of 2D x 5 m/minute. The same formula, 2D x 5, is used to determine the number of points of damage inflicted to individuals aboard the dirigible when it crashes. The referee rolls separately for each individual aboard (remember that helium is *not* flammable under any circumstances).

Dirigibles above 1000 meters are effectively beyond the range of any small arms fire. However, small arms aboard the airship can still fire at targets which lie generally below the dirigible. An additional modifier of .5 is applied to the base to hit number for extreme range in this case.

Dirigibles also use homemade gasoline bombs and dynamite as hand grenades (although the first are wasteful of precious gasoline).

Dropped from the air, a hand grenade with a 4-second fuse (the usual) will fall 10 meters before exploding. Normally, grenades cannot be dropped from a greater altitude or they will explode in midair. New American troops have caught on to the trick of slipping the grenade (pin pulled) into a suitable glass jar (such as a pickle jar) in such a way that the arming lever is held in place by the glass. When the jar hits the ground, it breaks (90% chance) and arms the grenade...which explodes after its built-in delay time. This technique allows grenades to be dropped from any altitude.

Dynamite or plastic explosives can be fitted with a simple mechanical timer or fuse and dropped, causing blast damage in the usual way (50 points of damage per demolition point to any object, character, or structure hit, plus knockdown and burst radius effects.)

Treat a molotov cocktail as a white phosphorus grenade for damage effects.

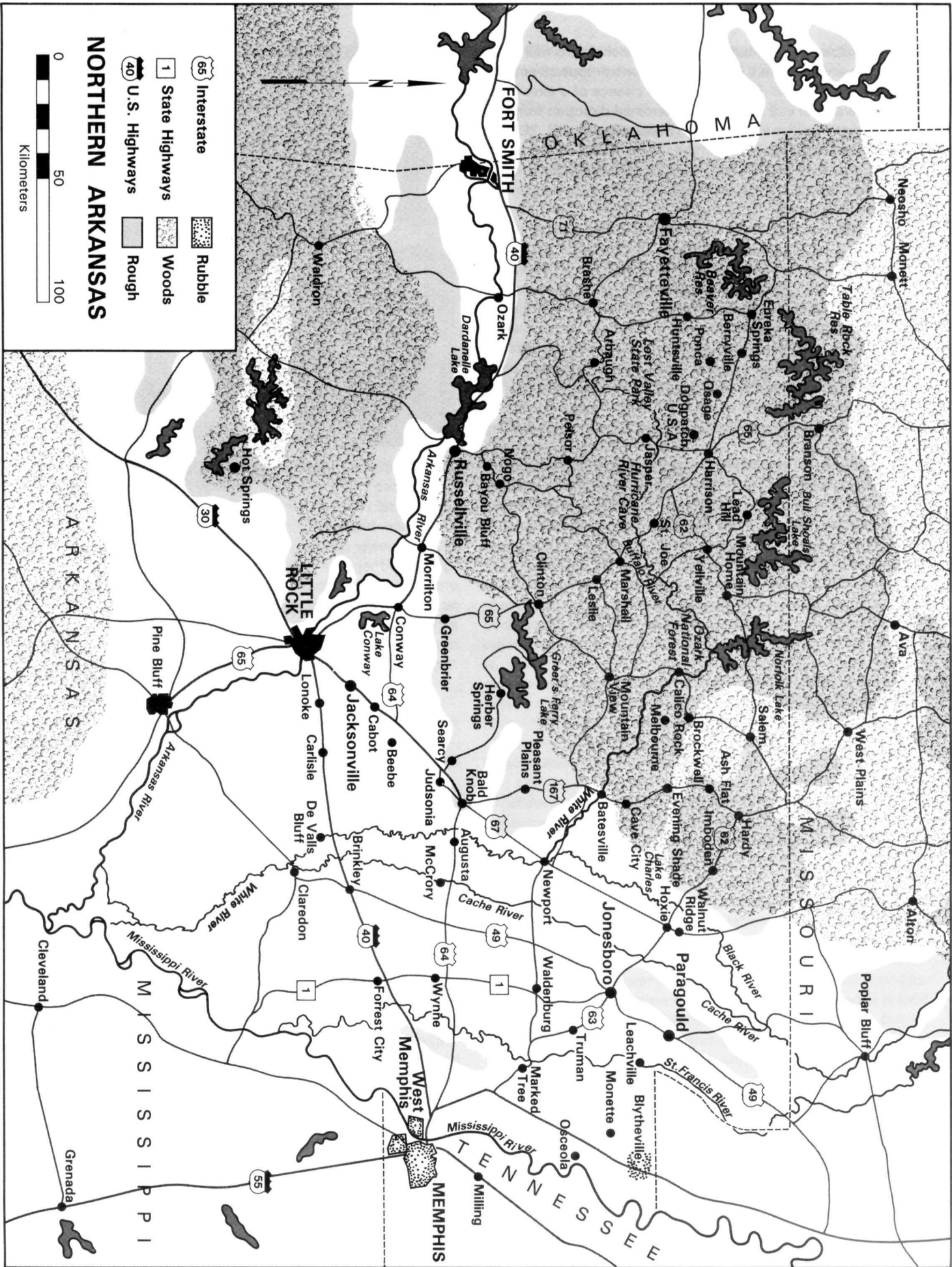
Dropping a bomb on any specific target has a base chance of 50% for any target 10 meters long (the length of an M1 tank

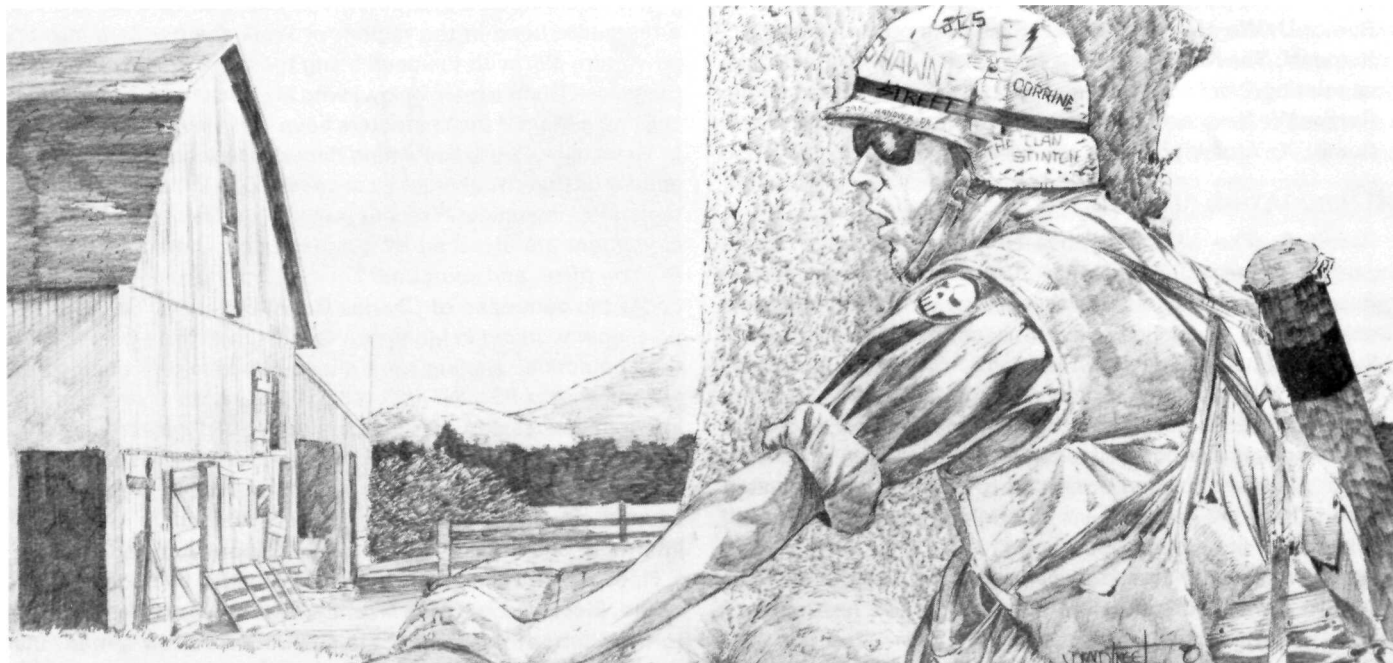
or the wingspan of a typical ultralight). This chance is multiplied by .5 for every 50 meters of altitude (a bomb dropped from 200 meters has a $.5 \times .5 \times .5 \times .5 \times 50 = 3\%$ chance of a direct hit).

A miss will land in a randomly determined direction from the target and will be, for each 100 full meters of altitude, $2D6 \times 3$ meters distant from the center of the target. Thus, a bomb which misses a vehicle when dropped from an altitude of 300 meters with a $2D6$ roll of 7 will land $(7 \times 3) \times 3 = 63$ meters from the center of the vehicle.

Ultralights: For each hit on an ultralight, make a percentile roll to determine hit location: 1-10 Pilot, 11-20 Passenger (or no effect, if there is no passenger), 21-40 Engine, 41-50 Airframe, 60% + no effect. Light wounds to the pilot make all tasks one level more difficult; serious wounds two levels. Any hit on the engine is treated as engine damage to a helicopter. Airframes can absorb up to 20 hits: the percent damage to an airframe is the percent chance of an airframe failure (rolled once each combat turn). In an airframe failure, the craft immediately descends to the ground—avoiding a crash is a DIF:FWP task. If the pilot avoids crashing, the craft makes a hard but nonfatal landing instead.

Bombs can be dropped from ultralights as well, but the chance of missing is multiplied by .5 for each 20 meters of altitude.





The Lay of the Land, Part I

This chapter and the following chapters describe the various towns, cities, and points of interest the characters may visit.

These chapters are divided into sections for convenience in looking up specific towns and areas. These sections are: *Memphis to Little Rock*, *Arkansas River to the Buffalo River*, *Buffalo River to Bull Shoals*, and the *Missouri Ozarks*.

MEMPHIS TO LITTLE ROCK

This section deals with the general area west of the Mississippi River (but including Memphis, Tennessee), southwest to Little Rock, Arkansas, and north to the Missouri border.

This region is largely deserted now. Memphis and Little Rock have fair-sized populations yet, but the small towns and villages which dotted the Memphis-Little Rock-Jonesboro triangle were largely abandoned during the Siege of Memphis when repeated maneuvers by the U.S. Army in the area forced many people from their homes. Few returned. Also, flood control along the Mississippi has broken down and large stretches of land between the Mississippi and the White Rivers have flooded in the recent heavy spring rains, making travel and agriculture difficult.

Cities and Towns: Memphis, Little Rock, Jonesboro.

Small Towns and Villages: Blytheville, Paragould, Walnut Ridge, Newport, Bald Knob, Searcy, Evening Shade.

Important Highways and Roads: Highway 49/State Road (S.R. 1), Hwys 40, 67, 63, 64/167.

RUMORS

Rumor A: Some Air Force general went off his nut and is starting his own little empire off in the hills.

Rumor B: Something strange is going on out west somewhere. This one feller I know says his brother saw blimps out there—you know, like that tire company used t' have.

Rumor C: I hear there're bad marauder problems out towards Jonesboro. I guess they shut down a lot of the roads out there.

Rumor D: Some people are claimin' there's aliens landing out in the Ozarks someplacel Big, silver flying saucers a-hoverin'

in the sky, zapping people with laser guns!

Rumor E: The government in Little Rock's on the verge of falling apart! Someone took a shot at the governor t'other day.

Rumor F: Word's out that there's a big, dangerous force of marauders coming west out of Memphis.

Rumor G: Be real careful out there. Rabies is s'posed to be all over the place out around Forrest City.

Rumor H: They say bodies was floatin' down the Arkansas past Little Rock t'other day...ten or twenty of 'em.

Rumor I: You know, Route 65 is closed up by Conway. I heard a local militia has it blocked off and they're not lettin' no one through unless he has some sort of special pass. Someone said they're lookin' for marauders.

Rumor J: Stay out of Conway! People have been disappearing up there...my cousin and her man went to check out a story about stockpiles of food and stuff, and they never come back.

Rumor K: Folks in Conway have been stockpiling food and survival stuff for years.

Rumor L: There's stories going around about this bunch called New America. Sounds OK...country needs a new start.

Rumor M: There's a plague up in Mountain View. Nothing's been heard out of them for weeks.

Rumor N: Newport has been wiped out by marauders.

Rumor O: Our home town's been taken over by some kind of army—marauders or worse! They showed up in jeeps and trucks, stormed into the mayor's office waving guns and grenades, and a half hour later we found out that we were now citizens of something called "New America."

Rumor P: Funny things are happening in Little Rock. There's talk that the governor's being danced like a puppet on strings by somebody in the background.

Rumor Q: There's going to be a food shortage soon! Those N.A. suckers are stockpiling everything, but there's not going to be enough left for us. We'll starve!

Rumor R: The N.A.s are shooting hoarders. Anyone caught with hidden ammo, food, medicine, anything...Pow!

Rumor S: I heard New America's got twenty airships, all load-

ed with bombs and cruise missiles stolen from the government.

Rumor T: New America's got hold of some F-16s somehow.

Rumor U: We aren't gonna let these NAs push us around...

Rumor V: The New Americans have their own version of "the final solution." Blacks, Latinos, Jews...they're all disappearing.

Rumor W: New America's got a whole army on the way!

Rumor X: Airships? Don't ask so many questions.

INTERROGATION RESULTS

Result A: The NPC describes New America as a "huge organization" that will take over the country "any day now."

Result B: The NPC reveals that his commanding officer is Charles Gunn, "a honcho in New America, one of the big boys."

Result C: Charles Gunn is "in Memphis, looking for you guys."

Result D: The local N.A. is coordinating the Ozarks operation.

Result E: It is obvious from the character's description that New America is a large, well-planned, well-ordered, right-wing underground organization dedicated to taking over the United States. There are hidden cells throughout the country, well stocked with arms and supplies.

Result F: The local New American cell is going all-out to "hunt you guys down and make sure you don't cause no trouble."

Result G: The local NA cell has its HQ near Little Rock.

Result H: The local New American cell is in Conway.

Result I: You'll be hearing a lot about Operation Valkyrie soon!

Result J: "Valkyrie" has to do with airships. There is a secret base in the Ozarks someplace, maybe near Harrison.

Result K: This result allows some information on the Valkyrie airships to be passed to the players. It also locates the dirigible base near Ponca or Harrison.

Result L: You'll know all you want about Eaglestrike soon enough!

Result M: Eaglestrike has to do with captured cruise missiles. The missiles are kept in a cave on the upper Buffalo.

Result N: This result allows information on New America to be passed on to the players.

Result O: Bradley Dinton is the #1 N.A. honcho in the area.

RUMORS & INFORMATION ENCOUNTERTABLE

<i>Die</i>	<i>Result</i>	<i>Die</i>	<i>Result</i>
2	Rumor A	2-3	Abandoned vehicle
3	Rumor K	4-5	Animal
4	Rumor A	6-7	Civilians
5	Rumor H	8	Gunn's Men
6	Rumor L	9-10	Hunters
7	Rumor B	11	Animals
8	Rumor G	12	Flooding
9	Rumor F		
10	Rumor C		
11	Rumor M		
12	Rumor D		

ENCOUNTER RESULTS

Civilians: The characters encounter 2D6 + 3 civilians walking in the general direction of Memphis. If they can be convinced the characters are not marauders, they will say they are from Batesville and relate Rumor O.

They will be devastated to learn that Memphis is closed with no one going in or out. There is the opportunity here for a subplot as the characters try to find a town able to take these people in.

If the characters do not help them, the referee should arrange for the characters to stumble across them again two or three days later. They will be dead—shot in the backs, stripped of

shoes, clothes, and possessions.

The referee can either determine that this was the work of a marauder band in the region, or work the murders into the adventure plot with the deed being the work of New American thugs (see Gunn's men, below) who are pursuing the characters.

Gunn's Men: If the characters have interviewed Sgt. Redman in Memphis, word is circulating through the local New American apparatus that the characters are seeking to infiltrate the Ozarks region to investigate recent events. In this encounter the characters are attacked by 10 marauders armed with M16s, hunting rifles, and shotguns. These people are New Americans under the command of Charles Gunn, a high-ranking N.A. official now working in Memphis. Gunn's men have been trailing the characters, waiting for a chance to take them unawares.

A successful ESY:INT task roll will provide the characters with interrogation result A. It is a separate AVG:INT task to learn each of results B, C, and F; a DIF:INT task to learn result D.

If the characters have not been in Memphis, treat this encounter as an encounter with ordinary marauders. Successful interrogations (ESY:INT) will reveal rumors B, F, and N.

Flooding: The characters' progress is halted by flooding of the White, Black, Cache, or St. Francis Rivers, whichever is closest to their current position. If the characters are on a road, that road will be under several feet of water, while off-road areas are under water or impassable swamps. It will take 2D6 days for the water to recede enough for the characters to continue, or they may choose to backtrack and find another road.

MEMPHIS

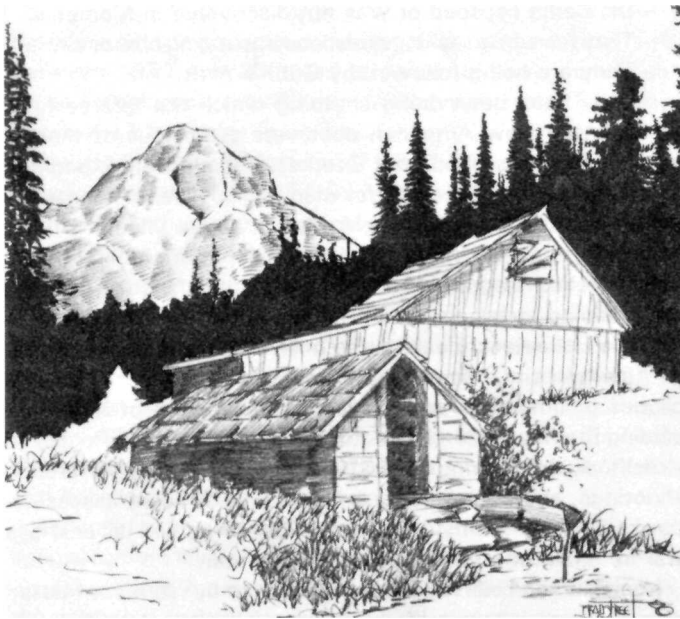
With a prewar population of over 620,000 located on the eastern bank of the Mississippi River, Memphis had long been one of the south's most important commercial centers. As late as the 1980's, over one-third of the United States' cotton crop was still bought and sold in Memphis.

In mid-1999 the city was seized by a self-proclaimed overlord and a marauder army which seized weapons, stores, and equipment at naval installations in Millington several miles to the north. East-west convoys along Highway 40 and river traffic on the Mississippi were interrupted by heavily armed bands demanding "tolls," or else seized outright. Late in the year the 197th Infantry Brigade (Mechanized) marched north from Louisiana, beat the marauders in a pitched battle at Horseshoe Lake, then moved on the inner city. Resistance behind barricaded streets around the inner city proved to be too strong for a frontal attack, and the campaign settled into a siege.

The defenders' food supplies gave out in late winter though the civilians remaining in the city had begun starving by December. The Siege of Memphis lasted until early May 2000 when the defenders—reduced to hunting rats among the ruins—finally assassinated the Overlord and surrendered.

The 197th entered Memphis and garrisoned it, establishing a logistical base for the support of the 5th Army. The city has been under direct military control since that time.

Memphis is now almost entirely in ruins. Government is conducted from the partly intact Civic Center. A warehouse near the waterfront has been converted into a military hospital, and it is here that Sgt. Redman is recovering after being wounded at Newport. The 197th can now muster about 1 500 men. The total civilian population of the inner city numbers less than 900. Tens of thousands died during the winter of 1999-2000, and tens of thousands more fled either before or after the siege. Large numbers of refugees (estimated at 20,000) live in



shantytowns east and south of the city.

West Memphis, on the Arkansas side of the river, is not part of Memphis proper, but is included here for simplicity. The river-side town was devastated by U.S. Army operations during the Siege of Memphis and is occupied only by scavengers.

RUMORS & INFORMATION ENCOUNTER TABLE

Die	Result	Die	Result
2	Rumor G	2-6	No encounter
3	Rumor E	7-8	Talkative soldier
4	Rumor D	9	Civilians
5	Rumor C	10+	Gang
6	Rumor B		
7	Rumor A		
8	Rumor L		
9-12	Rumor N		

ENCOUNTER RESULTS

Talkative Soldier: The characters encounter a soldier of the 197th who is willing to talk. In the course of conversation they will hear the following pieces of information: Rumors B, D, L, N, and P, and interrogation result A.

This encounter should not be repeated. Subsequent results of 7 or 8 on this table will become "Civilians," below.

Civilians: The characters encounter 2D starving civilians living in crude huts in a rubble-choked alley. If the characters offer them food, they will tell them that they are refugees from Jonesboro. They will share Rumor O with the characters.

Gang: The characters encounter 2D6 men armed with military weapons. If the characters have interviewed Sgt. Redman, these will be Gunn's thugs. They will attempt to disarm the characters with overtures of friendship, but will attack at the first opportunity. If rebuffed, they will follow, waiting for a chance to attack without danger to themselves. If captured and interrogated, any of these NPCs will give interrogation result A as the result of an ESY:INT task, Results B, C, and F as an AVG:INT task, and Result D as an DIF:INT task. If the characters have not interviewed Redman, treat this as a marauder encounter.

NOTES ON MEMPHIS

If the characters interview Sgt. Redman, he will tell them

about his experiences in Newport, Arkansas. The referee can embellish the following narrative as necessary.

The first I saw of the dirigible it was coming low across the center of town. People started gathering right away, of course, and then this guy with a megaphone starts barking out orders. "Newport is now hereby granted the protection and assistance of New America," the guy says. "Your town officials and government leaders have five minutes to assemble here."

Then someone opened fire on the dirigible from the church tower. Next thing I knew they were spraying the crowd with machinegun fire from the dirigible, and the soldiers on the ground were firing too. Another shot came from the church's belltower, and the airship opened up with a long burst of rock'n'roll that spattered the street with bricks and shingles and the farmer's shotgun. Then the bombing began.

I ran to where I'd left my gear. I had a camera there. I found it and went back to get pictures. If you've seen them, you know what it was like. There was a long streak of green stain...like a grass stain, along a dent in the thing's right side.

The soldiers were fanning out from the center of town and gunning people down at random, it seemed like. I think they were dropping something like napalm. I was still watching when this ultralight dove out of nowhere, passed close overhead, and the pilot started lobbing grenades at me. I shot at him with my pistol and missed. Then a grenade went off and pitched me down a hill, and that was the last I remember.

Referee's Note: The grass stain is a clue to where the dirigible is being hidden—inside a deep, sheer-walled canyon or valley, probably in the woods. (The dirigible must have brushed against a moss-covered rock or ledge as it was leaving the valley.) The players may arrive at this conclusion for themselves. The referee may wish to pass this on to any character who successfully makes a saving throw vs his Intelligence.

THE PLOT IN MEMPHIS

If the characters hear Redman's story, they will also encounter Dr. Carlin (see p 12). There may be several possible outcomes:

If they capture Carlin, a successful interrogation (ESY:INT) will produce interrogation results of A and F. AVG:INT tasks will give results of B, C, and D. DIF:INT will give results of E and G.

If Carlin is captured or killed there will be no further problem with New America while the characters are in Memphis. If he escapes, however, or if the characters do not discover that he is a New American agent, they will be pursued by up to 10 marauder types who are in fact New American thugs.

LITTLE ROCK

Little Rock, located on the banks of the Arkansas River near the center of the state, is the capital of Arkansas. Before the war it had a population of 133,000, with over 300,000 in the metropolitan area.

Little Rock suffered far less than many parts of the country during the war. A momentary crisis occurred in 1999 when the former state governor, John Broward, after first having appointed himself to fill one of the two vacant senatorial seats, was elected President by the newly reconvened Congress. The refusal of the military Joint Chiefs of Staff to recognize the legitimacy of Broward's election (due to several procedural irregularities and considerable problems with the credentials of several of the attendees) led to the current schism between the civilian and military governments.

Broward was popular in Arkansas, and such news as Arkansas

received of the elections led the majority to side with him in the growing controversy. The voice of democracy could not, however, compete with military necessity. Little Rock occupied a vitally strategic point in communications between east and west. In the fall of 1999, the Little Rock Civic Council and Legislature threatened to declare for the civilian government. A show of force by the 197th (in the process of investing Memphis) led the citizens and civic leaders to reconsider. A new state government was formed, with Felix Morris, an outspoken supporter of Milgov and the leader of the State Militia, as Governor.

Little Rock and environs now has a population of perhaps 12,000. The state militia forces presently number over 1,200. The center of government is still the state capitol building, though the lawn is now crowded with tents of the militia units camped outside. Parts of the city are in ruins due to fires and looting during several panics and civil violence which swept through Little Rock late in 1998, and again during the government debates in 1999. Electricity, fuel, and food are rationed, but the militia police the streets and maintain order.

RUMORS & INFORMATION ENCOUNTER TABLE

<i>Die Results</i>	<i>Die Result</i>
2 Rumor A	2-6 No encounter
3 Rumor D	7-8 Civilians
4 Rumor E	9 Militia
5 Rumor H	10+ Gang
6 Rumor I	
7 Rumor K	
8 Rumor L	
9 Rumor M	
10+ Rumor P	

ENCOUNTER RESULTS

Civilians: The characters encounter one or more civilians (1D6) in the streets of Little Rock. Each encounter allows two rolls on the Little Rock rumors and information table.

Militia: The characters encounter 1D6 Arkansas State Militia. These men are off-duty and willing to talk. This encounter allows four rolls on the Little Rock rumors and information table. If the characters have already been marked for execution by the State Militia, this will become a confrontation. The characters will be ordered to halt and produce identification. Any resistance will be met with gunfire. Subsequent events are up to the referee.

Gang: The characters encounter the New American thugs hired by Charles Gunn. If the characters have already engaged in combat with these people, their number may be depleted — or the referee may decide that the original New American troops have received reinforcements. If they are captured, a successful ESY:INT will reveal interrogation result A, B, and F; an AVG:INT will reveal G; and an DIF:INT will reveal D and H.

If the characters have not attracted Gunn's attention, this encounter will become an ordinary confrontation with 2D6 brigands looking for food and weapons.

Other Encounters: At the referee's discretion, a talkative bartender in a bar will relate rumors E, F, G, H, and K.

THE PLOT IN LITTLE ROCK

If the characters are following the trail of clues which began with their interview of Sgt. Redman in Memphis, there are powerful forces at work trying to stop the characters from investigating recent events in the Ozarks. The characters will have a confrontation with these forces if:

— Dr. Carlin escaped or was not discovered in Memphis.

— They have been asking questions about dirigibles or aircraft.

— They are being followed by Gunn's men.

— They have been doing anything which the referee feels would make New American observers suspicious of them — asking questions about the Ozarks, preparing an expedition north, asking the Governor for men or supplies, or whatever.

Any interview with Governor Morris will be unsatisfying at best. Morris is facing a political crisis as members of his legislature move against him, and he has other things on his mind than helping strangers mount an expedition to the Ozarks.

While Little Rock presents the outward appearance of a major American city still run by law, power is held in fact by several cliques of ambitious and ruthless men. Several of these, including Bradley Dinton, are actually New Americans. Politics in Little Rock in the spring of 2001 are regularly marked by threats, shootings, and assassinations. There was a recent assassination attempt on Morris. He escaped, but he knows his enemies will try again and he is a very nervous man.

Ironically, he believes Bradley Dinton to be his most trusted aide. If Dinton is aware of the characters' mission, he will convince Morris that they are members of a dangerous marauder band come to Little Rock from Memphis. The militia will be sent out with "shoot to kill if they give any trouble" orders.

If the characters talk openly to Morris before the New Americans become aware of them, he will be friendly but offer no real help.

If the characters approach him after Dinton or others have had a chance to turn the governor against them, he will have them arrested.

If they are arrested or captured, Dinton will see to it that they are turned over to local New American security forces. (see *Captured By New America*, p 21).

What happens to the characters in Little Rock ultimately depends upon the referee.

BRADLEY DINTON

In the course of the adventure, the characters may learn enough about Dinton (through interrogating his underlings, perhaps) to decide that he is a worthwhile target for capture and interrogation. Dinton is the leader of New American activities in Arkansas and would be an invaluable source of information to military authorities.

If captured, it will require separate ESY:INT tasks to learn intelligence results A, B, C, D, F, G, and N. Separate AVG:INT tasks will reveal results E, H, I, L, and O. Separate DIF:INT tasks will reveal H, J, K, and M. The referee may use Dinton as a source of various facts about the dirigibles and the New American plans to take over the Ozarks and the country. He knows that the secret dirigible base and the stolen cruise missiles are in the former Lost Valley State Park on the upper Buffalo, and that the Harrison Airport is used for ultralight and dirigible activities. He knows about the Columbia, and the whereabouts of its crew (an Elsie camp near Ponca or Harrison).

JONESBORO

Jonesboro was the largest city in northeast Arkansas, with a prewar population of over 31,000. Most of the original inhabitants fled when Blytheville AFB was nuked in 1997. Refugees from Memphis and elsewhere settled in the region in 1999 and 2000. Jonesboro sits on Crowley's Ridge, which stretches south between the Cache and St. Francis Rivers from

the Missouri line to Helena. Repeated floodings of the region between 1997 and 2000 led to Jonesboro becoming a safe haven for refugees from the surrounding region since it remained above the high-water line.

Early in 2001, two platoons of the 197th Mechanized Infantry approached Jonesboro from Memphis and were ambushed by a large and powerful marauder band. New America had an agreement to supply these marauders with arms and grant them local autonomy if they would keep military forces from Memphis out of the Ozarks.

Jonesboro is now occupied by about 150 marauders who rule perhaps 500 civilians with absolute power. The marauders are not as alert as they should be: though sentries and lookouts are posted along the ridge and on the outskirts of town, life for the marauders in town is remarkably pleasant with plenty of food and dozens of personal slaves to care for them.

Because of the special nature of conditions in Jonesboro, special rumors and information tables are not provided. Few of Jonesboro's unfortunate inhabitants have had any contact with the outside world for weeks; the bodies of those who tried to slip out are hung from telephone poles along Route 63.

The player characters may choose to avoid the city. A cautious approach, however, will reveal careless (and often drunken) guards outside town and the burned and stripped hulks of the M113s of the scouting party from the 197th along Route 63 southeast of town. A small recon force should have little difficulty slipping into Jonesboro and learning of conditions there by direct observation or by questioning lone civilians. If warned, the characters can detour around the city and avoid a confrontation with the marauders.

On the other hand, the characters may conduct a military operation aimed at smashing the marauder band and freeing Jonesboro. This is beyond the immediate scope of their orders and is risky because the marauder force is large and well-armed and will probably alert New American forces to the characters' presence. Such an operation may well prove to be an entire campaign in its own right. However, it will secure the unlimited gratitude of Jonesboro's 500 inhabitants, provide the group with captured supplies, and may draw N.A. forces into the open.

Successfully liberating Jonesboro will have yet another advantage—additional information. Various marauders bragged at great length to some of the civilians about their connections with New America. As a result, several townspeople will be able to tell the characters about New America—that it is a large, organized, right-wing organization; that they are quite active now somewhere in the Ozarks; that their activities include aircraft, though details may vary.

Captured marauders will reveal interrogation results A, D, and G, each as the result of a separate ESY:INT task roll.

BLYTHEVILLE

Blytheville, with a population of about 24,000, was the location of a SAC base before the war. Blytheville AFB was the target of a one megaton, ICBM-launched warhead soon after the nuclear exchange spread to the continental U.S. The airburst flattened the base, and the town itself was damaged quite severely. Fallout was slight but still forced the evacuation of towns as far away as Covington, Tennessee, in addition to Blytheville itself. Most nearby towns outside the fallout footprint were abandoned in the panic which followed.

Blytheville AFB was picked over by U.S. Army salvage teams sent in to recover cruise missiles which had been stored there.

It was one of these teams that was attacked by New American forces some time ago which reported that "marauders" had captured five ALCMs—sans warheads, fuel, or launch systems.

Characters searching Blytheville or the AFB for useful salvage will find nothing in the way of food, fuel, working vehicles, or weapons. There will be plenty of less immediately useful salvage however, including sheet metal from quonset huts; wood, metal, and stone debris from buildings; engine parts or tires from dead vehicles; and copper-core cable from downed telephone lines.

PARAGOULD

This town had a population of over 15,000 before the war and was a popular hunting and fishing center. Most of the populace fled when Blytheville was nuked. Some returned and were working to rebuild the town when the Jonesboro marauders raided. Paragould is now stripped and deserted.

WALNUT RIDGE

Walnut Ridge lies west of Paragould and northwest of Jonesboro. Before the war, it had a population of less than 4,500. Together with the town of Hoxie, to the south, Walnut Ridge was once considered a gateway to the Ozarks.

The characters will find the towns of Walnut Ridge and Hoxie deserted, the people apparently driven off by the marauder band which occupied Jonesboro. For this reason, no encounter tables are provided. A careful search of the region around Walnut Ridge, however, will turn up signs that a sizeable number of people (ca. 2,000) are living in the surrounding woods and hills.

The largest camp is at Lake Charles, about 10 miles to the west of town. The streams, lakes, and rivers here are known for their good fishing, and game in the woods is plentiful.

A survivalist community which established itself in the area in 1997 uncharacteristically agreed to take in refugees from Memphis in 2000 and people fleeing the marauders in Jonesboro and Paragould earlier this year. The original survivalists are unhappy at the crowding, but those who were most upset have left and the rest are now leaders of a ragtag group of refugees.

It will require a successful roll for an AVG:RCN task to locate one of the camps. Outsiders will not be welcome and will be treated with suspicion. A frank and straightforward account of the group's mission, however, will penetrate the people's wariness, and if the characters fought the Jonesboro marauders, these people will welcome the characters. Friendly contact will allow four rolls on the local rumor and information table.

People in the camp will also be able to tell the characters what happened in Paragould and Jonesboro (or confirm what they already know). Everyone knows that something strange is going on in the Ozarks, and all have heard of, or even seen, the New American airships, though no one has seen more than one at a time. Most fear and hate the New Americans, believing them to be responsible for the marauders who took over Jonesboro—and the characters will hear plenty of horror stories about atrocities in Jonesboro if they haven't seen the evidence.

NEWPORT

Newport lies on Hwy 67 on the White River. Before the war it was a farming community with 8,000 inhabitants. The population is still over 3,000. Many people fled as government crumbled, and several

RUMORS & INFORMATION

<i>Die</i>	<i>Results</i>
2-5	Rumor G
6-7	Rumor L
8	Rumor M
9	Rumor O
10	Rumor S
11+	Rumor V

thousand died during a major cholera epidemic in 1998, but thousands more from Memphis, Jonesboro, and elsewhere settled here. The town has remained more or less intact despite some minor food riots and civil unrest early on, and a semblance of government was maintained by a self-appointed town council.

Late in February 2001, a New American dirigible appeared in the skies above Newport and demanded "tithes" of food, weapons, and ammo. The momentary resistance by some of the townspeople ended in the slaughter of several hundred people and the destruction of several downtown buildings by dynamite and napalm dropped from the air. This was the action reported and photographed by Sgt. Redman.

Newport is now occupied by a New American satrap and about 100 well-armed soldiers. Characters who approach the town openly will be taken into custody and questioned. If they can be linked to the U.S. Army in any way they will be interned (see *Captured By New America*, p 21).

If the characters approach New Americans in some innocuous guise, they will be questioned and then released—but warned that they cannot leave town without permission and given identification papers which they are to carry with them at all times. Obviously intelligent characters, or those with some valuable skill, will be interviewed for possible recruitment and may be offered a chance to join the New American movement—after a long and thorough interrogation.

Any overt, suspicious behavior on the part of the characters will be sufficient to have them arrested and packed off to an Elsie camp (see *Captured By New America*, p 21).

RUMORS & INFORMATION ENCOUNTER TABLE

<i>Die Results</i>	<i>Die Results</i>
1-3 Rumor T	2-5 No encounter
4-5 Rumor Q	6-7 NA troopers
6 Rumor V	8-9 Civilians-1
7 Rumor U	10+ Civilians-2
8 Rumor R	
9 Rumor M	
10 Rumor S	
11+ Rumor L	

NA Troopers: The characters encounter a patrol of 2D6+3 New American troopers. They wear motley uniforms with blue armbands bearing a white star and carry M16 rifles. They will demand to see the characters' papers. If the characters resist or are evasive, they will be arrested. By being casual and friendly, the characters may gather rumors R and S.

Civilians-1: The characters encounter 2D6 civilians going about their daily business (carrying garbage to a dump, drawing water, farming, clearing rubble). They will be extremely wary of strangers and unwilling to talk at all about what has happened in town. If questioned, they will dart a nervous glance towards a New American soldier down the street, or at the blue and white flag above City Hall, and say "Can't talk now."

Civilians-2: The characters encounter 1D6 civilians (possibly in a bar where tongues have been loosened) who are willing to talk. The characters will have to take some time to get to know these people, who will be wary of strangers. After a few drinks, or some stories about conditions "outside," the civilians—after many furtive glances—will begin talking about life in Newport.

They will repeat the story given by Sgt. Redman from their point of view. The characters may make four rolls on the local rumor and information table and receive Rumor U.

ESCAPING FROM NEWPORT

The characters will find it rather difficult to leave Newport. Any request to leave presented to James A. Goodman, the satrap, will be denied. If the characters attempt to exfiltrate the N.A. lines at night, they will probably escape undetected, though there will be a close call with a foot patrol in the woods outside town. Overt attempts to leave will result in their arrest.

If the characters attempt to pursue Rumor U and locate or create a resistance movement in Newport, an informer in the group will tip off Goodman and the group will be arrested.

INTERROGATIONS

If the characters manage to capture a New American trooper and interrogate him, it will be an ESY:INT task to learn interrogation results A and G, an AVG:INT task to learn results D and O, and a DIF:INT task to learn H, I, and N.

If Goodman is captured and interrogated, it will be an ESY:INT task to learn A, B, C, D, and I. It will be an AVG:INT task to learn E, J, L, N, and O. It will be a DIF:INT task to learn M, and that the Goodman is a 31st-Tier Natural Aristocrat.

BALD KNOB

Bald Knob is a farming community located at the junction of Routes 167, 64, and 67, between Searcy and Newport. Its current population is about 4,000.

Like Newport, Bald Knob has been taken over by New America. Ronald Obermeyer is the local satrap, and he has a small army of 120 New American security troops to back him up. Bald Knob was taken over several weeks ago in the same manner as Newport. A dirigible appeared overhead and demanded tribute. Resistance was dealt with swiftly and savagely, while ground troops (who had slipped into the town secretly) took control. Conditions and rumors are the same as in Newport.

SEARCY

Searcy is a farming community southeast of Bald Knob. Its prewar population of almost 14,000 was reduced by cholera and yellow fever, then swollen by refugees from Memphis and the Blytheville area, and now stands at about 5,000.

Searcy, like Newport and Bald Knob, is a New American satrapy. The governor is Michael Gossly, and he runs the town with a N.A. garrison of 1 80. All rumors, encounters, and interrogation results are the same for Searcy as for Newport.

EVENING SHADE

Evening Shade is a small village (500 inhabitants) thus far untouched by the war. The inhabitants have seen the New American dirigibles, most often above the hills and woods to the west, sometimes passing almost overhead on their way east or west. They have never seen more than one at a time.

No encounter tables are provided since contact with the citizens of Evening Shade is automatic. Friendly communication will produce rumors A, B, and M.

If the characters remain in Evening Shade for two days, they will see for themselves a dirigible passing overhead from east to west at about 1000 feet. If they remain in the town for four days, a dirigible attack will occur (see *Dirigible Attack*, p 20).

MAJOR HIGHWAYS AND ROADS

This area is traversed by several major roads. Each is described, and a general description of the area through which it

runs is given. Separate encounter tables are given for each, but the encounter results are listed in a single place.

One rumors and information table is given for rolls for information mandated by encounters in towns, on road, and off road.

INTERSTATE HIGHWAY 40

Hwy 40 runs from Memphis to Little Rock, then follows the Arkansas River northwest to Fort Smith and on into Oklahoma. It is one of the vital elements of the surviving road net in this part of the country and is the main reason that Little Rock is strategically vital to the U.S. Army. The tables presented here apply only to the stretch of 40 between Memphis and Little Rock.

The road itself is still in good shape, though flooding near Forest City and De Vall's Bluff and some military traffic have created numerous potholes and rough stretches.

Numerous towns and villages lie along U.S. Highway 70 which parallels 40 all the way from Memphis to Little Rock, including Forrest City, Brinkley, De Vall's Bluff, Carlisle, and Lonoke.

All of these towns are occupied by people who are surviving by farming, hunting, and fishing, and who regard all outsiders with deep suspicion. None have seen any dirigibles or heard of them, though some tell of refugees fleeing "something awful happening up in the Ozarks."

The land around Hwy 40 is largely open and rolling, with a steep and narrow-backed ridge near Forrest City. Much of the land used to be devoted to growing cotton. Though some cotton is still harvested here, there is little market for it, and most cotton fields are abandoned. Extensive flooding in the various river valleys have rendered many croplands swampy and foul. Off the road, *Abandoned vehicle* and *Military traffic* encounters become *Animal* and *Hunter* encounters respectively; *Marauders-1* becomes *Marauders-2*.

RUMORS & INFORMATION ENCOUNTER TABLE

<i>Die Result</i>	<i>Die Results</i>
2-3 Rumor C	2-4 No encounter
4-5 Rumor I	5 Animal
6 Rumor D	6 Abandoned vehicle
7 Rumor L	7 No encounter
8 Rumor K	8 Civilians-1
9 Rumor P	9 No encounter
10+ Rumor E	10 Marauders-1
DM +3 west of De Vails Bluff	11+ Military traffic

STATE HIGHWAY 49/STATE ROAD 1

Highway 49 comes south through Paragould and Jonesboro. There is a junction with Hwy 40 near Brinkley, and then 49 swings southeast and east to Helena. Arkansas State Road 1 goes south from Jonesboro to Forrest City on 40, then joins 49 west of Helena. These tables deal with both roads between Jonesboro and Highway 40, and the broad strip of land between the Cache and St. Francis Rivers.

Three small towns are still occupied along both roads: Harrisburg and Wynne on A.R. 1 and Waldenburg on 49. A few hundred people live in each. Harrisburg and Waldenburg were both raided several times by the Jonesboro marauders. The towns are defended by small local militias who will tend to be hostile to strangers, but communication can be established through offers to trade. They especially need weapons and ammo.

Encounter with the citizens of these towns is automatic. Off road, *Marauders-2* and *Marauders-3* become *No encounter*.

ENCOUNTER TABLE

<i>Die Results</i>
2-7 No encounter
8 Animal
9-10 Civilians-2
11 Marauders-2
12 Marauders-3

RUMORS & INFORMATION

<i>Die Results</i>
2 Rumor A
3 Rumor C
4 Rumor B
5-6 Rumor F
7-8 Rumor L
9+ Rumor N

STATE HIGHWAY 67

State Highway 67 comes south out of Missouri through Walnut Ridge and Newport. Near Bald Knob, an improved, limited-access highway has replaced 67 south into Little Rock. This is still unfinished north of Newport.

Towns and villages along 67 include Newport, Searcy, Bald Knob, and Walnut Ridge, all described in detail above. Several towns closer to Little Rock, including Jacksonville, Cabot, and Beebe, are still occupied, with populations of several hundred to a thousand in each. These towns are little affected by the war or by events in either Little Rock or the Ozarks. The people are reserved and generally wary of strangers, but willing to exchange food or homemade liquor for weapons and ammo, and news. Off the road, *Marauders-1* becomes *Marauders-2*.

RUMORS & INFORMATION ENCOUNTER TABLE

<i>Die Results</i>	<i>Die Results</i>
2-4 Rumor M	2-6 No encounter
5-6 Rumor F	7 Animal
7-8 Rumor B	8-9 Civilians-2
9 Rumor L	10 Marauders-1
10-11 Rumor P	11+ Airship-1
12-13 Rumor E	
14+ Rumor J	
DM +3 south of Searcy	

U.S. HIGHWAY 63

Highway 63 runs northwest from its junction with Highway 55 through Jonesboro, Hoxie, and Hardy. It then proceeds across the border into Missouri. Characters proceeding from Memphis to the Ozarks by way of Jonesboro will use this route.

Two encounter tables are given, depending on whether or not the marauder menace in Jonesboro has been dealt with.

Table 1 is used if the marauders were undefeated. Off road, *Abandoned vehicle* becomes *Animal*, and *Civilians-1* becomes *Civilians-2*. Table 2 is used if the marauders were defeated. Off road, *Abandoned vehicle* becomes *Animal* and *Civilians-3* becomes *Civilians-2*.

ENCOUNTER TABLE 1

<i>Die Results</i>
2 Flooding
3-5 No encounter
6 Abandoned vehicle
7 Marauders-1
8 Refugees
9 Civilians-1
10 Animal
11+ Marauders-1

ENCOUNTER TABLE 2

<i>Die Results</i>
2 Flooding
3-5 No encounter
6 Abandoned vehicle
7 Civilians-2/Hunters
8-9 Civilians-3
10 Animal
11 Marauders-4
12 Airship

If the characters have not confronted and beaten the marauders in Jonesboro, the entire stretch of Highway 63 be-

tween Hwy 55 and Hardy will be frequented by marauder bands patrolling the area and searching for loot and civilians to plunder. If the Jonesboro marauders have been broken, marauder bands encountered in the area will be small and defeated bands seeking to escape from the people they have tormented for so long.

If the characters began the adventure by interviewing Sgt. Redman in Memphis, some marauder encounters may be with men hired by Charles Gunn to track the characters down and ambush them.

Results of *flooding* apply only to areas in the river country around Marked Tree and the Black River. Treat as *No encounter* on Crowley Ridge (around Jonesboro) and in the hills northwest of Imboden.

Towns along Hwy 63: Jonesboro, Hoxie, and Walnut Ridge are described elsewhere. The following towns will also be encountered:

Marked Tree: Site of a crossing on the St. Francis. (The name comes from a tree blazed by Indians to mark a ford.) Formerly a town with a population of over 3,000, Marked Tree was abandoned due to the severe flooding which followed the failure of various flood-control projects up river. Many buildings are still standing, but all have been stripped by looters and marauders.

Truman: Another small town, between Marked Tree and Jonesboro, abandoned because of flooding along the St. Francis. Now a ghost town.

Imboden: Located on a crossroads on Hwy 63, the town is now deserted because of repeated incursions by the Jonesboro marauder band. Many of the inhabitants now live with the Lake Charles band to the south.

Hardy: The town at which travellers following 63 into the northern Arkansas Ozarks must turn off before the road departs for Missouri. It has a population of several hundred.

Hardy has been in a turmoil recently over rumors about events in Ash Flat, ten miles to the south. Some people in Hardy fled Ash Flat when a dirigible appeared overhead six weeks ago and demanded the town's surrender. Others remained but slipped out later after Ash Flat was taken over. They will relate Rumor 0 to characters who are interested in events in the Ozarks. Additional rumors can be rolled as well in the usual fashion.

STATE HIGHWAYS 64/167

Hwy 64 runs due west from Memphis through the towns of Wynne and McCrory to Bald Knob. It then follows 67 south to an exit near the town of Beebe where it cuts west again to Conway, then follows the Arkansas River and Hwy 40 to Fort Smith.

Hwy 167 goes north from Bald Knob through Pleasant Plains, Batesville, Evening Shade, Ash Flat, and joins Route 63 at Hardy.

These tables apply only to Hwy 64 east of Bald Knob, and to Hwy 167. Hwy 64 in the Conway area is dealt with elsewhere. Off road, *Abandoned vehicle* and *Marauders-3* become *No encounters*, and *Airship* becomes *Hunters*.

RUMORS & INFORMATION ENCOUNTERTABLE

Die Result	Die Result
2 Rumor A	2 Abandoned vehicle
3-4 Rumor B	3 Animal
5 Rumor F	4-7 No encounter
6 Rumor G	8 Civilians-2
7-8 Rumor L	9 Marauders-3
9 Rumor N	10 Marauders-1
10+ Rumor W	11+ Airship

TOWNS ON HWY 64/167

Wynne: Described on p 35.

McCrory: Destroyed by floods of the White River in 1998. Reoccupied, then abandoned again in early 2000 during an outbreak of yellow fever, McCrory has about 20 inhabitants. Communication allows two rolls on the local rumor table.

Augusta: Relatively undamaged by war and flood, though depopulated during the yellow fever epidemic last year, Augusta is currently inhabited by about 200 farmers and hunters. Communication allows 3 rolls on rumor table.

Bald Knob: Described under towns along Hwy 67.

Pleasant Plains: A small village north of Bald Knob with a population of 300. Some of the inhabitants are refugees from Newport and will confirm the dirigible attack there. A small local militia has formed, and the town council has been arguing the wisdom of fighting back should a dirigible appear over Pleasant Plains. These people will relate Rumor 0 describing the takeover of Newport. The players may roll on the local rumor table but will also definitely hear rumors B, D, L, S, T, and V during their stay. They will also hear that "something queer" is going on in Batesville, to the north. People who have set out for Batesville in the past month or two have not returned, and there are rumors that a marauder band between here and there must be waylaying folks on the road.

If the characters remain in Pleasant Plains for two days, they will see a dirigible to the north, passing east to west. If they remain for four days, a dirigible attack will occur (see p 20).

Batesville: A town on the White River between Pleasant Hills and Evening Shade, formerly having a population of over 8,000. Many people left during heavy flooding in the spring of 1998, and typhus and yellow fever epidemics killed thousands. Resettled in 1999, the town now has about 2,000 inhabitants.

Batesville was visited by a dirigible about six weeks ago. The people surrendered after several were machinegunned from the air, and the town is now ruled by satrap Henry Vance who maintains control with about 270 heavily armed New American troops. There is a seething undercurrent of discontent and revolution in the town now, for Vance has been particularly heavy-handed in his rule of the community. Hundreds who have tried to leave have been shot, and a virtual wall has been built across 167 south of town on the northern banks of the White River. The river is carefully patrolled. Vance knows that Pleasant Plains is soon to be taken over, and he has strict orders not to warn Batesville's neighbor to the south.

Any strangers who approach Batesville openly will be apprehended by New American forces (see *Captured By New America*, p 21). Secret reconnaissance of Batesville will reveal New America's presence, but it will not be possible to get close enough to talk to any of the citizens without being seen by New American troops. It is possible, however, that forays along the White River will discover the bodies of civilians who were shot trying to get across, and the referee may—at his discretion—allow the characters to discover and question a badly wounded civilian just downstream from Batesville. He will tell the characters Rumor O.

Attempts to capture New American soldiers will end in discovery and probable capture of the characters.

Cave City: Attacked by New America, the town is deserted. A small cave in the town with a motel built over the entrance may house a band of 2D6+0 refugees from Ash Flat and Cave City if the referee desires. They will be a source of Rumor O.

Ash Flat: Another town occupied by New Americans. The dirigible appeared here six weeks ago. The satrap is Andrew K. Goebbert, and he rules the town of 800 people with a force of 50 men.

Characters who approach Ash Flat openly will be apprehended by New American forces. (see *Captured By New America*, p 21). A secret reconnaissance of the town will reveal the fact of New America's presence (the blue flag flying over the mayor's house, armed guards, etc.), but it will be difficult to approach any of the townspeople without being seen by soldiers.

Soldiers captured and interrogated will reveal interrogation results A, I, and N as INT:ESY results but will know little else. Attempts to capture officials will end in the characters' capture.

OTHER ROADS IN THE AREA

Numerous secondary roads lead into the Ozarks from the major roads described here. Likely routes include 14 (Marked Tree to Newport, then into the Ozarks proper near Mountain View, across the Buffalo and northwest to Bull Shoals Lake) and 16 (from Searcy to Greer's Ferry Lake, then winding through the old Ozark National Forest to Fayetteville).

These roads are narrow and in poor repair. Frequently they are little more than gravel or mud-covered cuts through the woods.

Characters proceeding along these routes should use the encounter and rumor tables for that area. For example, travellers on State Road 14 between Newport and Batesville would roll for encounters for General Area of Highways 64 and 167.

HIGHWAY ENCOUNTER DESCRIPTIONS

Abandoned Vehicle: Described on p 5.

Animal: Described on p 5.

Civilians-1: The characters meet 2D6+10 civilian refugees on the road, travelling east or west at the referee's discretion. They may be fleeing the deteriorating situations in Memphis or Little Rock, or from marauder depredations in a nearby town. They will be reluctant to talk to strangers but are poorly armed and will offer no threat. Communication will allow three rolls on the applicable rumor table.

Civilians-2: The characters encounter 2D6 civilians working in a field. They are armed with a variety of hunting rifles, shotguns, and pistols, and will stand their ground if approached. They will be wary but willing to trade; communication allows three rolls on the appropriate rumor table.

Civilians-2/Hunters: At the referee's option, the characters will encounter *either* the farmers described in the previous *Civilians-2* entry, or a band of hunters armed with a variety of hunting rifles, shotguns, and pistols. At the referee's discretion, they may have a small amount of freshly killed game.

Civilians-3: The characters encounter 2D6 civilians who have recently been liberated from a marauder or New American threat—probably by the characters themselves. These civilians will show uninhibited gratitude to their liberators. At the referee's option, they may offer the characters food, drink, supplies, vehicles, or a place to stay. Young men and women may volunteer to join the group as guides or troops. The characters may make four rolls on the local rumors and information table.

Civilian Refugees: The characters encounter 2D6+3 refugees from Jonesboro. They will be extremely wary of strangers. Once convinced of the characters' good intentions (by offers of help, first aid for the wounded, food or fuel) they will warn the characters of conditions in Jonesboro. "They are shooting peo-

ple there!" they will say. "They're treating the people like slaves! Please help us!" This encounter will offer the characters a chance to intervene and help the refugees. This subplot could become a small campaign in its own right as the characters organize an attack on the Jonesboro marauders.

Marauders-1: The characters encounter 2D6 marauders. If they are being pursued by Gunn's men, the encounter could be with them, at the referee's discretion. In encounters close to Jonesboro, the marauders will be members of the Jonesboro marauders (unless they have already been dispersed). Otherwise, treat this as an ordinary marauder encounter.

Interrogation of Jonesboro marauders gives the results listed under Jonesboro. Interrogation of other marauders will yield three rolls on the local rumors and information table.

Marauders-2: The characters encounter a camp with 1D marauders. They will pretend to be hunters, but will ambush the characters if given a chance in order to steal their weapons and equipment. At the referee's discretion, a second party of 1D6 marauders who were elsewhere when the characters arrived return to camp to tip the balance of numbers.

In the area around Jonesboro, these are members of the Jonesboro marauder band, and interrogation will yield the same results. Interrogation of any other marauders will yield no information pertaining to the mission, but they will allow three rolls on the local rumors and information table.

Marauders-3: This is per *Marauders-1*, but the marauders are attacking one or more civilians.

Rescued civilians will express their gratitude in any way the referee decides, possibly by offers of food and shelter or a guide. Four rolls on the local rumor table may be made. Interrogations of captured marauders will yield nothing of importance, but may allow one additional rumor table roll.

Marauders-4: The characters come across 1D6+3 marauders hiding in the woods, some badly wounded. These are survivors from the Jonesboro marauder band. Local civilians have been searching for them, and they are terrified.

This band is unlikely to fight unless cornered, but they will not surrender if they think they will be turned over to civilians. Interrogation will yield the same results as other Jonesboro marauders.

Military Traffic: The characters encounter a convoy of 2D6+10 men in jeeps and trucks. If they are east of Brinkley, these will be members of the 197th Brigade out of Memphis, searching for marauders. If they are west of Brinkley, these will be members of the Militia out of Little Rock, searching for marauders.

Depending on the current situation, these forces may be searching for the characters' party, having been convinced by New American officials that they are dangerous marauders. Otherwise, communication will yield 2 rolls on the rumor and information table for Memphis if they are U.S. troops, and three rolls on the table for Little Rock if they are militia.

Flooding: The way ahead is blocked by flooding. The characters must double back and find another way west, or they must take the time to search for or build a boat or raft.

Airship: Described on p 42.



The Lay of the Land, Part II

This section covers the southernmost part of the Ozarks, north of the Arkansas River between Fort Smith and Little Rock north to, but not including, the Buffalo River.

ARKANSAS RIVER TO THE BUFFALO

Much of this area is taken up by what was, before the war, the western portion of the Ozark National Forest. Until recently the region has remained largely untouched by the events of the war, with the various small towns and villages maintaining their traditional self-sufficiency and independence. Now, however, many of the towns—Clinton, Marshall, Mountain View, Brashe and others—have been taken over by New America. In the south, the community of Lake Conway has been taken over as a New American cell, headquarters of the plot which is taking shape in the woods and hills to the north.

Towns and Locations: Fort Smith, Conway, Greenbrier, Russelville, Greer's Ferry Lake, Clinton, Heber Springs, Leslie, Pelsor, Arbaugh, Marshall, Nogo, Brashe, Ozark National Forest.

Important Highways and Roads: Hwys 40, 64, 65, 71.

RUMORS AND INFORMATION

Rumor A: The Russians are coming! They've been attacking up through Texas and into Oklahoma, and they've been seen just west of Fort Smith! They'll be here any day!

Alternate Rumor A: There's an Air Force general who's mutinied. He's set himself up as emperor of a new country and holding it with a whole wing of F-16s!

Rumor B: Dirigibles have been seen to the north, coming and going around the Ozarks. No one knows who built them or why.

Rumor C: Highway 40 is flooded along Dardanelle Lake. The whole stretch is impassable between Clarksville and Russelville.

Rumor D: Aliens have landed in the Ozarks! People have seen great, silvery, cigar-shaped ships that came down out of the sky and zapped whole towns with laser beams!

Rumor E: The Little Rock government's falling. A faction in the legislature didn't think old Felix Morris was being tough

enough on marauders. They're trying to force him out.

Rumor F: There's a new band of marauders operating in the area around Little Rock. They have the governor fit to be tied.

Rumor G: Watch yourselves in the woods! Nearly all the raccoons and dogs and cats out there have rabies, and there's not a drop of vaccine to be had in the state. That's a slow way to die.

Rumor H: There's been some sort of a coup or something up in Conway. They found a bunch of bodies up by Lake Conway just the other day, men and women all shot in the back.

Rumor I: Route 65 has been closed off just south of Conway. People that've gone to investigate haven't come back.

Rumor J: There's been no word from towns up north in some weeks. Clinton, Arbaugh, Conway. What's happened?

Rumor K: Someone's been stockpiling food, fuel, and weapons in Conway. And the governor doesn't lift a finger to stop it! Those people ought to be made to share what they have!

Rumor L: There's talk about something called "New America," that'll set the country on its feet again. Maybe that's what we need, a little order and discipline, right?

Rumor M: Some refugees came down the road from Greer's Ferry last week. They say they were driven out of their homes by strange troops who came in blimps!

Rumor N: There's talk of a giant spaceship that crashed in the mountains up north of the Buffalo. Army types were supposed to be dismantling it. They have the bodies on ice.

Rumor O: Our town was taken over by New Americans! They'd slipped in and we didn't even know it. Then a dirigible came overhead and told us to surrender! Before we knew it, the soldiers on the ground had moved in and taken everything over.

They raised a blue flag with a white star over the town square. They made us turn over what they called our tithes...blankets, clothes, food, tools, gold and silver, all our guns and ammunition. They said we wouldn't need guns anymore because we were under the protection of New America. Then they started taking our people...some mechanics who worked in a machine shop in town, a guy who worked on airplanes. We never saw any of them again!

Rumor P: Resistance is growing against these New American big shots. Everybody hates them. They'll find out pretty fast they can't come up here and push us around!

INTERROGATION RESULTS

The interrogation results for Part II are the same as for Part I.

RUMORS & INFORMATION ENCOUNTER TABLE

<i>Die Results</i>	<i>Die Results</i>
2 Rumor A	2-3 Animal
3 Rumor D	4-7 No encounter
4 Rumor B	8 Civilians-1
5 Rumor E	9 Civilians-2
6 Rumor F	10 Troops
7 Rumor J	11+ Marauders
8 Rumor L	
9 Rumor G	
10 Rumor N	
11 Rumor O	
12 Rumor M	

ENCOUNTER RESULTS

Civilians-1: The characters meet 1 D6 civilians going about their normal business. They will be willing to talk after proper overtures are made, allowing 3 rolls on the area rumor table.

Civilians-2: The characters encounter civilians in trouble. They may be refugees fleeing from a town taken over by New America or they may be local residents who are victims of a marauder attack. They will fear the characters initially but will respond to offers of assistance or medical care. This situation may be an opportunity for the characters to help the civilians by righting a wrong or destroying a small marauder band. The civilians will be a source of 3 rolls on the area rumor table in addition to some specific information about their problem (Rumors O or M).

The referee should further reward the players for helping the civilians by letting them win specific intelligence—through the interrogation of captured marauders, for instance.

The referee may substitute an encounter with *Civilians-1*, *Hunters*, or make this a *No encounter* result if he prefers.

Troops: The characters encounter 2D6 soldiers. Near the Arkansas River, these will generally be local village or state militias such as the force in Little Rock. Farther north, these are likely to be New American patrols. Their response to encountering the characters will depend on the situation, of course; New Americans will be suspicious or hostile, while State Militia will be friendly, neutral, or hostile, depending on whether or not Governor Morris has ordered the characters to be captured.

Marauders: The characters encounter 2D6 marauders. They are well-armed and vigilant and may be engaged in rounding up local civilians or preparing to attack a homestead. The referee may substitute an encounter with New American forces, the State Militia, or Charles Gunn's assassination squad, if these would better fit the current flow of events.

FORT SMITH

Fort Smith was one of the major industrial centers in Arkansas before the war with over 200 plants and major corporations located in the area and a population of over 71,000. Panic, disease, flooding, and the migrations of refugees first reduced, then increased that population. There are now almost 100,000 people in the Fort Smith area, mostly refugees from west and south. They live in shantytowns north and east of town.

Control of so many people has required draconian measures. Fort Smith is controlled by retired U.S. Army Colonel William Simms. Simms maintains control with a force of almost 1000 former police. National Guard, civilian vigilantes, and troops (many from nearby Fort Chaffee) who "became separated" from their units. Simms' and many of his men are former servicemen past mandatory retirement age and they are derisively spoken of as the "Senior's Brigade." However, they do maintain order.

Simms sees himself as a modern day Judge Parker, the Federal Judge in Fort Smith between 1875 and 1896 who was known as "the hanging judge," despite his uncommonly strict respect for the rules of evidence. Simms measures have been successful: several marauder bands which had formed among various of the camps have been broken up in recent months.

The characters will encounter no unusual problems in Fort Smith so long as they don't exhibit criminal behavior. If the character party began this scenario in Oklahoma, Fort Smith may be the logical jumping-off point for their mission into the Ozarks, and they will be able to acquire vehicles, weapons, equipment, guides, and soldiers for hire here. The city itself is not particularly run-down, although the damage from riots four years ago and heavy flooding in 1998 has not yet been repaired. The government of Fort Smith has nothing to do with the government or politics of Little Rock, and there is scant chance of the characters' Ozarks mission being discovered here.

There are New American agents in Fort Smith who will take notice of anyone asking too many questions about the Ozarks, about New America, or about dirigible sightings to the northeast.

RUMORS & INFORMATION ENCOUNTER TABLE

<i>Die Results</i>	<i>Die Results</i>
2-4 Rumor A	2-9 Refugees
5 Rumor B	10+ Militia/Civilians
6 Rumor C	
7 Rumor G	
8 Rumor J	
9 Rumor N	
10+ Rumor L	

ENCOUNTER RESULTS

Refugees: The characters are more likely to meet refugees from other areas than anyone else in Fort Smith. These people will be able to tell the characters about events in Texas or Oklahoma but little about Arkansas. Still, an encounter may (perhaps one time out of three) allow one roll on the Fort Smith rumor table. At the referee's discretion, some few (perhaps pointed out by a bartender or other source of news when asked about events in the Ozarks) may be sources for Rumor O. The referee may replace this result with a *No encounter* if the characters are avoiding the refugee tent cities outside of town.

Militia/Civilians: The other folks in town are natives of Fort Smith and the Fort Smith militia, at the referee's discretion. Friendly communication with either group will permit three rolls on the Fort Smith rumor table.

CONWAY

Conway was a manufacturing center with a population of 20,000 before the war. It is located 29 miles north of Little Rock.

In the years before the war, the New American Little Rock cell completed a gradual takeover of Lake Conway, a residential area south of Conway on the shores of a recreational lake. Conway proper was largely depopulated by typhus and yellow

They will also be able to share rumors G, J, L (without favorable commentary), and P, but will have no news from the south.

These civilians would be willing recruits for an attempted popular rising (see *Leading a Popular Rising*, p 22).

Patrol: The characters encounter 2D6+2 New American troops. On the road they may be on foot or in jeeps. Off the road they will be on foot and may be hunting food or escaped townspeople. They are experienced NPCs and well-armed with automatic weapons and shotguns.

Airship: The characters see an airship passing perhaps 5 miles to the north, heading in the general direction of the Buffalo River Valley. It takes no notice of the characters, who are probably invisible at that range.

Abandoned Vehicle/Wreck: At the referee's discretion, this is either an ordinary abandoned and stripped vehicle or the remains of a raid. If it is a raid, the wreckage will consist of a jeep, alcohol-powered pickup truck or car, or possibly a horse- or mule-drawn wagon. The bodies of 1D6 civilians are strewn about, but any valuables, fuel, weapons, or equipment have been taken. The condition of the bodies suggests the attack occurred within the past 2 days. Blood nearby suggests wounded people may have left the site heading north.

It will be obvious that the machinegun fire which shredded the vehicle came from overhead.

Airship Attack: A New American airship will appear overhead, and a man with a bullhorn will command the characters to surrender. If they refuse, the dirigible will open fire. If they do as they are told, drop their weapons and equipment and stand clear, an ultralight aircraft will be launched, land nearby, and the pilot will hold them at gunpoint until the dirigible can come low enough to take them aboard (see *Captured By New America*, p 21). If they refuse, the dirigible and any ground forces that may also be present will open fire.

HIGHWAY 71

This highway runs north from Fort Smith to Fayetteville and on into Missouri. These tables may be used for travellers on S.R. 59 to the west as well.

ENCOUNTER TABLE (road)	ENCOUNTER TABLE (off-road)
Die Results	Die Results
2-3 Animal	2-4 Animal
4 Abandoned vehicle	5-10 No encounter
5-9 No encounter	11+ Locals/Refugees
10+ Locals/Refugees	

ENCOUNTER RESULTS

Locals/Refugees: This encounter is entirely at the referee's discretion, and may be with local 1D6 local farmers or other civilians, 2D6 refugees from the Fort Smith area, or hunters. Communication will yield two rumors from the general area rumor table, but they will know few specifics about New America or events to the northeast.

STATE ROADS, PART II

These roads represent a network of country roads throughout the area described in Part II. Arkansas Route 7 (A.R. 7) runs north from Russellville and across the Buffalo river to Harrison. A.R. 16 continues west from Greer's Ferry Lake through Clinton and the Ozark National Forest to Fayetteville and beyond. S.R.s 23, 21, and 27 go north through the Ozarks National Forest.

These tables may be applied to all State Roads in the area. They are not used for A.R. 16 west of the village of Brashe.

ENCOUNTER TABLE (road)	ENCOUNTER TABLE (off-road)
Die Result	Die Result
2-3 Animal	2-4 Animal
4-8 No encounter	5-10 No encounter
9 Special	11 Locals/Refugees
10 Locals/Refugees	12 Airship
11 Airship	
12 Airship attack	

ENCOUNTER RESULTS

Special: This event occurs at the referee's discretion. Generally it will be something blocking the road: a bridge out over a narrow ravine, a large tree down across the road, or a mud or rockslide which has made the road impassable.

As a one-time-only occurrence, this could be a New American airship hovering very close to the ground in a wide clearing and secured by cables to several trees. New American soldiers are on the ground, searching for a civilian fleeing from a nearby town. What the characters do with such an opportunity is up to them.

Locals/Refugees: At the referee's discretion, the characters meet 1D6 civilian farmers or hunters, or refugees from a town taken over by New America. They will be extremely suspicious of strangers at first; farmers or hunters may open fire and refugees will try to hide. Once communication is established, they will know of New America and can relate Rumor L—but in vitriolically unflattering terms. Refugees will relate a version of Rumor O, while other civilians will have talked to refugees and be able to tell the characters what is happening inside towns taken by the NA's. They have seen New American airships (never more than one at a time), mostly over the Buffalo River valley. They will have little other news.

They also will be able to share Rumor P. They will be good recruits for a popular rising against New America (see *Leading a Popular Rising*, p 22).

Airship: The characters see an airship about 5 miles away, moving away from or in the general direction of the Buffalo River Valley. The characters are probably invisible from this distance.

Airship Attack: See description above.



RUSSELLVILLE

Russellville was a farming town with a population of about 14,000 halfway between Fort Smith and Little Rock. It was badly damaged by flooding in 1998. About 8,000 live here now, most of them spillover from the camps near Fort Smith.

Conditions in Russellville are terrible. Starvation and disease are rampant. Typhus, yellow fever, and dysentery are especially bad, and the characters will have to take precautions.

ARBAUGH

Arbaugh has a population of about 100 and is ruled by satrap Calvin Jessup and 15 New Americans. Conditions and available intelligence here are the same as in Clinton.

MARSHALL

Marshall lies on Hwy 65 north of Leslie. It has a population of 150 and no satrap, with a garrison of 15 New Americans answering to Cafferty in Clinton. Conditions and available information here are the same as in Clinton.

NOGO

Nogo was a tiny village on State Road 27 near its junction with S.R. 16. The town is deserted. Its population of 80 was machinegunned from the air when they refused to surrender to the demands made by the New Americans. About 25 were killed; their skeletons still lie in the streets. The rest were rounded up and marched north to an Elsie camp. About half the town's buildings have been burned or dynamited. The rest have been thoroughly stripped and looted.

BRASHE

The New Americans will arrive in Brashe within three days of the characters. Conditions are the same as in Pleasant Plains.

OZARK NATIONAL FOREST

This portion of the Ozark National Forest is a vast expanse of wilderness stretching from Hwy 71 in the west to Nogo in the east, and from within a few miles of the Arkansas River in the south almost to the Buffalo River in the north.

HIGHWAY 40/STATE HIGHWAY 64

Hwy 40 connects Little Rock with Fort Smith and parallels Hwy 64 just north of the Arkansas River. Large stretches have been potted and damaged by flooding, especially along the shore of Dardanelle Lake.

One encounter table is given for Hwy 40 itself; it can be applied to travel on 64 as well. A second is for off-road travel in the area, but this should not be used for travel within the boundaries of the Ozark National Forest to the north.

ENCOUNTER TABLE (road) ENCOUNTER TABLE (off-road)

<i>Die Results</i>	<i>Die Results</i>
2-5 Refugees	2-4 Refugees
6-8 No encounter	5-8 No Encounter
9-10 Civilian/Marauder	9-10 Civilian/Marauder
11-13 Animal	11-14 Animal
14+ N.A./Militia	15+ N.A./Militia
DM +4 if west of Morrilton	DM +4 if west of Morrilton

ENCOUNTER RESULTS

Refugees: The characters encounter 2D6 + 10 refugees from

one of the camps along the river between Fort Smith and Russellville. They are hungry and desperate, and may be sick. They will exchange rumors for food and will allow 4 rolls on the area rumor table. If refused food, they may be capable (2D6 roll of 9 +) of attacking, even if outgunned by the characters. At the referee's discretion, someone in the group may be a refugee from a town in the north taken over by New America. This person will relate a version of Rumor 0 in exchange for food or medical attention.

Civilians/Marauders: The characters encounter 1D6 individuals. At the referee's discretion, these may be local civilian scavengers, hunters or farmers, or they could be a heavily-armed band of marauders preying on refugees or farmers in the area. The characters will see the marauders before the marauders see them. Subsequent events are up to the referee and the players.

N.A./Militia: This encounter will occur only in the region close to Little Rock and Conway. Depending on the exact location and the referee's plot, this encounter will be with 2D6 heavily-armed individuals who will either be members of the Arkansas State Militia under command of Governor Felix Morris, or New American troops out of Lake Conway searching for infiltrators. Refer to the description of Conway to determine intelligence which may be won from captured New American troops.

Note: At Conway, Hwy 64 leaves 40 and heads east to Hwy 67 near Beebe, then follows 67 north to the town of Judsonia where it turns east towards Memphis. Rolls for encounters on the stretch of 64 between Conway and Hwy 67 should be made on the table for Hwy 40/64 above with a DM of +4. Rolls on any other part of 64 should be made for Hwy 64 in Section I.

HIGHWAY 65

Hwy 65 follows 40 from Little Rock to Conway, then continues north through Clinton, Leslie, and Marshall, across the Buffalo River, and on into Missouri. At Lake Conway, 65 is blocked by New American security forces. North of Conway it is controlled by the forces of New America.

ENCOUNTER TABLE (road) ENCOUNTER TABLE (off-road)

<i>Die Results</i>	<i>Die Results</i>
2-3 Animal	2-4 Animal
4-8 No encounter	5-9 No encounter
9 Civilians/Hunters	10 Locals/Refugees
10 Patrol	11 Patrol
11 Airship	12 Airship
12 Aban. veh./Wreck	
13 Airship attack	
DM + 1 north of Greenbrier	

ENCOUNTER RESULTS

Locals/Refugees: At the referee's discretion, the characters encounter 1D6 people who may be farmers or hunters living in the area or refugees from a nearby town taken over by the New Americans. They will be extremely suspicious of the characters at first—hiding from them or opening fire before talking—but if they can be convinced that the characters are not New Americans, they will be glad to share information.

Refugees will tell the characters a version of Rumor O. Hunters or farmers will have talked to people who told them Rumor O, and they will have had some contact with New Americans who demanded food, weapons, ammo, or women.

They will discuss the New Americans at length in rather emotional and unflattering terms.

They will also be able to share rumors G, J, L (without favorable commentary), and P, but will have no news from the south.

These civilians would be willing recruits for an attempted popular rising (see *Leading a Popular Rising*, p 22).

Patrol: The characters encounter 2D6 + 2 New American troops. On the road they may be on foot or in jeeps. Off the road they will be on foot and may be hunting food or escaped townspeople. They are experienced NPCs and well-armed with automatic weapons and shotguns.

Airship: The characters see an airship passing perhaps 5 miles to the north, heading in the general direction of the Buffalo River Valley. It takes no notice of the characters, who are probably invisible at that range.

Abandoned Vehicle/Wreck: At the referee's discretion, this is either an ordinary abandoned and stripped vehicle or the remains of a raid. If it is a raid, the wreckage will consist of a jeep, alcohol-powered pickup truck or car, or possibly a horse- or mule-drawn wagon. The bodies of 1 D6 civilians are strewn about, but any valuables, fuel, weapons, or equipment have been taken. The condition of the bodies suggests the attack occurred within the past 2 days. Blood nearby suggests wounded people may have left the site heading north.

It will be obvious that the machinegun fire which shredded the vehicle came from overhead.

Airship Attack: A New American airship will appear overhead, and a man with a bullhorn will command the characters to surrender. If they refuse, the dirigible will open fire. If they do as they are told, drop their weapons and equipment and stand clear, an ultralight aircraft will be launched, land nearby, and the pilot will hold them at gunpoint until the dirigible can come low enough to take them aboard (see *Captured By New America*, p 21). If they refuse, the dirigible and any ground forces that may also be present will open fire.

HIGHWAY 71

This highway runs north from Fort Smith to Fayetteville and on into Missouri. These tables may be used for travellers on S.R. 59 to the west as well.

ENCOUNTER TABLE (road) ENCOUNTER TABLE (off-road)

Die Results	Die Results
2-3 Animal	2-4 Animal
4 Abandoned vehicle	5-10 No encounter
5-9 No encounter	11+ Locals/Refugees
10+ Locals/Refugees	

ENCOUNTER RESULTS

Locals/Refugees: This encounter is entirely at the referee's discretion, and may be with local 1 D6 local farmers or other civilians, 2D6 refugees from the Fort Smith area, or hunters. Communication will yield two rumors from the general area rumor table, but they will know few specifics about New America or events to the northeast.

STATE ROADS, PART II

These roads represent a network of country roads throughout the area described in Part II. Arkansas Route 7 (A.R. 7) runs north from Russellville and across the Buffalo river to Harrison. A.R. 16 continues west from Greer's Ferry Lake through Clinton and the Ozark National Forest to Fayetteville and beyond. S.R.s 23, 21, and 27 go north through the Ozarks National Forest.

These tables may be applied to all State Roads in the area. They are not used for A.R. 16 west of the village of Brashe.

ENCOUNTER TABLE (road) ENCOUNTER TABLE (off-road)

Die Result	Die Result
2-3 Animal	2-4 Animal
4-8 No encounter	5-10 No encounter
9 Special	11 Locals/Refugees
10 Locals/Refugees	12 Airship
11 Airship	
12 Airship attack	

ENCOUNTER RESULTS

Special: This event occurs at the referee's discretion. Generally it will be something blocking the road: a bridge out over a narrow ravine, a large tree down across the road, or a mud or rockslide which has made the road impassable.

As a one-time-only occurrence, this could be a New American airship hovering very close to the ground in a wide clearing and secured by cables to several trees. New American soldiers are on the ground, searching for a civilian fleeing from a nearby town. What the characters do with such an opportunity is up to them.

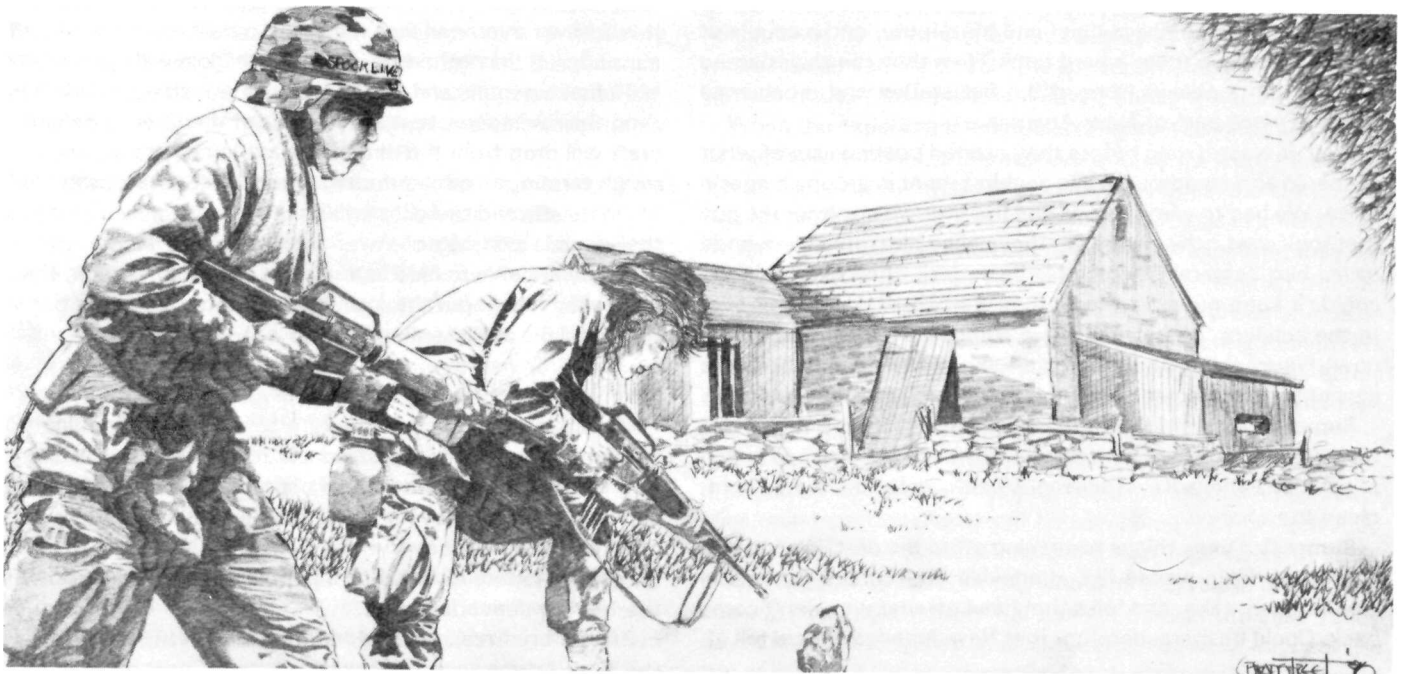
Locals/Refugees: At the referee's discretion, the characters meet 1D6 civilian farmers or hunters, or refugees from a town taken over by New America. They will be extremely suspicious of strangers at first; farmers or hunters may open fire and refugees will try to hide. Once communication is established, they will know of New America and can relate Rumor L—but in vitriolically unflattering terms. Refugees will relate a version of Rumor O, while other civilians will have talked to refugees and be able to tell the characters what is happening inside towns taken by the NA's. They have seen New American airships (never more than one at a time), mostly over the Buffalo River valley. They will have little other news.

They also will be able to share Rumor P. They will be good recruits for a popular rising against New America (see *Leading a Popular Rising*, p 22).

Airship: The characters see an airship about 5 miles away, moving away from or in the general direction of the Buffalo River Valley. The characters are probably invisible from this distance.

Airship Attack: See description above.





The Lay of the Land, Part III

This section covers the Buffalo River Valley, the land north to the Missouri Border and from Hardy in the east to Oklahoma in the west. The western area around Fayetteville has not yet been attacked by New American forces, but they are already gathering for the assault. The rest of the area as far east as Hardy is under New American control though there are pockets of resistance. The New Americans are finding it difficult to control the countryside beyond the reach of their satraps.

Characters who penetrate this far into the Ozarks will have a chance at discovering the secret New American base in a tributary valley of the Buffalo.

Towns and Landmarks: Mountain View, Calico Rock, Ozark National Forest, Buffalo River Valley, Jasper, Harrison, Osage, Berryville, Eureka Springs, Huntsville, Lead Hill, Mountain Home, Salem, Brockwell, Melbourne, St. Joe, Yellville, Fayetteville, Bull Shoals Lake.

Important Highways and Roads: Route 65/Route 62.

RUMORS AND INFORMATION

Rumor A: The Russians are behind it all. Them Russian paratroopers've come in and taken over the towns, but they won't be able to hold the backwoods, no sirreel

Rumor B: Whoever they are, they've got ten or twenty dirigibles. The danged things're all over these hills.

Rumor C: The Buff'lo isn't a real healthy place these days. Folks've gone in; they haven't come out.

Rumor D: Y'ask me, these here Airlords fellers are just another pack of mad dog marauders. Ought'a shoot the lot of 'em.

Rumor E: I been hearin' stories about massacrees...people gettin' kidnapped and murdered, havin' their houses burnt out.

Rumor F: Anybody that fights back against the Airlords is askin' for a fight. But shucks, who out in the back woods o' these hills ain't ready for a good fight?

Rumor G: Be careful in them woods! Most of the critters you meet's got the hydrophoby...rabies! Don't know of any place that might have the medicine for it either, so watch y'self!

Rumor H: Nogo, down t' Bayou Bluff's been wiped out. Folks shot dead in the streets, others marched off like slaves.

Rumor I: The whole thing's gotta be a Rooshki plot. Americans wouldn't do them kinda things to other Americans, would they? Why, I heard they's got slave labor camps, up t'the Buff'lo! Americans don't do them kind o' things!

Rumor J: I talked to a feller, oh, mebee three years back. Durndest thing. He told me he seen this giant spaceship swoosh overhead in the middle of the night...big triangle-shaped thing. He said he was in Harrison at the time and that that thing just whooshed right over the town and came down in the hills southeast o' there. He claimed it landed, only he never seen it.

Rumor K: Spaceships in the Ozarks? Me, I figger that whole spaceship story was a publicity thing. You know how them big city fellers down t' St. Louie come up to these hills and figger ways to make money. Hey, figger it out for y'self! That spaceship or whatever it was came down right outside o' that Dogpatch tourist trap. You figger it out!

Rumor L: I heard a lot about these New America fellers. S'posed to have a new gov'mint that'll run things better'n the old one. Hell, that ain't sayin' much, is it?

Rumor M: Lots of folks've seen things in the sky out here. Course, you hear lots of stories about spaceships and you-eff-owes, but I've seen 'em and they're just danged big blimps, like the ones that tire company flew a few years back. Nothing alien about that.

Rumor N: Folks've been mighty secretive up around Harrison an' Osage, have been for a bunch of years. Mebee all them stories about space ships were meant to scare folks off.

Rumor O: Those New Americans came to my town, hoverin' overhead in a great big dirigible. This feller with a loudspeaker told us we had to put down our weapons, that we belonged to New America now. Well, folks hereabouts never did take kindly to bein' told what to do by outsiders. Someone hauled off and took a shot at the thing, and next thing you know, they was shooting people down all over the town and dropping dynamite and bottles that blew up in great, flaming fireballs

when they hit. Then there were these soldiers. They must've snuck up on us while we were watching the dirigible. They shot the mayor and the police chief and his deputy, and a couple of people that gave them a hard time. Then they ran their darned blue flag up a pole in front of the fire station and proclaimed that we were part of New America.

Well, it wasn't long before they started posting lists of what we could and couldn't do. We couldn't meet in groups bigger'n three. We had to carry passes and IDs that we got from the guy that took over...the "satrap," they called him, only everybody called him "sap-rat" behind his back. Hell, they even said we couldn't keep guns anymore, that we had t'turn 'em all over to the soldiers 'cause they were responsible for protectin' us now! Funny thing, though, lotta folks in town kinda liked the idea of bein' protected. Anyway, that wasn't for me, so I lit out.

Rumor P: Lots of folks in these hills don't like the way these New American fellers are throwin' their weight around. Bunch o' damned bandits if you ask me! Most folks I know would fight, given the chance.

Rumor Q: Funny things happening off to the east. We haven't heard boo from places like Huntsville and Eureka Springs in weeks, seems like, and folks that head off that way don't come back. Could be marauders...or that New America I heard tell of.

RUMORS & INFORMATION ENCOUNTER TABLE

<i>Die Results</i>	<i>Die Results</i>
2 Rumor A	2-3 Animal
3 Rumor B	4-7 No encounter
4 Rumor C	8-9 Civilians
5 Rumor G	10 Patrol
6 Rumor E	11 Airship
7 Rumor D	12 Airship attack
8 Rumor F	
9 Rumor I	
10 Rumor L	
11 Rumor H	
12 Rumor M	

ENCOUNTER RESULTS

Civilians: The characters encounter 1D+3 civilians. They may be hunters, farmers, survivalists, or refugees from a nearby town (referee's choice). They will be unarmed (hunters may have bows) or poorly armed (pistols, old hunting rifles, even black powder muzzle-loading rifles).

They will be hostile at first, believing well-armed men to be New Americans and being suspicious of any strangers. If contact is established, allow three rolls on the area rumor table. Communication can be established through patience, tact, and offers to trade; they especially need weapons and ammo. At the referee's discretion, one or more may have been refugees from a town taken over by the New Americans. They will give a version of rumor O, and the entire group will agree on Rumor P.

Patrol: The characters encounter a New American patrol of 1D+1 men. Close to a New American garrisoned town they may be sentries on foot. On a road they will be riding a jeep or pickup truck. In the wild they will be on foot, probably following a trail and searching for escaped townspeople. They are armed with M16s and one of their number carries a walkie-talkie with a 10-mile range.

Airship: The characters see an airship passing overhead at about 1,000 feet, but they are not spotted. It will be travelling either towards or away from (referee's choice) the upper reaches

of the Buffalo River Valley.

Airship Attack: The characters see an airship and it sees them. It will hover overhead as a man with a bullhorn orders them to surrender. If they refuse or fight, the dirigible will open fire with M60 machineguns and M203 grenade launchers. If they obey, drop their weapons, and stand clear of them, an ultralight aircraft will drop from the dirigible, circle, and land (in extremely rough terrain, an armed man may rappel down from the dirigible instead), and the pilot will hold the party at gunpoint until the dirigible can come low enough to drop a ladder.

If they are able to hide in the woods or rough terrain, the airship will circle about the vicinity after putting down a party of at least 15 heavily armed men to search for them.

MOUNTAIN VIEW

Mountain View was formerly a town with a population of about 2,000 which depended on tourism for its livelihood. Tourism ended with the war, of course, but most of the people survived because they had retained the folkways and traditions of an earlier time for everything from shoeing a mule to making lye soap. Mountain View had a population of over 1,000 when the New Americans came.

After a brief resistance, Mountain View was taken over by the New Americans. Its satrap is Ronald Courtney, who rules with the aid of 80 soldiers. Its current population is about 700.

Controls on the population are strict and strangers will be readily identified and captured. Secret contact with civilians will give rumors F, I, P, and (omitting the part about escaping) O.

Interrogation of New American prisoners taken in the area will yield interrogation results A, D, F, and N as ESY:INT results. Results E, I, and O are the results of AVG:INT tasks. Results J and L are the products of DIF:INT tasks.

CALICOROCK

Calico Rock has a population of 200. It has been taken over by New America and is run by the satrap in Mountain View. There is a garrison of 20 soldiers. All other information given for Mountain View also applies to Calico Rock.

OZARK NATIONAL FOREST ENCOUNTER TABLE

This is a smaller, separate section of the Ozark National Forest (described in Part II, pp 41), located in the area between the Buffalo National River and the community of Mountain View. The encounter table to the right may be used while travelling through this part of the woods.	<i>Die Results</i>
	2-4 Animal
	5-9 No encounter
	10 Civilian
	11 Patrol
	12 Special

ENCOUNTER RESULTS

Civilians: The characters encounter civilians. Their numbers and armament, if any, are up to the referee. At the referee's discretion, they may be hunters, local people hiding from New Americans, or members of a nearby secret community. They will be extremely wary of strangers. Communication with them allows three rolls on the area rumor table.

Patrol: The characters encounter 2D6 New American troops. They are armed and may be searching for townspeople escaped from a nearby community. If captured and interrogated they will provide the same information listed for Mountain View.

Special: This encounter is left to the referee but will be an unusual occurrence. It may represent some special danger while travelling in the wilderness (poisonous snake, rabid animal, landslide, flood), a sighting of a New American airship (possibly within a few meters of the ground, with a ground party disembarking), or a discovery of a special site (such as a cache of ammo or a cave). The referee is encouraged to use his imagination and make each special result different.

Blanchard Springs Caverns: Blanchard Springs Caverns are located in this section of the Ozarks National Forest.

A large number of Mountain View's inhabitants managed to escape to nearby Blanchard Springs Caverns several miles to the north in the Ozarks National Forest. They were discovered and the entrance dynamited, but at least one other entrance was known and the group of about 150 men, women, and children continue to live in the cave on stockpiled supplies, planning resistance raids on the Mountain View garrison. Civilians encountered in the area may be members of this community who will lead the characters to their secret camp.

BUFFALO RIVER VALLEY

Known locally simply as "Buff'lo," the Buffalo River Valley was designated as America's first national river by Congress in 1972 in order to preserve it from a plan to dam it and turn it into yet another Ozarks recreational deep-water lake. It has been left in its wild state and is one of America's last undammed "float streams," allowing rafting or canoeing all the way from Ponca to where it enters the White River. During the past several million years, it has carved a deep and twisting valley, creating steep-walled valleys and sheer bluffs as much as 500 feet tall.

Depth of the river varies from a few inches (summertime) to 20 feet or more (after a heavy rain), but it will generally average 3-4 feet at the deepest.

RUMORS & INFORMATION ENCOUNTER TABLE

<i>Die Results</i>	<i>Die Results</i>
2-3 D	2-4 Animals
4-5 E	5-9 No encounter
6 F	10 Civilian
7 I	11 Patrol
8-9 J	12 Airship
10 M	
11 N	
12 P	

ENCOUNTERRESULTS

Civilian: The characters encounter 1D6 civilians. They may be hunters or Ozarkers living off the land, or they may be refugees from a town taken over by the New Americans. They allow 4 rolls on the rumor table above. If they are refugees (referee's choice) they will also relate Rumor O.

Patrol: The characters encounter 2D6 New American troops. If the encounter occurs near the river, they may be on the river in one or more skiffs with outboard motors. Otherwise they will be on foot and may be searching for escaped civilians. If captured and interrogated they provide the same information as described for New American troops under Mountain View.

Airship: The characters see an airship low over the Valley, heading towards or away from Ponca. Their party is not seen.

The Buffalo River hides the secret Ozarks base of New America. Lost Valley near Ponca includes a narrow chasm

carved out by Clark Creek as it flows into the Buffalo.

Along one part of the canyon a quiet pool lies completely sheltered by limestone cliffs 100 feet high. The canyon has been roofed over by netting and loose branches to create an enormous hangar for the three New American dirigibles. The base itself is housed inside several caves above the north bank.

When the experimental dirigible Columbia crashed southeast of Harrison in 1997, the prisoners and cargo were hauled by trucks down off the wooded mountain to Ponca, then into what had formerly been Lost Valley State Park. It was in a field nearby that the dirigibles were built and in Lost Valley that they are stored and refurbished between missions. Sgt. Redman's observation that one of the dirigibles has green and brown stains on the side of the hull can be explained here: during maneuvers inside the valley, unexpected gusts of wind sometimes cause the dirigibles to brush against the rocks, causing slight damage and staining the hull with mud and moss.

The Base: The New American base headquarters is established in ranger offices and facilities near the entrance to the park. Supplies, machine tools, quarters for personnel, and the salvaged stores from the Columbia—including five large tanks of liquid helium kept refrigerated through the efforts of relays of gasoline-burning power generators—are all kept inside the Lost Valley caves near the dirigibles. A grass airstrip has been cut near the top of the bluff, which is reached by switchback steps carved into the limestone running up the face of the north cliff.

The area is patrolled by roving bands of 2D6 well-armed, experienced soldiers, part of a contingent of 250 men. The total population, which includes technicians, laborers, executives, and Elsie, numbers perhaps 500, many of whom now live in Ponca. Vehicles include jeeps, pickup trucks, automobiles, and a few military trucks. The security forces are very well armed with a large arsenal of M16s, Ingram and Uzi SMGs, M203 grenade launchers, 60mm mortars, a few TOW and Stinger missiles and launchers, and a miscellany of shotguns, hunting rifles, and other weapons. Also stored in these caves are the five stolen ALCMs.

Bradley Dinton and the New American high command from the Lake Conway HQ (if that town was attacked earlier in the scenario) will be in a large, two-story brick house in Ponca. Maps of the area will be there, as well as copies of the Eagle Papers, individual plans and time tables for completing the takeover of the Ozarks, details for Operation Eaglestrike, blueprints for all three dirigibles, maps of the various Elsie Camps, and other useful information.

JASPER

A small town at the edge of National River land on State Road 7, Jasper was once a center for outfitting expeditions on the Buffalo. It has since been taken over by New Americans. Details of life inside the town, including interrogation results, are the same as for Mountain View. The population is only about 70, with 10 soldiers in the garrison and no satrap.

HARRISON

Harrison, with a population of almost 10,000, was one of the principal headquarters for the various Ozark resort areas. It still has a population of over 5,000.

It has also been taken over by New America. The satrap is William S. Gunther, a 32nd-Tier New American who knows Carl Hughes personally and has been a part of the New American movement for thirty years. The garrison consists of 500 men,

one of the larger town garrisons in the Ozarks.

Part of Harrison's importance lies in the airport northwest of town. Supplies for the dirigible fleet (weapons, ammo, food, gasoline) are stored here. Dirigibles are frequently resupplied here rather than putting them through the tricky maneuvering required to settle them into Lost Valley. They also dock here during heavy weather rather than risk the valley in a storm. The airport is also the site of much ultralight activity, with aircraft being assembled here and flown on training flights. There are always 20 or 30 ultralights available here, either assembled and parked beside or in the hangars, or disassembled and stored in a supply shed. There are always 20 to 30 soldiers here as well.

Because of its larger population it is easier to slip in or out of Harrison unobserved. However, the people live in greater fear here because escaping civilians are frequently hunted down by pilots in ultralights, and if an escape is discovered, retribution is exacted on civilian hostages.

About 10% of the inhabitants have been converted to New America's ideology, and these would inform on strangers or anti-New American activity. Any of the rest, if contacted, would allow the characters four rolls on the rumor and information table and automatically provide them with rumors C, E, I, and P.

Soldiers captured and interrogated will yield the same interrogation results as those captured near Mountain View.

Though the characters may be able to pass themselves off as natives for a time, soldiers frequently demand to see civilians' papers and IDs and people who cannot produce these are arrested. Characters with forgery skill or who are able to obtain papers by other means may be of service here.

About 20 kilometers southwest of Harrison is a mountain which reaches an altitude of 2300 feet. The wreckage of the LBA Columbia still lies in the woods on the side of the mountain. A logging road nearby was used to reach the crash site.

Little remains of the framework of the wreck since most has been salvaged bit by bit over the past four years and moved to Ponca.

A group of 2D6+10 New American guards still guard the area, maintaining a watch from a fire tower on top of the mountain. Any attempt to reach the crash site will be seen and intercepted.

Dogpatch, U.S.A. is a resort and recreation center on A.R. 7 south of Harrison, based on the Lil' Abner comic strip of the 1940s and 50s. It has been abandoned, but New American troops use the ruins as a meeting point and operations base for patrols in the area.

OSAGE

Osage was a small town on A.R. 68 with a population of a few hundred. The town resisted the New American takeover and was destroyed as an object lesson. About 60% of the buildings have been burned and the remainder stand empty.

BERRYVILLE

Berryville, on Hwy 62 close to the Missouri border, was a center for turkey raising and dairy farming before the war, with a population of about 3,000. It has been taken over by New America. The present population is 2,000 with a garrison of 150 soldiers. The satrap is Raymond G. Henderson. Information from citizens or captured soldiers is the same as that for Harrison.

EUREKA SPRINGS

This was a popular resort town with Victorian houses cling-

ing to the sides of steep hills just east of Beaver Reservoir.

Eureka Springs was taken over by New America and the native population was taken elsewhere. All people inside the town—a population of about 200—are now New Americans. Perhaps half of these are soldiers preparing for the takeover of Fayetteville and southwestern Missouri. If the player characters attempt to contact anyone in town, the locals will immediately denounce them to the soldiers.

Capture and interrogation of someone from Eureka Springs, while difficult, is possible if the characters prepare for trouble beforehand. Interrogation results here are identical to those obtained from prisoners in Mountain View.

Observation of Eureka Springs from a distance will not produce obvious intelligence as to what is going on in town. Observers may wonder, however, at the fact that there are neither children nor elderly people here and that while there is activity (people coming and going, vehicles driving about, a small militia drilling), no one seems to be doing anything such as planting crops or clearing rubble.

HUNTSVILLE

Huntsville is a small town on A.R. 23 east of Fayetteville. Like Eureka Springs, it has been taken over by New America and its population has been moved elsewhere in preparation for a takeover of Fayetteville. Everyone in the town—a population of about 200, including 100 soldiers—is a New American, and contact with any of them by an outsider will result in the outsider's immediate arrest. Other factors are identical to those described in Eureka Springs.

LEAD HILL

Lead Hill was a town with a population of a few hundred on the south shore of Bull Shoals Lake near the Missouri border. It is now New American, ruled by a satrap named Peter B. Davis and 40 men. Interrogation of captured soldiers yields the same results as interrogation of prisoners in Mountain View. In addition, several of the soldiers and Davis himself recently came to Lead Hill from the secret base in Lost Valley. They know—and will divulge as the results of two separate DIF:INT tasks—the location of the New American HQ and base in Lost Valley, and the layout of Harrison.

MOUNTAIN HOME

Also on the shores of Bull Shoals Lake, Mountain Home was one of Arkansas' important Ozarks recreation and resort centers with a population of over 8,000 and many tens of thousands of visitors every year. The population is now about 5,000, ruled by satrap Geoffrey R. von Brock and a garrison of 200.

It will be possible—if dangerous—to infiltrate Mountain Home in order to gain intelligence, for strangers will be able to pass unnoticed there. Only about 2% of the inhabitants have been converted to New America's ideology, and most of them will be wearing blue armbands. The rest can be questioned in secret. They will be afraid to talk but will share rumors C, E, F, I, and P and will allow one further roll on the area rumor table.

New Americans captured here will give interrogation results of A, D, F, and I as the result of ESY:INT tasks; Results E, J, L, and N for AVG:INT tasks; and K, M, and O for DIF:INT tasks.

Characters in Mountain Home will need papers and IDs, which may be created by someone with forgery skill or obtained by other means. Characters without papers will be arrested (see *Captured By New America*, p 21).

SALEM

Salem is located on Hwy 62 between Ash Flat and Norfolk Lake. It is controlled by satrap Michael D. Kelly and a garrison of 80. The present population numbers 600.

Approach to Salem is difficult. The area is patrolled constantly and it is hard for strangers to pass undetected in Salem's quiet streets. Characters who approach openly will be arrested; those who approach in disguise will be closely questioned and watched. Civilians who can be approached and questioned in secret will be unwilling to talk, but if pressed will share Rumor 0 (without reference to an escape, of course).

Soldiers captured and interrogated will yield interrogation results A, B, D, F, G, I, N, and O as separate results of ESY:INT tasks. Results J, L, and E are the product of successful AVG:INT tasks, while results K and M are the results of successful DIF:INT interrogations. A separate DIF:INT result will produce the name "Lost Valley" as the place where "Operation Valkyrie is coming together."

BROCKWELL

Brockwell lies at a crossroads between Ash Flat and Calico Rock. It is a ghost town now, deserted after the New Americans made an example of it. Most of the buildings have been dynamited or burned.

MELBOURNE

Melbourne, like Brockwell, was obliterated by New American air attacks in order to cow civilians in the region. Most of the buildings have been burned or blown up and the rest are deserted.

ST. JOE

This is a small town on Hwy 65 north of the Buffalo River with a current population of 200. It is a New American outpost with a garrison of 20 men. The town is so small that it will prove impossible for strangers to slip in unobserved.

Prisoners taken here will give interrogation results identical to those in Salem, listed above.

YELLVILLE

Yellville is a town on Hwy 62 between the Buffalo and Bull Shoal's Lake with a population of 350. It has a garrison of 40 New Americans led by satrap Nelson Vanderman.

Questions put secretly to civilians, or interrogations of captured soldiers, will yield results identical to those listed for Salem.

FAYETTEVILLE

Fayetteville is one of the few towns in the region which has not yet been taken over by New America. It is a fair-sized city, once an Ozarks resort center, with a former population of over 36,000 and a current population of nearly 28,000—many of them refugees from Tulsa and spillovers from Fort Smith to the south. New American leaders are currently studying how best to take over so large a population without creating alarm among other local governments or the U.S. Army.

Fayetteville is a logical point from which to enter the Ozarks if the characters begin the adventure in Oklahoma or Fort Smith. If they remain in the area for more than three days, the referee should begin rolling 2D6 every day, beginning with Day 4. On the first day he rolls an 11 or 12, the New Americans will attack (see *Dirigible Attack*, p 20).

A separate encounter table (#2) is provided for the Fayetteville area, which includes any of the small towns or communities other than Fayetteville proper west of Beaver Reservoir.

RUMORS & INFORMATION ENCOUNTER TABLE 1

<i>Die Results</i>	<i>Die Results</i>
2-4 Rumor A	2-5 No encounter
5 Rumor G	6-8 Civilians
6 Rumor J	9 Militia
7 Rumor M	10 Marauders
8 Rumor L	11+ Airship
9+ Rumor Q	

ENCOUNTER RESULTS ENCOUNTER TABLE 2

Civilians: The characters meet 2D6 civilians going about their daily business. They may be farmers, artificers, hunters, scavengers, refugees, or ordinary townspeople. They are not as difficult to establish communication with as some others, though they will be wary of strangers. Contact will allow the characters two rolls on the rumors and information table above.	<i>Die Results</i> 2-3 Animal 4-7 No encounter 8-9 Civilians 10 Marauders 11+ Airship
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Militia: The characters meet 2D6 men of the Fayetteville Militia, novice NPCs armed with hunting rifles and shotguns. There has been a scare of an army gathering in the east to attack Fayetteville and these citizens plan to be ready for them. Contact results in three rolls on the rumors and information table.

Marauders: The characters encounter 2D6 marauders. They may pass themselves off as ordinary civilians in order to gain the characters' confidence and waylay them in the woods or an alley. They are looking particularly for guns. At the referee's discretion, these marauders may in fact be New American soldiers in disguise, advance scouts for the coming attack. They have decided to capture one of the characters for questioning because they suspect that the characters are inordinately interested in what is happening in the Ozarks.

Airship: The characters see an airship in the skies to the east. It comes no closer than about three miles, but if citizens or militia of Fayetteville see it there will be considerable panic. Stories have been circulating of late of airships which destroy towns, and the rumors have been growing in number and hysteria lately.

BULL SHOALS LAKE

Bull Shoals Lake was created in 1952 by the U.S. Army Corps of Engineers when they dammed the White River. Since that time, this has been a popular resort area catering to tourists with fishing, boating, hunting, and other recreational activities.

The area around the lake is now largely deserted. The lake itself is occasionally patrolled from either Lead Hill or Mountain Home by skiffs mounting outboard motors, but the surrounding woods are deserted.

HIGHWAY 65/62

Hwy 65 is the northern end of the road which comes north from Little Rock through Conway, Clinton, and Leslie. It crosses the Buffalo on one of the few bridges across that river and passes through Harrison and across the border to the north. The bridge is garrisoned by 2D6+2 soldiers with an M60 machinegun behind sandbags on the south side of the bridge.

Hwy 62 comes west from Hardy, passing between Bull Shoals

Lake and the Buffalo, through Harrison, and crossing the border beyond Eureka Springs.

An area encounter table is provided for use near the roads or in farm or open country.

ENCOUNTER TABLE (road)	ENCOUNTER TABLE (off-road)
<i>Die Results</i>	<i>Die Results</i>
2-3 Animal	2-4 Animal
4-7 No encounter	5-8 No encounter
8 Locals/Refugees	9 Locals/Refugees
9-10 Patrol	10 Patrol
11 Airship	11 Airship
12 Airship attack	12 Airship attack

ENCOUNTER RESULTS

Locals/Refugees: At the referee's discretion, the characters meet 1D6 local civilians, 1D6 hunters, or 2D6 refugees. A mix of novice and experienced NPCs, they are armed with hunting rifles, shotguns, or bows. They will know something of New America and will discuss the New Americans with unflattering and vitriolic fervor. Refugees will have escaped from a town or community taken over by the NA's and may be pursued by New American forces. They will be distrustful of strangers and will hide or fight before talking. If trade is suggested, they need military quality firearms and ammo. Peaceful contact will allow three rolls on the area rumor table.

STATE ROADS, PART III

The area north of the Buffalo is crossed by several state roads. Arkansas State Road 7 runs across one of the five bridges across the Buffalo a few miles north of Jasper. The bridge is guarded by 2D6+2 soldiers with an M60 machinegun mounted behind a sandbag barrier at the south abutment. A.R. 14 comes west from Mountain View through the Ozark National Forest, crosses the Buffalo (the bridge is unguarded), and heads northwest through Yellville and Lead Hill. A.R. 9 goes from Clinton to Mountain View to Salem, and A.R. 23 comes north from Ozark through the Ozark National Forest, Huntsville, and Eureka Springs.

All of these state roads are controlled by the New Americans, and patrols may be encountered on them.

ENCOUNTER TABLE (road)	ENCOUNTER TABLE (off-road)
<i>Die Results</i>	<i>Die Results</i>
2-3 Animal	2-4 Animal
4-8 No encounter	5-9 No encounter
9 Locals/Refugees	10 Special
10 Patrol	11 Airship
11 Airship	12 Airship attack
12 Airship attack	

ENCOUNTER RESULTS

Locals/Refugees: The character encounters 1D6 novice and veteran NPCs. At the referee's discretion they may be local Ozarkers, hunters, or refugees from a village taken over by the New Americans. They will be extremely suspicious of strangers, but contact will yield two rolls on the local rumor table, and refugees will tell a version of Rumor O as well.

Patrol: The characters encounter 2D6+4 New American troops. They are out hunting for escaped townspeople and may have bloodhounds with them. They will be experienced NPCs armed with automatic weapons. Interrogation of captured troops

will yield the results listed for captured troops in Salem. One will have a walkie-talkie with an approximately 10-mile range.

Special: This encounter is entirely at the referee's discretion. It could be Civilians/Hunters/Refugees described above, or an armed New American patrol hunting for refugees in the area. The referee can also use this as an opportunity to introduce some special danger such as a flood, poisonous snake, rabid animal, or a special encounter with a New American airship (grounded for repairs, for example).

Airship: The characters see an airship in the general direction of Lost Valley.

Airship Attack: An airship hovers overhead, and an amplified voice orders the characters to surrender. If they are in heavy underbrush or woods, the patrol described above will be nearby. In the open, an ultralight will leave the dirigible and land nearby; the pilot will cover them while the dirigible descends low enough to lower a ladder. If the characters resist, the dirigible (and any ground troops) will open fire. (see *Captured By New America*, p 21).

The Missouri Ozarks

The Ozarks extend from Arkansas throughout the southern half of Missouri. Conditions here are much the same as in Arkansas; the Ozarks, long suffering from poverty, restricted farmland, and a declining population, discovered gold in the 1950s and 60s in the form of the tourist and resort business. Land developers poured millions of dollars into resorts around man-made lakes among the wooded hills and limestone gorges.

Tourism ended with the war. Large cities were ravaged by riots, epidemics, and the complete collapse of transport, medical, and communication facilities. In the country some people (long used to isolation and self-sufficiency) fared better than others. Many rural communities were little affected by the war.

The rise of New America has not yet affected the Missouri Ozarks. The Ozarks cell is still establishing itself in northern Arkansas and current plans call for securing Little Rock, Fayetteville, and Fort Smith before turning north.

NEW AMERICA IN MISSOURI

Any good road atlas showing southern Missouri can be used to develop the adventure. Referees of play groups who enter the Ozarks from the north may choose to designate a few remote towns in southern Missouri as New American strongholds. Statistics for New American forces in these towns, as well as the rumors and interrogation results to be picked up in them, can be taken from similar towns listed in parts II and III.

Farther north, New America is known only from rumors—many of them twisted (as with stories of alien invasions or power-crazed Air Force generals and their flights of F-16s). Encounters and rumors in towns between the Arkansas border and Springfield, Missouri, can be drawn from the tables listed for similar towns in Arkansas (towns just outside the New American net such as Bald Knob and Searcy). These rumors may have to be modified slightly by the referee (dirigibles have been seen to the south, for example, and not to the northwest) but they will provide a guide for the referee as he fleshes out encounters and rumors north of the Arkansas border. The players may work their way south, encountering occasional clues to some vast, dark plot, only to come face to face with New America itself as they approach the Arkansas Ozarks.

Once in Arkansas, play will proceed using the tables and descriptions given in parts II and III.

Airlords of the Ozarks

The slides the intelligence guy was showing us had turned our guts cold. The pictures showed the main street of a small town, storefronts, a post office, the spire of a church... What caught my attention was the long, lean cigar shape hovering behind the church spire. Stories I'd read as a kid surfaced in the back of my mind, stories by Heinlein and Asimov...and H.G. Wells. The shape was blurry enough that for one icy second I thought it might be...

The next picture was a clearer view. It wasn't an extraterrestrial spacecraft...in many ways it was something worse.

Airlords of the Ozarks is a game module for use with GDW's World War III role-playing game, **Twilight: 2000**. The story follows the adventures of the player characters in the rugged hills and forests of the Ozark Mountains in northern Arkansas and southern Missouri early in the year 2001. The players must infiltrate and gather information on New America, a bizarre right-wing organization determined to build an empire from the ashes of the United States. Among the things they will discover will be Operation Eaglestrike, a plot involving salvaged cruise missiles.

Airlords of the Ozarks contains:

- A detailed background of New America, as well as information on its ideology and goals.
- Descriptions of regions, communities, and encounters in the Ozark Mountains area.
- **Technical and game** data on the *Columbia*, a giant, advanced-tech, airfoil cargo dirigible which crash-landed in the Ozarks in 1997, and on smaller dirigibles built by New American forces with parts and equipment salvaged from *Columbia* and other sources.
- Technical and game data on ultralight aircraft which may be encountered, including notes for using them in aerial combat.
- A map of the Ozarks region.

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Series Module

