

Armies of the Night

Series Module

TWILIGHT: 2000TM



Game Designers' Workshop

Armies of the Night

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Armies of the Night

"Hey, man!" I can still remember the way that short colonel grinned and slapped our backs. That old "just one of the guys" routine should've tipped us off right away. "You guys've drawn an easy one! I envy you!"

Yeah. Like hell he did. I'd have laughed about it later on...if I hadn't been so scared.

Still, it didn't sound too bad, at first, the way he told it. Seemed there were still people living on Manhattan, up in New York, and they'd been cut off from the rest of the country for a long time.

"Are the natives friendly?" I wanted to know.

The short colonel just gave me a funny look. "Hey, man. They're all Americans up there, y'know? What can go wrong? You just gotta go in and let the people know the government hasn't forgotten 'em."

It was all there on the orders that'd been cut for us. Milgov wanted to re-establish what the orders called a "presence" on Manhattan. "Deal with criminal elements," they said. Well, that could be taken a couple of different ways. "Register salvage operations...taxes in kind...organize a census..." Hell, that all sounded peaceful enough. We were just supposed to go in, scout out the land, find a base of operations, and generally get things ready for Uncle Sugar to come back to New York big time.

I did wonder though, if it was so peaceful, why'd the government leave the island in the first place?

Funny. Somehow, I'd never thought of Manhattan as being an island, but when I thought about it, I remembered hearing about the Brooklyn Bridge and the Indians selling the place for \$24, and I figured that that must've been something I knew once. Hell, I didn't know much of anything at all about New York, except that Central Park was a bad place to walk at night.

We were about to learn how bad.

INTRODUCTION

Armies of the Night is an adventure for use with GDW's post-World War III role-playing game **Twilight: 2000**. In *Armies of the Night* the players are members of the US 5th Infantry Division, recently returned to the United States and now involved in the reconstruction of New York. Reconstruction of the city basically means restoring it to military government control, dealing with any criminal elements, and registering any survivors for census and taxation purposes, and determining the extent of future aid requirements.

This booklet includes the following materials:

- Introductory material for the adventure.
- Descriptions of various parts of Manhattan and the surrounding areas.
- Details of various organizations, marauder gangs, and petty governments vying for control of parts of New York City.
- A map of the New York Metropolitan area.
- A map of the island of Manhattan showing districts and major streets.
- Background material on New York's recent history, on a fortune in gold lost there earlier in the war, and on aspects of life in New York—all of which will help the referee create a consistent and believable background for this and other **Twilight: 2000** adventures set in New York.

REFEREE'S NOTES

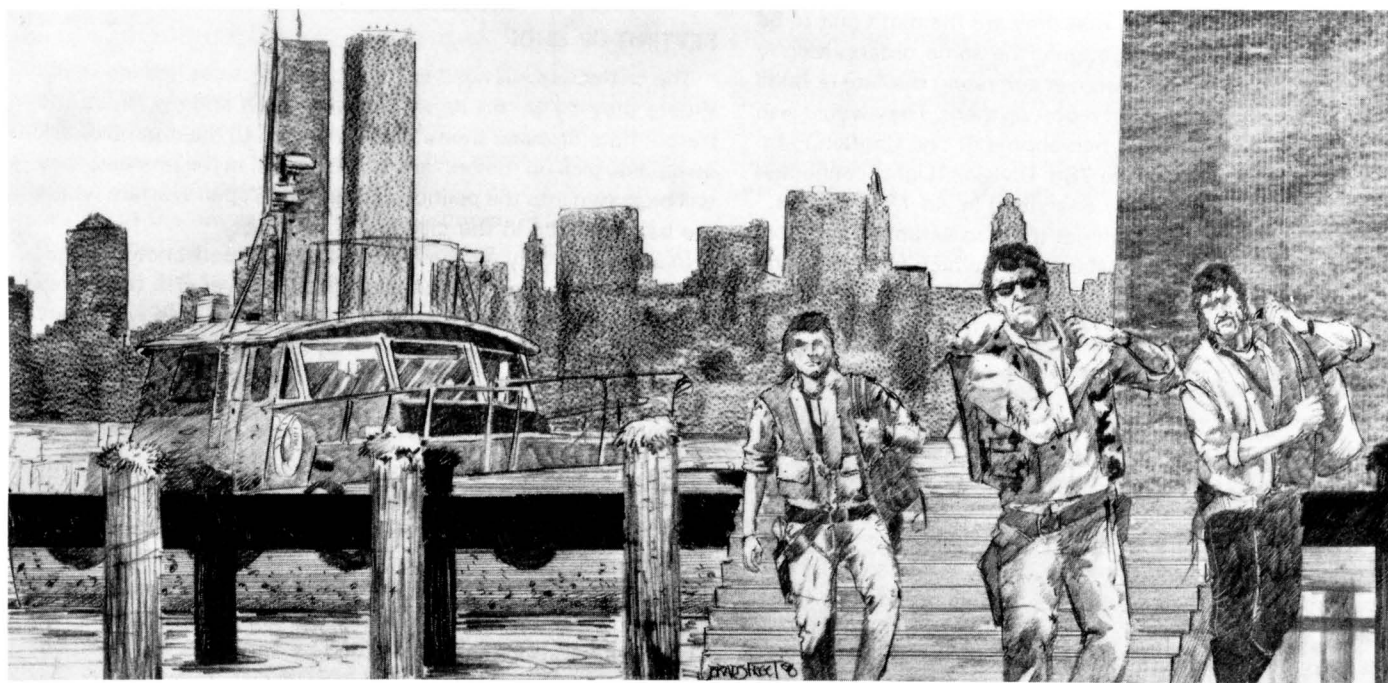
This game module is designed to be used by the referee. Nar-

rative sections describing certain events from the point of view of the characters are provided to add additional color and detail to the referee's narrative as he describes the situation to the players. These narrative sections may be read to or by the players, but all other sections are reserved for the referee alone unless otherwise stated. Narrative sections are set apart in italics for easy recognition.

Armies of the Night can be the first of many **Twilight: 2000** adventures set in the New York City area. Maps and road atlases available from any book or stationery store can be used to extend the detail presented in this scenario allowing the referee to extend this adventure into an ongoing campaign set in Manhattan and the surrounding areas. Street maps of the city are available from bookstores. Look in the "Travel" section for tourist guidebooks and the like (these almost always have usable street maps, and often have interior plans of the major buildings).

William H. Keith, Jr.

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



Conduct of the Adventure

We hadn't been off the boat long when we got our new orders. "Proceed by available transportation to Long Branch, New Jersey," they said. "Available transportation" meant an aging, broadside-wallowing LST held together by alternating layers of rust and grey paint.

It got better, too. "Proceed overland to Jersey City where passage across the Hudson River to Manhattan has been secured on local fishing craft." "Overland" meant we got to take the scenic route—right past what was left of Perth Amboy and Linden. And as for those "fishing boats...!"

CHARACTER BACKGROUNDS

The characters are members of the US Army 5th Division recently returned to the United States from Europe. At the referee's discretion, some or all of the characters could be from units stationed in the U.S. throughout the war. However, it is strongly recommended that these characters *not* be from the New Jersey/New York City area. In particular, they should not be from the 78th Division (Light), members of which could be expected to possess information the players should not have.

Unless otherwise determined by the referee, characters from Europe will have crossed the Atlantic by means of Task Force 34, the evacuation fleet discussed in *Going Home*. After a long and *mal de mer*-ridden voyage, they returned to America and landed in Norfolk, Virginia, on November 25, 2000. There they were organized into a holding company pending further orders, and spent some brief time on garrison duty at the Military Government enclave in eastern Virginia. Finally, early in December, new orders came through from Norfolk.

NEW ORDERS

The player characters are members of an advance party sent into New York City to gather information which will permit the Military Government to re-assert control over the city. Milgov is particularly interested in three basic categories of information:

Census: One of the Military Government's first steps in secur-

ing control of the New York area must be to count and register the inhabitants. No one knows for sure how many of New York City's eight million inhabitants are still alive, and how many remain among the empty glass and steel towers of America's largest city.

Once the government knows how many people remain in New York City, they will be able to take steps to organize the survivors into work forces and begin the city's reconstruction.

Salvage: With registration, the government can begin collecting taxes from the inhabitants—taxation being the ultimate sign and proof of a government's control over its citizens. New York City must still hold vast treasures which Milgov can use to secure its own position and prestige; treasures such as salvageable computers and telecommunications gear, copper tubing, refined steel, chemicals, heavy machinery, ball bearings, telephone wires, diesel and gasoline engines, auto and truck parts, and a wealth of other flotsam and jetsam of civilization. Milgov taxes will consist of a portion of the items salvaged. Initially, these will be used to get local government back on its feet.

The players are to recover and/or take steps to preserve any surviving electronic and telecommunications equipment, plus other material or data of technical, historical, or cultural value. Particular attention is to be paid to securing computers and data processing equipment which was only slightly damaged by EMP.

The players are ordered to prevent the further deterioration of the city's buildings, and salvage what they can from those which are not in suitable condition for reoccupation. Private salvage operations are to be encouraged, registered and licensed, and taxes levied (in kind) on any salvage operations.

Gold: One of the main missions the players have is to locate and secure the gold formerly held in the vaults of the Federal Reserve Bank (NY). For the details of this operation, see the section entitled *All That Glitters*.

OTHER ASSIGNMENTS

Never content to make orders for a mission short or simple, Milgov has added several other assignments of less pressing priority to this list. Most important (from the player characters'

point of view), they will learn that they are the ninth unit to be sent to New York City with roughly the same orders. Milgov would like the characters to discover and report the fate or fates of the previous expeditions and report on them. They would also like very much to know the whereabouts of one Captain Francis R. Kellogg, a member of the 78th Division (Light) connected with the missing gold convoy described in *All That Glitters*.

Finally, the group's orders direct them to establish a permanent base within Manhattan Island from which future expeditions, surveys, and tax-gathering missions can be supported.

PROBLEMS

Unfortunately, New York's inhabitants are not ready to be recivilized. Survivors will not want to be counted, preferring instead to remain unnoticed in a world where the big tend to gobble up the small. They will not want to be registered since registration almost certainly means more taxes, and it may mean bureaucrats or thugs or both showing up one day with the demand that they pay, work, or move. The local rulers will be very unhappy about any government which does not include them, especially when it comes to collecting taxes.

The players will soon learn that the standard line handed out by many bandit gangs is a variation on "We're the new gum-mint...where's the taxes?"

Plotting the Adventure

Armies of the Night presents the referee with the raw material from which he can create an ongoing campaign. It is unlikely that the characters will get to every location or meet every NPC listed in this book.

In general, play will be divided into the following broad areas:

GETTING THERE

The characters are told before they set out that contact can be arranged with one of the bands which calls itself "Harbor Rats," people who will be willing to take the characters from any point in New Jersey across the river to any deserted point along the coast of Manhattan. "Deserted point" is important: the Harbor Rats have few friends. An approach to a settled area, especially in daylight, will draw fire from the shore.

The players will find they have one ton of cargo space per person allocated to them. The players may use this as they see fit, taking whatever equipment and supplies they may have accumulated in previous adventures. Milgov will promise regular resupply missions and will give the players a month's supply of food (this doesn't count against the players' space allocation).

Though the Milgov high command will express confidence in them, the Harbor Rats will be an unsavory lot. If the characters are watchful and well-armed, they will probably make it to Manhattan all right. If they are too trustful or drop their guard, the Harbor Rats are perfectly capable of killing them all for the food, weapons, and ammo they carry.

The boat will be the sailing schooner *Pioneer*, which for many years took passengers on excursions from the South Street Seaport Museum. If trouble does develop between the Harbor Rats and the characters, characters with SBH skill might find they can handle the *Pioneer* themselves after the original crew is eliminated.

As an alternative, the characters can cross the Hudson from Fort Lee, New Jersey, by way of the George Washington Bridge. This is relatively safe but puts them on the far end of the island, over 10 miles from where they're going to want to be.

SETTING UP SHOP

The characters will need to find a place to use as headquarters. Where they do so will depend on their plan and on where the Harbor Rats dropped them. They will need to meet people, ask questions, pick up rumors, and poke around. In the process, they will be drawn into the politics, intrigue, and open warfare which are being waged in the city.

In any case, they will have no outside support once they get there. Food, shelter, equipment, and whatever else they need will depend upon what they can obtain locally, and what they brought with them. The resupply they were promised will vanish before it arrives, and the Harbor Rats will deny ever seeing it.

TAKING OVER

The characters are the representatives of the U.S. Military Government on Manhattan. If they want that to mean anything, they are going to have to set about taking over. This cannot be accomplished alone. They will have to identify one of the power groups on the island, arrange an alliance, and use their skills and equipment to help that power group come out on top. The player's group may have little to offer at the moment, but they do represent a powerful force that many groups will be anxious to ally with. They might intimate that the military government is looking for friends before invading the city.

They may also try to arrange a coup within an existing group (The Mayor's government is a good candidate) and pick up the pieces afterwards, perhaps as popular liberators.

THE CHARACTERS' ORDERS

The characters will probably be unable to accomplish all that their superiors have outlined for them. However, the following successes are possible:

Salvage: The characters can begin salvage operations, particularly if they make friendly contact with characters such as Quick Sam or Rover Rhonda. They may find that they are forced to trade much of what they find at the street markets in order to survive—or, if they are lucky, that they have acquired enough to make them rich and powerful within the city cultures. What they do with that power is up to them.

Census: This is the most hopeless of their tasks. Characters who concentrate on counting Manhattan's inhabitants are in for a long series of frustrations and a lot of hostility from the inhabitants. Perhaps the one thing New York's inhabitants agree on is that government means more rip-offs; having their names taken means someone is going to want them to do something or pay something, and the local government (whoever it is) already offers far more "government" than any sane person wants. Attempts to learn how many people are living in a particular building will be answered by threats, insults, and possible gunfire. Manhattan's population when the characters arrive is 129,706. There is no way they will be able to learn this.

Registering Salvage Operations: This is very nearly as futile as taking a census since salvage hunters include independent spirits such as Rover Rhonda. If the government is going to want to claim a "tax" from such people and have them registered and licensed, they're going to have to prove they have the authority—meaning manpower and guns—to do so.

Earlier Expeditions: There is no mystery here, though there are few specific clues to what happened. Manhattan is a violent and dangerous place, and characters who enter the city with a misplaced sense of superiority or invulnerability are going to

end up with a distinct sense of being dead. Those who enter cautiously, without throwing their weight around, may survive. Earlier military expeditions went in saying "Greetings! We're the government!" Some were wiped out; others gave up and stopped reporting in. The characters may encounter members of earlier missions, usually as members of marauder gangs, or as militia in the employ of a defense cooperative.

Finding the Gold: So far as the characters are concerned, finding the gold has top priority.

The full story of what happened to the gold is given below in the section entitled *Whatever Happened to All That Gold?* Briefly, most of the gold is at the bottom of the Central Park reservoir. The clues pointing in this direction are:

A: Conversations with James Kellogg, a madman who arranged the hijacking and helped hide the gold.

B: Trucks from the 78th MP Company seen in Central Park.

C: The rusted outlines of three army trucks visible by day in the waters of the south part of the reservoir. Close investigation will reveal that these belong to the 78th MP Company as well. (It may be difficult to see them during the winter. However, the characters will be able to find people among the Mayor's slaves who have seen them and will be able to describe them.)

D: The realization that Nathan Snyder is a deserter and the real power behind the Mayor. His manipulations (and the fact that he is suspicious of the characters and may try to have them killed) could lead the characters to discover that he knows where the gold is hidden. Interrogating Snyder will lead to the gold.

WHATEVER HAPPENED TO ALL THAT GOLD?

The referee may have his own ideas about where the gold is hidden in Manhattan and how it got there. If so, he is welcome to develop his own mystery for the players to solve. The following scenario is offered as one possible solution.

Captain Francis Kellogg: Captain Kellogg was the second-in-command of the 78th MP Company assigned to guard the gold convoy as it was being taken out of the city.

Kellogg was an excellent soldier, devoted to his duty. Unfortunately, the strain of service in the city where organization and discipline fell to pieces, where soldiers in his command openly traded weapons and clothing for food on the black market, proved too much for him. He thought the army and the country were being betrayed by idiots and incompetents in high places. Convinced that the gold was to be given back to the governments to which it belonged and convinced that all of "those damned foreigners" had sold out the U.S., as soon as it was convenient, he concocted a wild scheme to hijack the gold in his custody and hide it where it would be safe.

He secretly made contact with a marauder band on the Upper East Side, a particularly nasty group called Hell's Own led by a deserter from the 42nd infantry, ex-Corporal Nathan Snyder. Kellogg told them the convoy would be carrying plutonium for more H-bombs and that if the plutonium could be captured and hidden, the Military Government would do anything—including setting them up as the lords of New York—to get it back. Kellogg arranged for the convoy to become separated from the division guarding it and led the convoy into the trap on Central Park North.

The Hijacking, and Afterwards: The marauders who carried out the ambush never knew they were hijacking gold. They thought the heavy wooden crates held lead containers holding the plutonium—and were afraid to look inside. Under Kellogg's and Snyder's direction they hid most of the gold in the waters

of Central Park reservoir.

Snyder, who had guessed what the cargo really was, soon double-crossed Kellogg. Kellogg made his escape in one of the army trucks with ten of the bars of gold he had salvaged. He eluded Snyder's men and made it to the Empire State Building. Losing the gold (which he had seen as his great mission in life) has caused him to go completely insane.

Snyder, meanwhile, is the only man on Manhattan besides Kellogg who knows where the gold is. He has maneuvered himself into the power behind the throne—the real power behind the Mayor's spreading empire. He arranged to kill most of the men who helped hide the gold in the reservoir by staging a purge among the ranks of the Mayor's militia. He hopes to build the Mayor's state into an empire which embraces all of Manhattan, and when government and order come again to the island, he will have the gold to secure power for himself such as few men have ever dreamed of.

But he worries, nonetheless. Kellogg got away from him, and he does not know the man is insane. He fears any and all strangers. After all, might they be on the trail of the gold?

Recovering the Gold: If the various clues are followed, the characters will discover that the gold is hidden at the bottom of Central Park's reservoir, a few feet from shore. Three trucks were pushed into the water to help mark the spot. The trucks were then loaded with the gold, packed in small wooden crates, holding eight bars each (160 kgs). The crates still bear the purple radiation danger symbol, and are stenciled "Plutonium" as a ruse. Each truck received about 165 crates, totalling 497. This load (over 26 tons per truck), in addition to distorting the bodies of the trucks, helped sink them deep into the mud. The trucks are now covered by a thin film of silt, although their faint outlines can still be seen through the water on clear calm days. The workers Snyder used were then killed to keep the location of the treasure a secret. Now, only Snyder knows its location.

To get the gold out, the characters will have to either topple the Mayor's government or invade Central Park with sufficient force to hold the Mayor's militia off long enough to carry out the salvage operation. The services of Salvage Sam or another heavy salvage operator will be necessary to haul the gold out of the mud.

Once the gold is recovered, a fleet of military or other trucks will be necessary to move it. Alternatively, the gold can be put somewhere safe (if the characters can find one!), and a message sent to Norfolk: "Gold recovered; come pick it up." Let them worry about getting it out of the city!

ENDING THE ADVENTURE

Armies of the Night can end in one of three ways:

The characters may decide that to survive they must escape from Manhattan as quickly as they can, whether or not any of their orders have been carried out. A complete adventure could be developed simply around their attempts to leave New York.

They may successfully complete their primary orders—finding the gold—and leave Manhattan victorious (they will need to round up transportation for the gold if they decide to do this).

They may decide to stay, either as the military government, or as individuals who feel they can make a decent life for themselves in the urban jungle that is New York City. If they have located the gold, they will need to defend it until Milgov arrives to take it off their hands.

Whatever happens, there is plenty of scope for further adventures, both on Manhattan and in the surrounding boroughs.

NEW YORK METROPOLITAN AREA

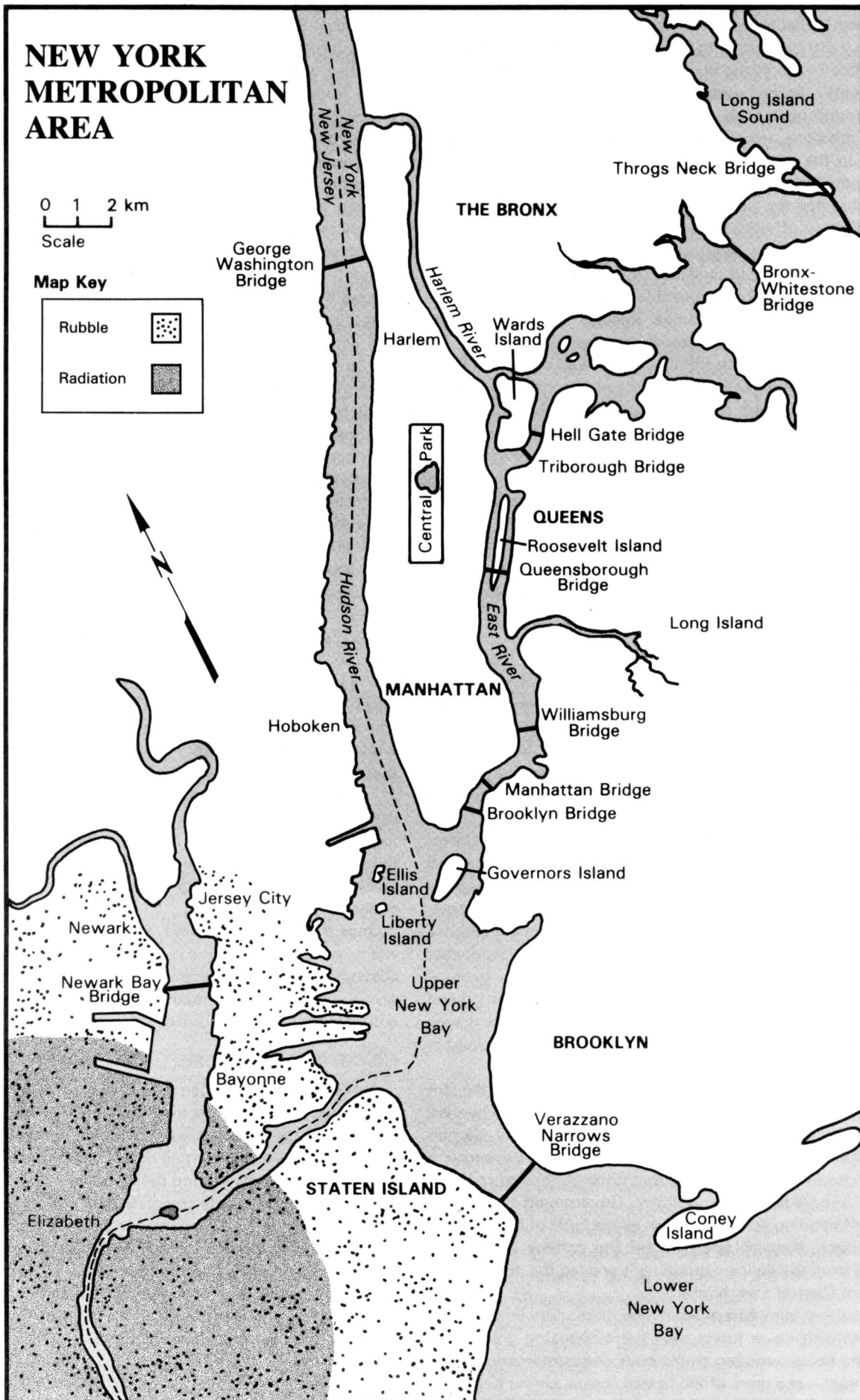
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Scale

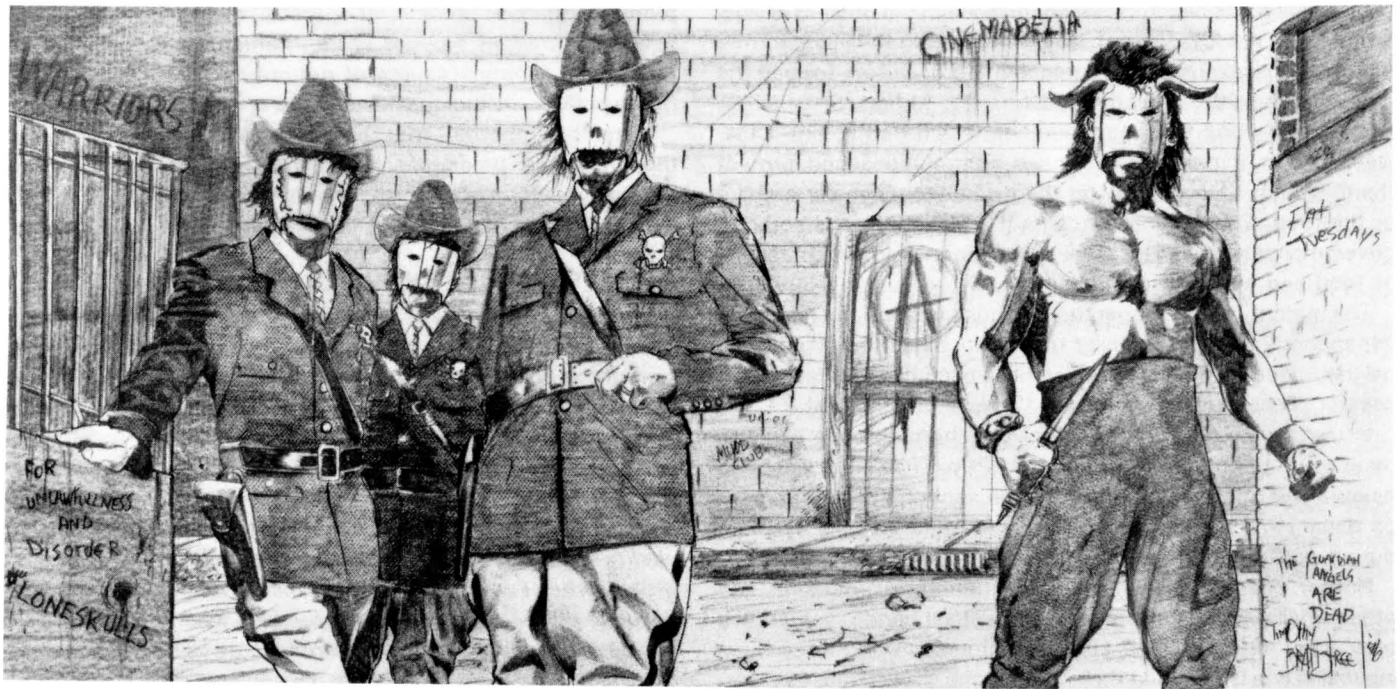
Map Key

Rubble



Radiation





The City: Background

Armies of the Night takes place on the island of Manhattan in New York City. As shown on the map of the city (see page 6), Manhattan is a long narrow island running roughly north and south, about 13 miles long and 2.5 miles across at its widest point. To the west is the Hudson River flowing south from upstate New York, and beyond that lies New Jersey. North and northwest are the Harlem River and the Harlem Ship Canal, separating Manhattan from the Bronx on the mainland. East and southeast lies the East River separating Manhattan from Long Island where Queens and Brooklyn are located. South and southwest is Upper New York Bay with Staten Island further to the southwest. Also to the southwest of the southern tip of Manhattan is Jersey City, with Ellis and Liberty Islands close by.

Before the war, New York City was divided into five boroughs: *Manhattan*, with a prewar population of 1.4 million; *Staten Island*, with a prewar population of .4 million; *the Bronx*, with a prewar population of 1.2 million; *Queens*, with a prewar population of 1.9 million; and *Brooklyn*, with a prewar population of 2.2 million.

Much to the surprise of many, New York City was not the target of Soviet nuclear missiles during the gradually escalating exchange of nukes in the fall of 1997. Instead, it was the oil refineries and factories along the Jersey shore which received the brunt of the enemy strikes. Two New Jersey towns, Linden and Perth Amboy (both locations of important refineries and oil storage farms), were hit by thermonuclear warheads on the night of December 2, 1997. Staten Island was badly damaged by blast and subsequent fires, but damage to the other boroughs was relatively light. Most of the city's casualties occurred later, from starvation, disease, and the carnage as several million city-dwellers fought to escape or to survive.

MANHATTAN

Most of *Armies of the Night* will take place on Manhattan.

Manhattan has long been divided into districts which reflect the history of the city as it grew from a small Dutch settlement.

The map on pages 23-24 shows the different districts of Manhattan. They include the following:

Far North Manhattan: Also known as Upper Manhattan, with extensive parks and wealthy residential areas.

Harlem: Between the Hudson River and the Harlem River, north of Central Park, and as far east as Fifth Avenue.

East Harlem: Northern Manhattan, north of 96th Street, between Fifth Avenue and the Harlem and East Rivers.

The Mayor's Territory: An area united under the control of the man called the Mayor (see page 41), including Morningside Heights, the Upper West Side, part of the Lower West Side, and Central Park.

Upper East Side: A mostly residential area east of Central Park, south of 96th Street, and north of 59th Street.

Midtown Manhattan: Formerly the city's business district, including such traditional districts as Murray Hill, Tudor City, Gramercy, and the Garment District.

The Village: A collection of several traditional districts which includes Chelsea, Greenwich Village, Soho, Little Italy, Chinatown, and East Village.

Lower East Side: Formerly the area where European immigrants settled, the Lower East Side lies along the East River between Midtown Manhattan and Whitehall.

Whitehall: The financial district of Manhattan, including Lower Broadway, Whitehall, and Wall Street.

Each district is described in greater detail later in this book.

THE PEOPLE OF MANHATTAN

Manhattan Island is inhabited in the year 2000 by fewer than 120,000 survivors of the city's collapse. Food is the greatest problem on the island, and starvation an ever-present specter. Those who can do so farm plots of land stolen from former city parks, high-rise landscaping, and vacant lots. Others make their living by stealing food from those who raise it—or by taking food in "payment" for protecting it. Rats, pigeons, and wild dogs, together with grain and fruit grown in the former parks, are the principal sources of food in Manhattan today.

Civilization has begun to be reborn, though the process is slow and often bloody. Street gangs and handfuls of former policemen, plus army and national guard deserters formed the nucleus of neighborhood marauder bands. At first, these bands simply stole food from communities which had it, but a few learned that it paid to join these communities and protect them—rather than destroying them—in exchange for a share of the food. These gangs became the nuclei of neighborhood governments acting as local militia armies and receiving “taxes” of food and salvaged equipment.

The majority of these marauder bands continue to operate independently, finding it easier to remain small and live off the neighborhood communities which have become moderately successful. These are the so-called “armies of the night.”

In the course of this adventure, the characters are likely to meet a number of different types of NPCs. These are described below. The rumors listed refer to the section entitled *Rumors* on page 16. The NPCs may share the rumors listed for them during conversations or confrontations with the characters.

Hunter: A character who lives by hunting rats, pigeons, and other small game. Hunters operate in small bands, sometimes providing food for a small, closed community, other times making their living by bringing their catch to the city's street markets. *Rumors:* L, S, T, Z, AA, BB, CC.

Rover: A character who lives by scavenging among the ruins of New York's buildings. Like hunters, rovers may work solely for a single community, or they may be independent, bringing their finds to a city market where they can be exchanged for food and gear. Some rovers have been systematically exploring Manhattan's skyscrapers floor by floor, looking for lost caches of canned food in rooftop restaurants and snackshops. *Rumors:* J, L, S, T, Z, F, G, O, Y, AA, BB, CC.

Scavenger: A character who organizes work parties to tackle very large projects over a period of time. A scavenger might spend a week or more completely dismantling a harbor tugboat, in order to salvage chains, wire rope, copper tubing, diesel engine parts, lubricating oil, electrical wiring, copper plate, and even nails, hinges, and screws. Scavengers are sometimes called salvors or salvagers. *Rumors:* C, E, F, J, M, N, AA, BB, CC.

Merchants: These are the entrepreneurial organizers of Manhattan's neighborhood markets and bazaars. Rovers, scavengers, and hunters bring their goods to them to sell. *Rumors:* J, K, M, N, R, Z, AA, BB, CC.

Militia: These are the defensive forces of the various neighborhood communities. Relatively large, powerful ones are often based on former street gangs or police units. Many of the defensive cooperatives in single high-rise buildings have tiny militias based on the building's prewar security force. *Rumors:* A, B, D, K, S, T, U, V, Z.

Gangs: The “armies of the night” who rule the vast majority of Manhattan in anarchy and bloodshed. They live by raiding communities which have become self-sufficient, and are the biggest single barrier to Manhattan's recovery. *Rumors:* D, F, I, K, L, S, T, U, V, X, Y, Z, CC.

Harbor Rats: Gangs which have access to sailboats, yachts, and a handful of historic sailing vessels berthed in Lower Manhattan. They provide the safest way for visitors to reach Manhattan. *Rumors:* M, N, M, Q, S, T, Z, CC.

Newsellers: A common sight at the city markets, newsellers are merchants or other individuals who will share news about conditions elsewhere in the city, rumors, gossip, and general information in exchange for food or supplies (this is not their

primary source of income, of course...it is just that they have become known as sources of information). In this adventure, they are a common source of rumors and other information. *Rumors:* Any, including those of the referee's own invention.

Note: It is important that the players not know in advance of these various types of characters. They should learn for themselves, for instance, that newsellers are usually a reliable source of information about the island.

THE CITY AND ITS ENVIRONS

I'd never been to New York. I'm a small town Pennsylvania boy...I don't like cities, and don't like to visit them. There was something about New York, though, first time we saw it that pictures of the place cannot convey. Those buildings—so many of them...and all going up and up, it was like we were at the bottom of a deep, dark canyon—and all of them (well, most of them, anyway) empty as a starving man's belly. Empty as they were, though, we could all feel something of the power and vitality the place must have had...once.

Back when I was a kid, I used to think that the saddest, most desolate place I'd ever seen was the field where the county fair had been set up, right after the tents were struck and there was nothing left but melted ice cream bars and crumpled paper cups. That was the epitome of loneliness, I decided, worse than the pictures of the Sahara I saw in geography books. When I was in Europe, I changed my mind. The loneliest, most desolate place in the world was a steel town called Nowy Huta on the banks of the Wisla River near Krakow. Our nukes had hit the place, and left steaming rubble and stark metal skeletons, black against the sky—it was like staring into the face of Death itself.

Now I changed my mind again. New York, with the people gone, that was the ultimate...the Platonian ideal...the standard against which all other lonelinesses are measured.

THE NUCLEAR STRIKES

The nuclear strikes of 1997 did direct damage only to portions of Staten Island. Since the New Jersey strikes were airbursts, fallout was less severe than it could have been. Since then, what fallout there was has washed away, or decayed to safe levels. There are no radioactive areas remaining on Manhattan. The only radiation in the entire area, in fact, is in the steel skeletons of buildings and bridges in the ruins of Staten Island, within a few miles of the blast craters. (This area is indicated on the map on page 6; characters traveling through it receive 1D6 rads/hour.)

The blasts lit up the night sky and shattered windows close to the ground. The fires raging across Staten Island were seen illuminating the sky as far north as Hyde Park. Over 117,000 people died on Staten Island, and another 11,000 perished across the Narrows in Brooklyn. None of the city's other boroughs, however, suffered any deaths directly from the blasts.

The deaths came later.

DAMAGE

Damage to Manhattan from the New Jersey nuclear strikes was slight. Some glass was shattered, particularly near the ground floors where the blast was intensified by reflection from the pavement, and particularly near the southern tip of Manhattan, which was closer to ground zero. The nuclear explosions across the bay, however, did almost no blast damage at all, and even fallout was minimal, with the worst radiation effects being confined to Staten Island and western Brooklyn.

Infinitely worse in Manhattan than blast damage was the wreckage incurred when the island's population rioted. Successive food and race riots along with fires (some of them arson) swept the city, leaving few, if any, buildings untouched. As a rule, every building on Manhattan has been completely stripped of anything edible or useful below the 10th floor, and entire blocks and countless buildings have been gutted by fire.

Manhattan's miles of tunnels and subway systems have been flooded, due to the fact that the pumps which control daily seepage have long since stopped working. The subways, in fact, half-filled with relatively clean water and accessible by steps leading down from the street level in many places, are where New York's residents get their water.

Substantial damage has been done by New York's residents since the riots. Parks, landscaped lawns and gardens around high-rise towers and residential complexes, and vacant lots have been tilled and planted, and the shells of many burned-out buildings have been pulled down, the rubble cleared, and the lot cultivated. In many places, street plaza and sidewalk pavement has been smashed with dynamite, hand grenades, or sledgehammers, and the broken pavement cleared to uncover additional arable soil.

AFTERMATH

The resources of the local governments were immediately overwhelmed by the conditions which followed the nuclear strikes. Fuel was in short supply, and all stocks were confiscated so that heat, electricity, and transportation could continue. Medical facilities were hopelessly inadequate to handle the burn, blast, and radiation casualties from New Jersey and Staten Island, let alone from other areas. Food and water were rationed. That, coupled with the sudden desire of millions of people to go elsewhere, resulted in rapidly escalating civil disorder. Each one of the city's hundreds of diverse ethnic or cultural groups thought it was being cheated so that some other group could get more than its fair share. There were riots, lynchings, mass looting, and arson.

The US 1st Army proclaimed martial law in New York on December 4, with the consent of the President. Under the proclamation the 42nd Infantry Division's 1st Brigade (New York National Guard), along with units of the 43rd Military Police Brigade, took over government of the New York metropolitan area, with instructions to keep order and to oversee the relocation of the city's population to rural areas.

Thousands of people of Russian and Eastern European backgrounds—as well as French, Greeks, and Italians (who were perceived as having betrayed NATO in Europe), plus Chinese and other Orientals because they were different—were slaughtered in city-wide massacres, which only provoked reprisals. Food riots began as stockpiles of food dwindled in late December. Whole armies of crazed people would invade nearby neighborhoods, following rumors of secret stockpiles of food, water, or fuel, and the resultant slaughters left tens of thousands dead and dying in the streets. Only extreme measures brought back a semblance of order to the city.

As 1997 wore on into 1998, conditions continued to deteriorate across the United States. Rural Americans were not happy to have untold thousands of homeless hungry urbanites thrust upon them, and violence flared against the refugees in many places. More often, a rural community would accept its quota of refugees, then turn them out when the troops had left. Eventually, relocation was abandoned as being wasteful of fuel,

but until that happened, its main effect was to create large bands of homeless wandering throughout the country.

Throughout New York, the absence of any effective government led to the formation of unofficial "governments" which were more often gangs of thugs or vigilantes than anything else. In many cases, prewar street gangs formed the nuclei of these groups. These gangs ambushed military patrols and raided armories for weapons, took over parks and open areas for growing food, and worked "protection" racket operations for their neighborhoods. As the gangs began to raid one another for food, protection rackets in many cases became legitimate defensive cooperatives between gangs and small communities of survivors.

At first, the military commander of New York City tried to disband the local governments and armies, but he soon discovered he lacked sufficient troops. It was easier to surrender *de facto* control of certain neighborhoods to these groups. The 1/42nd had some measure of control over the gangs so long as they controlled the food convoys. As long as the food continued to come, the 1/42nd could maintain control.

By the summer of 1998, it became obvious that the harvest from the midwest was going to be very small and virtually impossible to transport. The newly formed 78th Infantry Division was assigned to New York City, replacing the detachments of the 42nd Infantry Division (which were being deployed to Yugoslavia). Even though the crops grown in the city would help somewhat, it was soon obvious that without food shipments from outside the city, the 78th was just one more gang. By late summer, it was decided that the Military Government's position in the city was untenable and that the 78th could be put to better use elsewhere. In November, the 78th was ordered to evacuate New York, taking with it the gold reserves (described in *All That Glitters*) and such stockpiles of food and equipment as they had been able to accumulate.

In the event that transport was insufficient for everything, the unit's orders read, the gold was to be given priority.

Unfortunately for the 78th, the gangs learned of the evacuation. The departure of the 78th was good news for the gangs, of course, but the evacuation of the division's supplies, weapons, and equipment was another matter entirely.

The Evacuation: The 78th began leaving New York on November 28, 1998. The 1/78th Division was in the Long Island boroughs (Queens and Brooklyn). Its part of the evacuation was to secure the Queensborough Bridge across the East River for itself and the gold convoy to cross. The 2/78th Division was in the Bronx, with orders to secure the George Washington Bridge for the division to cross the Hudson, and to secure a bridgehead on the west bank. The 78th MP Company was assigned to ride shotgun for the convoy itself, while the remainder of the division was in Manhattan with orders to secure the convoy's route during the retreat.

The convoy was to form up in Queens, cross the East River at the Queensborough Bridge, proceed across East 59th Street to Central Park, proceed north along Fifth Avenue to 110th, then cut across Harlem on St. Nicholas Avenue to I95 and the George Washington Bridge. Beyond the Hudson lay New Jersey, and (comparative) safety.

The convoy vanished before it reached the Hudson.

The 78th was severely mauled, losing over half its personnel and all its remaining equipment. About 1,000 members of the division survived the crossing and made it to southern New Jersey, where the 78th was reformed in March of 1999.



Life in the Big City

Life in New York is no picnic. The city's accessible food supplies were gone within weeks of the Perth Amboy and Linden bombings. About one third of the city (not counting Staten Island which was heavily damaged by the nuclear blasts) was burnt down or reduced to rubble in the periods of rioting after the Jersey nukes.

The survivors have cultivated what open ground they could find and are in the process of clearing more. Central Park is under cultivation, and work parties can nearly always be found in different parts of the city clearing rubble from burned-out city blocks to expose dirt that can be tilled and planted. Farmers quickly found out that once they had grown something, someone else showed up to take it away. Farming communities have developed militias to defend their crops and storehouses.

Specialized professions have reappeared:

Hunters search deserted buildings and filthy sewers for the rats which provide the population with much of its food. (It takes two acres of good land to raise enough food to keep one person healthy for one year. Rats and pigeons supplement the diets of all of New York's inhabitants.)

Rovers search abandoned buildings for undiscovered caches of food or weapons.

Merchants organize street markets where people barter food and salvage.

Though the people are attempting to re-establish some measure of civilization, anarchy remains the real ruler of New York City. Marauder bands are everywhere, seeking easy prey in quick raids, or banding together to assault fortified storehouses or walled cropland. Even the strongest of the local governments (those of the Mayor and the Duke) control only relatively tiny areas of the city, and when the sun sets, they retire behind their walls and bolted doors, leaving the streets to the "armies of the night."

BUILDINGS

New York is the city of skyscrapers: the Empire State Building,

the twin towers of the World Trade Center, the art deco spire of the Chrysler Building, and countless others.

Buildings present a double challenge in *Armies of the Night*. First, only a fraction of them have been completely explored by New York's survivors. Without electricity, none of the city's elevators work, and it is a hardy soul indeed who will trudge up 40 or 50 floors in the dark in hopes of finding something valuable enough to bring down. Large numbers of the city's rovers do just that, searching former apartment houses and city high-rises for undiscovered caches of canned food, medicines, or useful salvage. High up, many buildings are relatively untouched by looters, and many harbor what amounts to incredible wealth in post-nuclear New York.

Buildings also present the players with a kind of environmental "jungle canopy," a place where predators (from cougars or leopards escaped from the zoo to isolated humans driven mad from loneliness, hunger, and grief) stalk pigeons, rats, and one another in the never-ending battle for survival.

Several of these ecological layers have formed in the city—below ground in the sewers and flooded subways, on the street levels among the buildings and on the buildings' first few stories, and in stratified and mutually hostile layers above the streets.

The players should be encouraged to explore the upper floors of the city's buildings. Climbing stairs is classed as hard work, with an extra fatigue level added for each five floors climbed without rest. Obviously, it would take an incredibly large book to detail individually the buildings of New York City floor by floor or list what there is to be discovered there. The referee should create such finds as the adventure unfolds. Almost anything can be discovered in these upper floors—from a supply of toilet paper or a six-pack of beer, to a small cafeteria with shelf after shelf of canned soup, to a hungry cougar or a helplessly insane cannibalistic human.

SALVAGE

New York City was once the nexus of a trade network which spanned the entire globe. Here the products and commerce of



every nation on Earth were bought and sold; here the destinies of national economies were determined. So populous, so rich, and so varied a metropolis as New York could not collapse without leaving in the rubble of its fall a considerable part of this treasure. "Treasure" can here be taken to mean traditional riches (gold, silver, gemstones, and so on), technological treasures (radios, computers, electrical wiring, batteries, and the like), and treasures made valuable by the current state of civilization (canned food, bottled water, hoarded gasoline, tools, working vehicles, heavy construction equipment, military weapons and ammo...even so humble a commodity as paper towels). Any of these items (and any more imaginable by the players or the referee) may be materials or artifacts which can be salvaged during the course of the game.

At any time during the campaign (except during combat) one or more of the players may elect to hunt for salvage. They may do this with a particular object in mind: hunting for a stock of canned food or water, for example. Since their orders direct them to salvage what they can in order to establish a Milgov presence on Manhattan (and to make the Milgov expedition pay off in tangible assets), they may choose to hunt for salvage in order to comply with their orders and also to learn more about the ruined city they have found themselves in.

As could be expected, the obvious places have been looted and ransacked long before the player characters arrived in Manhattan. Grocery stores, convenience stores, drug stores, liquor stores, gun stores, jewelry stores, electronics stores, waterfront warehouses, gas stations, apartments more or less easily accessible from the street—these and countless other possible sources of salvageable items have been emptied during the first few months after the bombs fell. There are still plenty of treasure troves throughout the city, however. By and large, these will fall into one of several categories:

Abandoned Caches: These are stores of supplies—usually food and bottled water, but sometimes including gold or valuables, guns, ammunition, or even paintings or objects of art—which were stashed by the occupant of an apartment or house during the period of tensions and war preceding the attack on New Jersey. The occupant then fled the city or was killed during the riots.

These caches will most often be in dwellings—hidden in an

attic or in a disguised storage space behind the cellar stairs, buried under loose floorboards or stuffed inside a washing machine. The obvious hiding places (under the bed, in kitchen cupboards) have mostly all been uncovered by scavengers. A few of the more imaginative hiding spots have remained undiscovered.

Other examples include food or supplies stored in warehouses which were abandoned by U.S. Army or National Guard units and later overlooked by scavengers. Such stores would be extremely rare.

Gang Caches: These are supplies of *everything*—food, water, weapons, ammo, clothing, tools, medicine, traditional valuables such as gold, silver, or even paper money—which have been stockpiled by various neighborhood gangs. These stockpiles represent the power of each individual gang; they are the accumulated "taxes" from the local neighborhood, salvage found elsewhere in the city, and loot taken from other gangs or neighborhoods. They include special caches such as a hidden reserve of diesel fuel used by the man who operates one of the old Staten Island ferries as a gunboat.

Gang caches will always be inside easily defensible and secure buildings (such as the Metropolitan Museum of Art in Central Park or Castle Clinton in Battery Park). They will also be the most heavily guarded area in any gang's neighborhood, as well as being the targets of frequent raids by other gangs.

Inaccessible Caches: It takes an extraordinarily determined scavenger to climb 40 flights of stairs in order to look for food or anything else. Remember that a great deal of New York City is well above the street level, and there is not a single functioning elevator in the entire city.

The nuclear blasts across the river shattered many lower floor windows, and the rioting mobs got most of the rest, but above the 20th floor or so, windows are intact, and many apartments have not been entered because of the sheer difficulty of climbing all those steps.

These dwellings—usually the upper floors of apartments and condominiums, and the penthouses of the very rich—had stocks of food before the attack. Some owners took what they could and fled. The majority were cleaned out by the owners to eat or trade with, and many were looted by hungry mobs or by street gangs. In many cases, however, the owners left their dwellings and fled or died...and stores of canned food and other valuables remain.

Some buildings have been cleaned out systematically by determined (and desperate) gangs who used mountain climbing tactics—establishing base camps at every few levels—to reach and explore every floor. Enough buildings remain with their upper floors untouched that ingenious and determined characters might still find worthwhile booty if they don't mind a long climb.

Overlooked Caches: These are extremely rare and represent readily accessible stores of food or other goods which, for various reasons, have been overlooked until now. Examples might include an abandoned car—one among thousands of others—with a trunk filled with canned goods and bottled water. In this case, the owner might have loaded survival supplies into his car and was leaving the city but was caught in traffic and forced to flee on foot. The car was then simply overlooked by the scavenging gangs which passed it each day.

Undiscovered Caches: Unlikely as it may seem, there may be stores here and there on Manhattan that have *not* been looted. Because of location or circumstance, these were overlooked by the mobs, abandoned, and subsequently missed by scavengers.

This category would **not** include food stores or restaurants of any sort. It might, however, include food warehouses or packaging plants, specialty stores or souvenir shops which have racks of candy bars or snack foods, or less well-known department stores which have a cafeteria or snackshop inside. Obviously, such discoveries would be extremely rare.

Heavy Salvage: This will generally be beyond the scope of the players by themselves but may be attempted through NPCs who do large-scale salvage all the time. Heavy salvage represents such projects as dismantling a bridge, a building, a large boat, or anything else large, heavy, and complex in order to salvage machine parts, metal, fixtures, wire, and other useful materials.

FINDING SALVAGE

Survival in New York City depends on the characters finding sources of food such as those listed above. The referee should only sparingly reveal such caches to the characters, however, and *only* if they actively look for them. All obvious sources of food and other necessary (and unnecessary) goods have long since been cleaned out and their contents transferred to one or another of the gang caches.

Finding salvage is the result of looking for it. SCR skill can be specifically applied to any attempts to locate salvage, whether specific items (food, water, or anything else), or general salvage which may be useful later or because it fulfills mission requirements. Heavy salvage will generally require cooperation between the players and local NPCs—especially NPCs who do heavy salvage full-time.

Each area of Manhattan has its own likelihood of holding caches of food or other items which might be salvaged. Finding something will be an ESY, AVG, or DIF task, and in some cases will require special initiative and effort on the characters' part—the determination and stamina to climb 40 floors, for example.

ANIMAL LIFE

We'd come to the top of some stairs that led from that hallway—all dingy concrete brick decorated with names and foul words and stinking of urine and fear—down into the blackest black imaginable. Up here, some light still filtered through from the smashed skylights and tall, shattered windows on the floor above, but that blackness below was thick and liquid and breathing...a living presence that could be felt as well as seen.

Turk was breathing pretty hard, and his knuckles were white against the barrel of his M16. He was squinting from under his watchcap, trying to penetrate the darkness.

"Hey, Man," he said. "There's somethin' down there."

I closed my eyes, and listened to the dark.. There...I heard it...a faint rustle, then a skittering, like windblown plastic wrappers rattling across the street.

It got louder...and louder. My mind's eye conjured pictures of armies gathering, of nightmare soldier-imps gathering for the assault. There was a chittering sound down there...and then it seemed that whole, crumbling, death-dark building was filled by a muted thunder of running feet, of small, high-pitched cries joining into a chorus of hunger.

I managed a smile when I saw Turk's frightened eyes. "Rats?" I asked.

New York, even before the war, was home to a remarkable menagerie of animal life, from rats in the sewers to rare and exotic creatures on display in the zoos or kept as pets in

fashionable penthouse apartments. With the desertion of large parts of the city, some creatures have multiplied tremendously, and even the rare ones can pose sudden and unexpected danger to unwary characters. Some of the wildlife of greatest interest to the players is discussed below.

Rats: Despite constant attempts to exterminate them, rats are always present in large numbers in any urban area. In the chaos of war, they always multiply. Rats consume vast amounts of vitally needed food, attack the young, the sick, and the weak, and spread diseases such as rabies, bubonic plague, typhus and rat-bite fever. They are also a source of food.

There are two principal species: *Ratus norvegicus* (the Norway, Harbor, Warf or Brown Rat) and *Ratus ratus* (the Black, Gray, or Roof Rat). *R. norvegicus* is the larger and more vicious of the two, growing to be as much as 25cm long, excluding the tail.

Rats begin breeding when they are three months old, and produce seven litters a year, each with as many as 22 young each. This fecundity, their native intelligence, and their ability to eat anything makes them natural survivors even in an environment such as post-holocaust New York.

Cockroaches: Another natural urban survivor is the indomitable cockroach. They are scavengers, eating almost anything available. Their flat, tough-armored bodies allow them to penetrate nearly invisible cracks in walls and floors, and they thrive in the warm, moist, dark spaces between the walls of city dwellings.

Cockroaches can eat anything people eat and therefore compete with humans for food. Their love of warm, moist places makes them carriers of filth which can contaminate human food stores, though there are no diseases specifically linked to roaches as carriers.

In the New York of 2000, roaches are an important source of food. As edible as any other arthropod, they are much smaller than lobsters—but far, far more numerous, and considerably easier to trap. Finicky eaters among **Twilight: 2000** player characters should remember that roaches fried in oil and garlic have long been considered (by some) to be good for the digestion.

Pigeons: Pigeons are omnipresent scavengers in all major cities, eating whatever they can find. In post-nuclear New York, they have become an important part of the food chain, serving as food for hunters (both four- and two-legged). Buildings which have had lower tiers of windows blown out by the blast or broken by vandals now serve as aviaries for countless millions of these birds, which can darken the sky when they are startled into all rising together.

Pigeon roosts such as these are frequently the lair of larger carnivores as well, since they offer a ready source of virtually inexhaustible game.

Dogs: The feral dog packs that have survived the two years since the nuclear attacks consist of lean, mean, medium-sized dogs of all sorts, both mixed-breed and purebred. Fierce competition between different packs and between the packs and humanity has resulted in the present survivors being the wildest and most vicious found anywhere.

In addition, there are a few wild canines in New York, mostly foxes and coyotes which have adapted to urban, 20th-century life.

Zoo Escapes: New York City had five zoos before the war, and there were countless private collections and commercial animal import firms as well. Since certain zoo animals—the large

carnivores particularly—represented a danger to humans, zoo officials were ordered by local governments and by military authorities to destroy them in the event of a nuclear attack. Not all of the dangerous animals were killed, however. In the chaos following the nuclear attack, many zoo keepers died or fled before they could carry out their duties. Others released favorite animals rather than kill them. Some people released animals en masse, believing that all living creatures deserved a fair chance. Some animals became desperate for food and water, and broke out when their keepers no longer came.

The animals which were released or escaped met various fates. Most died, temperamentally unsuited to life on their own. Many were killed for food or because they were obviously dangerous. Others died in the harsh winter weather after the attacks, and a few managed to escape the city completely.

A few exotic creatures remain, however, and could be encountered by the adventurers. Whenever an animal is encountered in New York City, roll on the table below.

The *Game*, *Fowl*, and *Dog* results are detailed on pages 12-13 of the *referee's manual*. If an *Exotic* is rolled on the table above, roll a D10 on the table below to determine the individual animal. The specific nature of the encounter with the animal is up to the referee.

The data chart at the bottom of the page gives the individual information for the animals listed above.

HUMANS

As has always been the case throughout history, the most cunning, the most deadly adversary of all is Man. Millions died in New York City during and after the nuclear attacks, and millions more fled. Those who stayed and survived lived either because they

were part of a disciplined, well-armed and well-organized band, or because they were the craftiest and deadliest hunters on the streets.

Some humans survived in the urban jungle on an almost animal level. They live in packs of six to twelve, or they live alone. Some are cannibals in a region which long since has been stripped of ready food. Many have lost all touch with reality, and exist mindlessly as solitary, vicious killer apes. Those which have survived alone for two years are perhaps the deadliest hunters on Earth.

Referee's Notes: New Yorkers are as fond of exaggeration as anyone else—perhaps more so—and there have long been stories of mutant monsters lurking within the labyrinthine bowels of the city. Fifty-foot alligators grown from pets flushed down commodes and into the sewers were long a popular topic, as were giant piranha and monster rats. With the fall of radioactive debris across the city, speculation grew more serious. Who knew what monsters were being bred in that dark tangle of subways and sewers beneath the city's sidewalks.

In fact, radiation is unlikely to create that sort of mutation...and two years is far too short a time for successful mutants to become established anyway. Most of the stories popular before the war were just that—stories. However, humans tend to explore their fears and ignorance through stories, and the people of post-holocaust New York are no exception. Every part of the city will have its own legends about radioactive mutants, gigantic, nocturnal monsters, or enclaves of hairless, gamma ray-scarred vampires driven by radiation sickness to feast nightly on human blood.

As with the giant alligators, there will be no truth to any of these stories, but the story tellers will believe the stories they tell with absolute conviction. The referee may use such stories to mislead the characters, to frighten them, to divert them into new adventures, or simply as additional colorful background. Certainly rumors that the gold is hidden in an old subway tunnel will take on new dimensions if the natives also tell of radiation-twisted monstrosities lurking in the shadows along the rusting tracks.

EXOTIC ANIMAL DATA CHART

Animal	Meat	Move	# Appearing	Hits	Attack	Hit #	Damage	Stature
Tiger	1D6x20kg	10/20/60	1	60	40%	—	3D6	28
Leopard	1D6 x 15kg	15/30/60	1	12	40%	—	2D6	4
Cougar	1D6 x 18kg	15/30/60	1	12	40%	—	2D6	4
Ocelot	1D6 x 3kg	15/30/60	1	10	40%	—	2D6	4
Fox	1D6 x 2kg	15/30/60	1	8	40%	—	1D6	2
Wolf	1D6 x 4kg	15/30/60	1–6	12	60%	—	2D6	4
Bear	1D6 x 20kg	10/20/40	1	80	40%	60	4D6	27
Coyote	1D6 x 2kg	15/30/60	1	10	60%	60	2D6	2
Wild Dog*	1D6 x 2kg	15/30/60	1–6	10	60%	60	2D6	2
Alligator	1D6 x 18kg	5/10/15	1	12	40%	—	3D6	18

*Undomesticated non-North American canines such as the Cape Hunting dog or Dingo.



Adventuring in New York

We started getting a feel for the different neighborhoods in New York the first couple of days we were there. Midtown and Whitehall—those were the big buildings. Harlem—people living in fear, and the prowling marauder bands. Central Park—walled in and plowed...farmland now where trees and tennis courts used to be...with a lot of mean-looking dudes guarding the walls with guns. East Side—real nice people, most of them...though that bunch we greased on East 72nd...I still get sick when I remember what they were eating when we chopped them down.

There is enough variety in buildings with hidden salvage, with gangs lurking in the shadows, with neighborhood defense organizations struggling for survival, with demented savages prowling the streets—all this and more on Manhattan alone—to keep a **Twilight: 2000** group adventuring for months. New York City is an incredibly complex entity; an entity made far more complex by the mix of cultures and “societies” which occupy it.

It would be impossible to completely detail each of the neighborhoods which make up just the island of Manhattan in any one booklet of reasonable length. This section gives a brief overview of each important district on Manhattan Island, where the main theme of the adventure (recovering the gold) is set. The referee may refer to each area’s description as the characters enter it to determine what sorts of buildings exist here, what the potential is for salvage or danger, what governments may be in residence, and how the occupants are likely to react to them.

Any one of these areas could be the source of an entire adventure in itself. The entire section could provide material for an ongoing campaign lasting several game years.

DISTRICT LISTINGS

The neighborhoods are arranged (roughly) from north to south and west to east down the island of Manhattan. Descriptions of the other boroughs are given after the description of Manhattan. Each neighborhood is described briefly.

The following guidelines are provided for each neighborhood

district. In each case, the referee should roll once per 4 hour turn spent in the district.

Scavenging: This lists some of the general categories of items (food, weapons, tools) which might be found in the district, together with a task difficulty rating (ESY, AVG, or DIF). The referee should feel free to adjust these ratings for particular items and to fit the flow of the adventure.

Buildings: This table lists buildings of different types and heights on a 2D table. It is intended to give the referee some idea of how common skyscrapers, for example, are in relation to other buildings. A die roll can be made if the referee must choose a building at random (one the characters have decided to explore, for example). The referee may ignore the die table and use the values simply as an indication of how tall the majority of the buildings in the area are. It is up to the referee to determine how long it takes to search a given building.

Since there can be dozens of buildings in a single block, and hundreds of blocks in an area, it is obvious that there are too many buildings in the city of New York to permit a listing of each structure’s floors and contents. Instead, the referee is responsible for determining what, if anything, is actually in any particular building, and how long it takes the players to search it, and who or what they encounter in the process. Remember that elevators are out of commission (no electricity), staircases may be blocked by rubble, or the building may be booby-trapped for any one of a number of reasons.

Many of the taller buildings have not been thoroughly explored. Some have restaurants or snackshops with hidden caches of food—while others have a cougar escaped from the zoo, a community of people farming a rooftop greenhouse and trapping pigeons, a band of marauders searching for food, a claymore mine set by a gang to guard a cache, or...who knows?

For the purposes of this adventure, the number of buildings in a district is so large as to be effectively unlimited. The referee may choose to establish limits if the campaign is to continue for any great length of time.

Damage: This table shows how likely any particular building

chosen at random in the district is to be damaged by fire or past riots. Some areas (The Bowery, Chinatown) were badly damaged in uncontrolled fires several years ago, and now have a high percentage of burned-out buildings or rubble-filled lots. Other neighborhoods were virtually untouched, and some buildings are completely undamaged. Some listings give a danger value which is an indication of how severe the damage is. The referee rolls 2D; if the roll is higher than the danger value, the characters will be likely to trigger collapses of walls or ceilings, or avalanches of piled-up rubble if they explore the structure. The referee determines how frequently such rolls should be made, and what the results are.

Rumors: The rumor table lists rumors which may be heard in the district. Rumors are given letters which cross-reference to the rumor listing in the section below entitled *Rumors*. Rumors will become available to the players only if they are able to establish friendly (or, at least, non-hostile) communications with an NPC they have met in the area. The NPC could be a chance-met hunter or rover willing to talk, the leaders of a neighborhood community who have learned to trust the characters, or a newseller at a street corner market. The rumor listing for each district includes many rumors which may be true, and many that are completely false. The referee may determine their accuracy for himself as he builds the adventure (and devise his own rumors in the process). Some rumors may lead the player characters closer to the lost gold; others may lead them to lost caches of food or weapons. Many will be wild goose chases which may lead the characters into new and unexpected encounters. Some rumors contain enough information for the referee to build a complete adventure subplot around—the rescue of a leader's kidnapped daughter, for example, or the foiling of a Harbor Rat's plans.

Special rumors are listed for some sections. These are rumors which the characters are most likely to hear...or which are of special importance to the adventure plot. The referee should see that the characters pick up these rumors first, as appropriate, with or without special rolls on the rumor table.

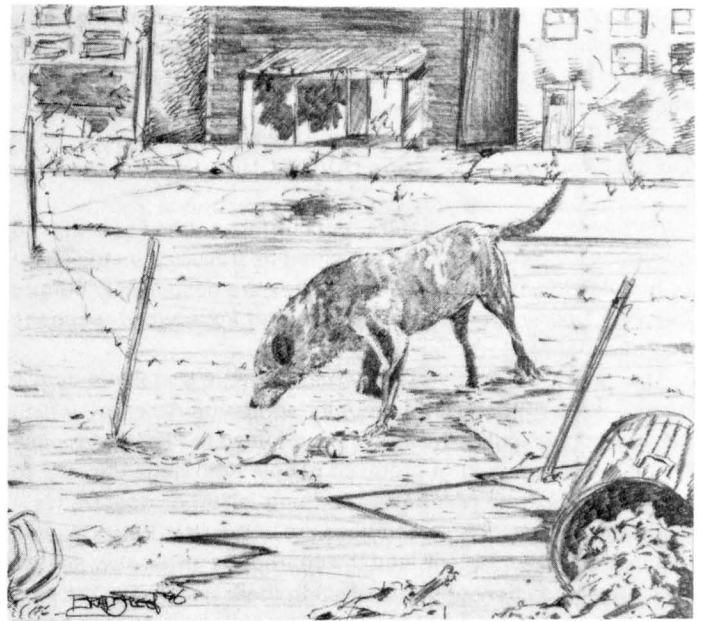
Encounters: Each area has its own encounter table. Each is similar to the others, though there will be variations from neighborhood to neighborhood. The referee should roll 2D on the area's table whenever appropriate—generally once every four hours if the characters are stationary, and at least once an hour if they are moving.

Some encounters will always be the same no matter which area the characters are in. These are described below.

Animal: The characters encounter an animal, number and type to be determined by the referee using the material on page 13. Depending on what the animal is, this event may provide the characters with sudden danger, or with an opportunity to hunt for food.

Dement: The characters encounter a lone, wild human savage. He is completely insane—the name “dement” comes from demented, of course—and has survived for two years by killing and eating whatever he can catch, including other humans. He is armed with a large club (such as a three-foot length of electrical conduit), and if he achieves surprise, will drop on one of the characters, (perhaps from an overhanging section of building in a narrow street, or from a ventilator shaft).

Several uptown areas are infested with these sad, human relics. Most gangs consider tracking and killing them a necessity, and some make it a kind of sport. The referee may, at his discretion, introduce several living in a particular area. In general,



dements are solitary, though packs of them roam certain areas in Lower Manhattan.

Dements will eat anything—garbage, dead animals, even the rotting remains of food left in long-dead refrigerators. They are very often cannibals, killing and eating one another and any strangers they encounter. Though not rational, they are possessed of a certain native cunning and may employ some individuals to openly follow prospective prey, driving it into an ambush. They move swiftly and silently, and often travel across city rooftops in a manner reminiscent of apes in the jungle. Spotting an ambush of dements secretly stalking the group is a DIF task for most characters, an AVG task for those characters with RCN skill. They are armed with a variety of very simple weapons—lengths of pipe, bricks, or jagged fragments of glass are common. They bite if grappled with, and the referee should note that bites by humans will always become infected unless carefully treated. (Treat a bite infection as a minor disease.) In combat they are fearless, continuing to attack even when desperately wounded.

Dements rarely speak and what speech they possess is limited to single, irrational words. They will never be the source for rumors and cannot be interrogated.

They are incredibly fierce, cunning, and savage, so much so that most street gangs fear them (though this is never admitted, of course). Some gangs hold them in a kind of superstitious awe, seeing in these creatures the ultimate survivor—creatures which have survived on their own, with no regrets, no unhappiness, and no conscience to get in the way. Many gangs and neighborhoods of Manhattan have further corrupted the name to “demons.”

Dement Band: This is a pack of several dements. In most uptown areas, dements are solitary. Among the towering skyscrapers and deserted residential blocks of the Midtown area, however, are numerous bands of such creatures, wide-ranging packs of 3D subhuman creatures.

These bands require more food than individuals, of course, and for this reason range farther afield to find it, often coming into conflict with the Mayor's forces, the Duke's troops, and other organized gangs. They travel almost exclusively during the night, though bands may be flushed from buildings (particularly crumbling, partly ruined ones), from sewers or subway

tubes, or from wrecked buses or large vehicles where they may be sleeping or feeding. They are capable of cunning and may decoy a party with some individuals, while the main body of the pack prepares an ambush.

Detecting a dement ambush or a trailing pack is generally a DIF task for most characters (AVG:RCN).

Refugees: The characters encounter a band of 2Dx10 homeless civilians. The band will either be travelling on the street or huddled in a deserted building. They are desperately hungry but very poorly armed (with knives and improvised weapons such as clubs).

Their story will be dictated by the situation. Usually, they will be survivors of a small community somewhere nearby which has been driven out by marauders and forced to flee. Occasionally, they will represent a group of people who have decided to try to escape from Manhattan to Long Island or upstate New York—anywhere where conditions are better than here. In some cases, the encounter will lead the characters into a new adventure subplot, as they offer their help to these people against their attackers, or are offered food or other services in exchange for a military escort through a rough part of town.

The encounter can also be dangerous. Though unarmed, a crowd of people may attack a small party of armed characters if they are hungry enough and if the provocation is great enough (if, for example, the characters are transporting a large and visible supply of food). Survival at the hands of such an ugly mob would require luck and cunning—and probably would require abandoning enough food to distract them while the characters flee.

Rovers: The characters encounter a small band (1D) of rovers. Rovers are individuals who systematically explore Manhattan's empty buildings searching for food, medicine, tools, weapons, or anything else of value.

Each rover band is different. Most carry an ax, prybar, pick, length of pipe, or some similar tool in order to smash windows or doors (although a few have LP skill, these will have lockpicking tools as well). Most are armed; hunting rifles, shotguns, and pistols are common, and some may have scavenged or stolen military weapons. Most carry knives which double as utility tools and as weapons.

They make their living by selling what they find. Certain individuals in various city neighborhoods are known by most rovers as "merchants" or "traders" who will exchange food, clothing, tools, or anything else available for whatever the rovers have to offer. These transactions are conducted solely by barter, and the rates of exchange (how much dried rice it takes to buy a 12 gauge shotgun shell, for example) may vary wildly depending on what other rovers are selling that day, and what merchandise is in demand. Informal street bazaars are set up in various communities throughout the city where the salvage uncovered by various rover teams is bartered.

Rovers are wary of strangers. All too often, encounters in post-nuclear Manhattan are with marauder bands, local "governments" looking for cheap labor, or hungry dement. If contact can be established with a rover band, however, they will be an invaluable source of information. They will know what buildings in the area have been picked over clean, and which may still hide a treasure of food or useful salvage. They will know about gangs and local governments, about fortified communities, and about many of the plans of individuals such as the Duke and the Mayor. They will be extremely valuable as sources of rumors

and general information.

Establishing communication with a rover band could come about in many ways. The characters might rescue a rover from some extreme danger. Another possibility is one of shared danger—the two groups together fight off an attacking dement band, for example.

Hunters: The characters encounter a small band (1D) of hunters. These are individuals (armed with small caliber weapons, with bows, improvised spears, and various traps and snares) who hunt through Manhattan's deserted buildings, ruins, sewers, and subway systems in search of food. Their most common game are rats and pigeons, with occasional wild dogs, cats, raccoons, opossums, bats, and smaller animals. They carry large bags with them to carry their haul. Some carry long strings of trapped game spitted on a stick (in the case of rats, these are called rat-ka-bobs) or strung together on a loop of twine, visible evidence of their prowess with a spear or gig.

Sometimes hunters operate alone, but more frequently they work in small groups, with most of the party along to protect the food from marauders and dement. Some hunting parties belong to local communities which have organized a defensive cooperative. Most are professional hunters who, like rovers, exchange what they catch at neighborhood bazaars for equipment, clothes, and weaponry.

Like rovers, hunters are wary of strangers and it can be hard to establish communications with them, but they can be extremely useful sources of information and rumors. If the characters can win their trust (by whatever means), they will introduce the characters to neighborhood defense cooperatives or militia units which would have been difficult to approach otherwise.

Rubble: The characters encounter the rubble from fallen buildings. Depending on the situation, this could represent a hazard (collapsing as the characters climb over it, for instance) or a barrier (forcing the characters to go around another way). The extent and danger of rubble area is determined by the referee.

No Event: Nothing of interest has happened. The referee may modify this result as necessary to fit the situation.

RUMORS

The rumors detailed below may be picked up by the characters during their stay in New York. The referee should feel free to adapt, expand upon, or change these rumors whenever necessary to fit the current situation or plot idea. The referee also determines which of these rumors may have an element of truth to them and which are completely false.

The letters refer to the letters given on the rumor table for each district. The referee may, if he chooses, dispense with the die roll and deliberately pick some particular rumor he wants the players to hear. He should restrict his choice, however, to those rumors listed for a given area; people in Whitehall are going to hear very little about what is happening at the time in Harlem.

Some rumors, as noted, will be heard only if the characters have been asking questions about certain specific subjects—the missing gold or the vanished trucks which carried them. The referee may substitute a different rumor than the one rolled if the characters have not been asking the right questions—or he may word the rumor in such a way that it becomes information volunteered or overheard without asking.

A: The Russians are invading New York! I heard from a guy

who trades with some of the Harbor Rats that they had a run-in with a Russian ship a couple weeks ago, and they've spotted more of them since, down in the Lower Bay. Some people say they've landed tanks over in Brooklyn.

B: You know those old stories about the giant alligators in the sewers? They're true! I've got this friend...his brother knows a guy who saw one—40 feet long if it was a foot! You know, a lot of people who go poking around in the sewers don't come back...

C: (This rumor is heard only if the players have been asking about gold.) Speaking of gold, there's some gold up on 34th Street. Yeah—God's truth! I seen it! Right in front of the Empire State Building, there's these holes in the sidewalk, like bomb craters. If you look into them, sometimes, there's a gold brick, all squished out of shape. Just like someone dropped it from the top of the building, y'know? What? Have I ever been up there? Man, that thing's a hunnert stories tall! There's nothin' up there but old offices...and who wants to climb that high for a couple bottles of copier toner? You'd have to be crazy to climb all the way up there!

D: A guy down on Fulton saw the Harbor Rats loading guns aboard the *Pioneer*. They'll be out raiding tonight, more'n likely.

E: (This rumor is heard only if the players have been asking about trucks—the missing trucks from the gold convoy.) There are army trucks in Central Park...a bunch of them. The Mayor picked them up somewhere and uses them to carry his guards and patrols around. Alky's no problem for him.

F: (This rumor is heard only if the players have been asking about trucks—the missing trucks from the gold convoy.) There's an old truck like you're asking about down on 34th street somewheres...34th and Fifth, by the Empire State Building.

G: (This rumor is heard only if the players have been asking about trucks—the missing trucks from the gold convoy.) I know a guy who's seen a couple of old army trucks. They're in Upper Manhattan someplace...off by the side of the road. Nothing valuable in 'em though...he checked 'em out already.

H: (This rumor is heard only if the players have been asking about gold.) If it's gold you're lookin' for, I've heard the Harbor Rats have been stashing treasure of some sort out on Governor's Island. Everybody says they keep all their loot out at the old army post there. Hell, no one else goes out there anymore. Maybe they found a stack of gold and are saving it up for the end of the war.

I: You know, the black gangs have been storing up guns up in Harlem since before the war. The Mayor, he's been sayin' if we don't get them, they're gonna get us!

J: There's supposed to be a market held tomorrow. It'll be on the Lower East Side, East Broadway and Montgomery Streets. Anything you need, you'll find it there...if you got the price.

K: Did you hear? The leader of the co-op over in the Governor Smith Houses. His kid was taken in a raid by marauders. They say they're holding her until he agrees to cut them in on the food they've got stored up...only they had a real bad harvest and the food's almost gone already! Some say they took her across the Brooklyn Bridge. Others say they're down in the sewers somewheres. If you ask me, that poor kid's a goner.

L: If you need weapons, there's a story that this place called Rosie's Bar, up in Harlem, had a huge stash of them before the war. Yeah! The story goes that this bunch of Marxist revolutionaries used Rosie's as a hideout and kept the guns they stole from some National Guard Armory there. People have been up

there looking. It's supposed to be on Lenox, somewheres. But that's a bad, bad place to go. The Mau Maus, you know...

M: The Harbor Rats are still running a ferry service to Long Island, the Bronx, or even over to Jersey—if you can pay their price. But you better be smart, or they'll take what you're carrying and slit your throat in the bargain.

N: There's supposed to be a secret stash of diesel fuel in Whitehall. No one knows where it is, but it's supposed to have been hidden by the guy who salvaged one of the old Staten Island ferries.

O: There's a story going around that there's a huge supply of canned food hidden in some computer store over in Midtown. Yeah...a computer joint! Story goes that a kid stole the food from Central Park, hid it in a store, and died before he could say more than "in a computer place." Lots of rovers have been out hunting that one, but nobody's cashed in yet.

P: I had a friend who was working on the Central Park farm last summer, y'know? He said there were three old army trucks in the water down at the south end of the reservoir, maybe five feet down. Me, I never went near the place. That friend disappeared not long after, and I figured Central Park wasn't healthy no more.

Q: This story's all over town. There's this bunch of jerks from the government here in Manhattan, and they're trying to get things up and running again, like the old days...y'know, hot and cold running sewage, and all that. Naw, not the Milgov...the civilian government! Can you imagine havin' to pay taxes to the U. S. of A. again?

R: There's this story that the 78th was pulling out of Manhattan with about a hundred million dollars worth of gold...only the convoy got ambushed and the gold disappeared, see? Me, I think the convoy's CO had an idea for a retirement fund...like maybe gold'll be worth somethin' again someday, y'know?

S: The Duke down in Whitehall is getting ready for an all-out push against Hizzoner the Mayor. Y'see, the Duke's been adding all these people to his rolls, but he doesn't have enough parkland or ratcatchers to feed 'em. The only thing he can do is take Central Park. He's been sayin', "The guy what's got Central Park, he's got Manhattan." Clever, huh?

T: The word's out that a bunch of GIs are in town, working for the Milgov jackasses in Virginia. Seems they're supposed to take a census of Manhattan, or somethin'. Can you imagine anything so ridiculous? Only reason anybody wants your name is to take what's yours. I tell you, no one's takin' down my name in no tax book!

U: The Duke is supposed to be trying to stir up a war between Little Italy and Chinatown. There's rumors that he wants to organize some sort of alliance with the Black Hand, kick out the Chinks, and move into Central Manhattan big time.

V: You know, the Mayor doesn't run his little kingdom at all. The real power behind the throne is that renegade merc he's got working for him—Snyder. He's pullin' the strings on the Mayor like a puppet.

W: Everybody north of 42nd Street's got the radiation poisoning. It's in the water up there, comin' up from the subways.

X: There's this marauder leader up in Spanish Harlem named Cal. They say he got burned by radiation, and it's like he's dead, only he ain't, see? Nothin' can kill him, 'cause he's already dead; and he's a real mean SOB...

Y: There's drugs, medicines, everything you could want over in (Columbia-Presbyterian or on Roosevelt Island, whichever is closest). But I wouldn't go there without an army behind me!

Z: The word's out that the Mayor of New York will pay a year's supply of food to anyone who can lead his militia to some guy named Francis Kellogg. A year's supply! My God, what a stash that would be! The Mayor must want this Kellogg guy awfully bad...

The following rumors are generally heard if the characters have been asking about who the best rover, salvager, or merchant is, and how to meet him.

AA: The best rover I know has got to be Rhonda. She mostly works the East Side; you might find her at a street market on the Lower East Side sometime.

BB: If you need heavy salvage, Quick Sam's the man. He has a crew works down in Whitehall for the Duke. You might see him at City Hall, or maybe at a street market sometime.

CC: If you want to meet the biggest merchant in town, that would be Charlie—old Tuna Can Charlie himself. If there's a deal that can still be struck in this hellhole of a town, Charlie's your man. He's up in Midtown somewhere...or you might see him at a street market in the Village or the Lower East Side.

FAR NORTH MANHATTAN

Far North Manhattan—called Upper Manhattan by the natives—is defined in this adventure as the slender peninsula extending north from about 165th Street, bordered by the Harlem Ship Canal, the Harlem River, and the Hudson River. It is the location of the George Washington Bridge, and of several of the island's important landmarks.

Between the George Washington Bridge (across the Hudson) and the Washington Bridge (across the Harlem River) is a city community which is a northern extension of Harlem.

The northern areas of Manhattan were almost completely abandoned during the first few weeks of December 1997. The nuclear blasts over Linden and Perth Amboy, New Jersey, on December 2nd had triggered massive race and food riots throughout the city. Inhabitants this far north had always lived with some minor fear of the motives of their neighbors to the south and were among the first to flee to northern New Jersey and upstate New York.

The survivors in Harlem did not venture north but concentrated instead on survival in their own familiar neighborhoods. Marauder bands and hunters prowled the expanses of Inwood

Hill Park and Fort Tryon Park, but there was little here to interest them and none stayed. Only within the past few months has one community of refugees in particular settled in the Fort Tryon Park area and begun clearing the land. The characters will encounter them in the Cloisters.

Curiously, the far north of Manhattan had things which survivors further south needed desperately—vast stores of medicines stored in the Columbia Medical Center and large areas of land which could be cultivated. Unfortunately, travel north from the area of Columbia University is extremely hazardous and likely to be interdicted by any of several Harlem-based marauder bands. So far, at least, even heavily-armed and escorted convoys are unlikely to survive the passage, and anything like regular travel to and from the George Washington Bridge area is out of the question.

Scavenging: *Food:* DIF. *Metal, copper pipe, electrical wiring:* AVG. *Medicine (only in Columbia Hospital):* AVG. *Weapons:* DIF. *Electronic parts and equipment:* DIF. *Tools, machine parts:* DIF. *Building stone, bricks, rubble:* AVG.

BUILDINGS

Die	Result
2-7	Tenements or stores under 5 stories tall
8-9	Tenements, apartments 6-10 stories tall
10-11	Apartment complexes, condos 11-20 stories tall
12	Buildings over 20 stories tall

DAMAGE

Die	Result
2	Rubble, vacant lots. Danger: 7 +
3-4	Completely gutted by fire. Danger: 4 +
5-6	Damaged by fire. Danger: 9 +
7	Damaged by rioting, looting. Danger: 11 +
8 +	Undamaged

RUMORS

Die	Result
2	I
3	I
4	M
5	Y
6	Q
7	Q
8	D
9	G
10	G
11	G
12	Y

ENCOUNTERS

Die	Result
2	Animal
3	Hunters
4	Rovers
5	Dement
6	Gang
7	No Event
8	Workers
9	Refugees
10	Animal
11 +	Special

Gang: This will usually be a marauder gang from Harlem—Mau Maus, Disciples, or Simbas—who have heard rumors of strangers entering Upper Manhattan and have come to investigate. At the referee's discretion, this could also be a band from the South Bronx (Suicides), or even from New Jersey. The band will number 2D + 7, will be heavily armed, and will be deliberately looking for strangers whom they will kill or capture if they can.

Workers: The characters encounter 2D + 3 men working in one of the park areas, or possibly in a landscaped part of the hospital grounds or a residential area. These people are part of an independent community in the Fort Tryon Park area, and they are working at clearing and preparing the land for spring planting when the characters encounter them. They are extremely



wary of strangers and will run and hide at their appearance. At least 3 of the men will be armed with hunting rifles, and they will open fire if they think they are being pursued.

Patience or luck (if for example, the characters are able to help these workers during a later attack by a marauder band) will establish communications with these people and allow the characters to pick up rumors or information from them.

Special: The characters discover two U.S. military trucks, long abandoned and stripped by looters, along the side of the road. A skeleton in the driver's seat of one will still wear the shreds of an army uniform. ID markings on the trucks will identify them as two of the vehicles used by the 78th MP Company to transport the vanished gold through Manhattan. Bullet holes in both vehicles—and in the side of that half of the driver's skull which remains intact—indicate that they were the targets of a running gun battle.

There is no gold in either truck, and no further clues to its whereabouts.

SPECIAL SITES IN FAR NORTH MANHATTAN

George Washington Bridge: This is the only bridge across the Hudson River. If the characters do not enter Manhattan on a River Rat boat (see *Getting There*), they will have to come in across this bridge. It is actually two spans, one above the other. Both spans are cluttered with abandoned vehicles but still passable.

The bridge offers no special dangers, though the desolation and the weeds and undergrowth create a wild, forbidding, and untamed look. The characters will find a number of abandoned military vehicles (long since stripped of anything useful), and skeletons (wearing the shreds of US Army uniforms) on the Manhattan side. Investigation will show that these are members of the 78th Division sent to secure the bridge for the gold convoy. Evidence suggests they were ambushed or betrayed.

Parks: There are several large parks along the northern tip of Manhattan, including Inwood Hill Park and Fort Tryon Park. A co-operative defense community has established itself in the Cloisters and is in the process of clearing the 66 acres of Fort Tryon Park for cultivation. They will be wary and want nothing to do with strangers—not even exchange information. They have been attacked by marauder bands numerous times since they came here and will not believe protests that the characters will not harm them.

Cloisters: Occupied by the Fort Tryon community, the Cloisters were a branch of the Metropolitan Museum of Art and contained a collection of European Medieval art and architecture. Much of the art remains; there will be an eerie sense of other-worldliness here, with the grave and reticent occupants within the walls of what looks like a European monastery.

HARLEM

Harlem is here defined as the area of Manhattan south of 165th Street, bounded by the Hudson River, the Harlem River, Morningside Heights, Central Park, and Fifth Avenue. Before the war it had a fearsome reputation as an area of crowded, desperate poverty; a black population torn by unemployment, drugs, and crime; and a powderkeg of racial tensions and hostility. In fact, Harlem was not so homogeneous but included several areas of relative affluence, such as the middle-income developments along the Harlem River known as the Gold Coast.

Much of Harlem was ravaged by fires which raged through the district during the food riots shortly after the nuclear attack.



Perhaps nine out of ten buildings are burned-out shells, and all have been stripped of anything edible or of salvage value.

Numerous vacant lots (many the result of earlier fires or landlord-tenant disagreements) have been dug up and planted, and isolated plots are now carefully tended by Harlem's survivors. The Mau Maus are the principal marauder band in the neighborhood, and have organized many of these formerly private plots into a cooperative which feeds about a thousand.

Scavenging: *Food:* DIF. *Metal, copper pipe, electrical wiring:* AVG. *Weapons:* DIF. *Electronic parts and equipment:* DIF. *Tools, machine parts:* DIF. *Building stone, bricks, rubble:* ESY.

BUILDINGS

Die	Result
2-7	Tenements or stores under 5 stories tall
8-9	Tenements, apartments 6—10 stories tall
10-11	Apartment complexes, condos 11—20 stories tall
12	Buildings over 20 stories tall

DAMAGE

Die	Result
2-4	Rubble, vacant lots. Danger: 7 +
5-6	Completely gutted by fire. Danger: 4 +
7	Damaged by fire. Danger: 9 +
8 +	Damaged by rioting, looting. Danger: 11 +.

RUMORS

Die	Result
2	A
3	B
4	E
5	Q
6	Q
7	R
8	R
9	X
10	T
11	T

ENCOUNTERS

Die	Result
2	Rubble
3	Hunters
4	Workers
5	Dement
6	Gang
7	No Event
8	Mau Maus
9	Refugees
10	Animal
11 +	Special

DM +3 if inside a building.

This encounter applies primarily to regions controlled by

the Mau Maus, roughly between 125th and 155th streets, west of Fifth Avenue. Outside this area, Mau Maus may be encountered as raiders, but other gangs or local defense cooperatives will be defending the area against intruders.

ENCOUNTER RESULTS

Workers: The characters encounter 2D locals at work clearing a vacant lot. They will not be obviously armed, but at least one man will be carrying a loaded .32 automatic concealed in his trousers' waistband.

They are black and will be hostile towards any white members of the adventuring party. They will be more open with any black members of the group and accord black members of the military a measure of respect. Getting information from these people will be a DIF task for any white, an AVG task for any black.

This group's hostility will be partly brought on by fear that the characters are foreign raiders come to steal their food, which will be stored in a secret cache somewhere nearby.

After the characters depart, one of the farmers will contact Mau Mau "troops," who will follow the characters.

At night, this encounter becomes "Mau Maus," below.

Mau Maus: The characters encounter 2D + 5 Mau Maus. They are black, very heavily armed, and extremely hostile towards any strangers in general and whites in particular. All have at least one automatic or semiautomatic rifle; many have two. All are armed with a variety of personal sidearms, including pistols, combat knives, machetes, lengths of chain, pieces of pipe, and assorted other items of mayhem.

The gang will confront the characters, demanding to know what they are doing in Mau Mau territory. The outcome depends on subsequent dialog between the characters and the gang leaders, but an attack—vicious, violent, and sudden—is the most likely result of this encounter. If this encounter occurs after the characters have already been warned by the gang to leave Harlem, the encounter will consist of an attack from ambush.

Detecting Mau Mau warriors shadowing the group or preparing an ambush is an AVG task for alert characters (ESY:RCN).

Gang: This encounter refers to some Harlem gang other than the Mau Maus. At the referee's discretion, this could be another native Harlem gang such as the Simbas or Disciples, or a raiding party from another neighborhood such as Los Reyes. On a 2D6 roll of 9 or more, it will be allied with the Mau Maus. On 8 or less, it will be actively at war with them.

The characters and their weapons could be either a target or potential allies for this gang, depending on the situation.

Special Event: The characters have entered a treacherous area, where fire-gutted building walls could collapse; where the pavement has cracked and split and could give way under a careless foot in, an avalanche of broken concrete into an underground sewer; or where a fire escape could topple into the street in twisted, splintered, deadly ruin. It can also be applied to streets blocked with rubble.

If the characters are inside a building, this encounter could represent the collapse of a fire or age-weakened floor or the failure of a ceiling support beam. If the referee prefers, or if the situation warrants it, this event can be replaced by any other suitable encounter. The exact nature of the event is at the referee's discretion.

SPECIAL SITES IN HARLEM

Garvey Park: Straddles Fifth Avenue between 120th and 124th streets. Originally set aside as a park because its steep,

rocky terrain was unsuitable for building (or casual recreation, for that matter), it became at last a startling oasis of greenery surrounded by Harlem's sprawl. The central hill is surmounted by a cast-iron fire watchtower, lone survivor of many which stood guard through the city over a century ago. On the west side of the park is the Mount Morris Recreation Theater and Amphitheater.

The park has been intensively farmed for the past two years, though the soil is thin and rocky, and several slopes have been terraced with bricks and rubble. Now, in mid-December, the park is barren, but workers still toil here, clearing rubble. The park itself has been walled off by rubble walls surmounted by barbed wire, and sentries both patrol the perimeter and watch from the fire tower where a rusting bell remains to call the people to action.

A community of several hundred people live in the surrounding buildings, particularly in rows of low houses to the west. They have no affiliation with any gang, but both men and women go armed in what they call the Garvey Park Cooperative. Food harvested from Garvey Park and from several adjacent vacant lots is stored and distributed in the Amphitheater.

In encounter rolls in this general area, encounters for Harlem are altered. Mau Maus and other gangs will not be present except as raiding parties attacking Garvey Park. The inhabitants around the park are fiercely proud of what they have accomplished and have defended it in numerous bloody battles against various attackers.

The people are predominantly black with some Puerto Ricans and whites all working together. They will be extremely suspicious and hostile towards any outsiders, though not for racial reasons. Unlike the Mau Maus, they can be induced to cooperate, give information, or even exchange precious food for weapons and ammunition with patience and diplomacy.

Tentative negotiations have recently been started with a similar cooperative at Jefferson Park east of First Avenue. Travel between the two areas is extremely hazardous. Characters who have won the trust of either defense cooperative might be asked or hired to travel with negotiating groups as protection.

Malcolm Shabazz Masjid: Located on the southwest corner of Lenox and 116th street, this building was a casino converted into a Black Muslim temple in 1965 by the addition of an onion-shaped, aluminum dome. It is now the domain of the Simbas who use it as a center of worship and guard it and the surrounding streets jealously against trespassers. Encounters in this area will all be with Simba warriors.

Non-Muslims hold the place in dread. It is rumored that mystical rites, including human sacrifice and cannibalism, are practiced here regularly. The Simbas have fallen a long way from the original ideals of Black Muslims. How much substance there may be in these rumors is unknown.

Rosie's: Rosie's is a bar on Amsterdam Avenue between 135th and 134th Streets. The concrete stairs leading down through the sidewalk lead to the door located below the street level. The sidewalk is partly covered with rubble and the tangle of a fallen fire escape, and it is difficult to find or reach the door.

This establishment is of interest because—besides being a bar and nightclub—in prewar days its back rooms served as quarters for the People's Army of the Revolution, a small and relatively inactive, vaguely Marxist revolutionary group. Their single coup was a successful raid on a national guard armory in Brooklyn, where they stole eighteen M16s, an M60 machinegun, ammunition for both, and a case holding 30 M26A1 fragmentation

hand grenades.

There are rumors circulating through Harlem about the existence of this cache, which was lost when Rosie's manager and other key members of the PAR died in the savage retaliatory raids into Harlem by whites in the Morningside Park area.

The weapons are in good working order, mostly in unopened crates. They would be a valuable addition to someone's armory.

EAST HARLEM

Defined here as the area bordered by the Harlem and East Rivers, Fifth Avenue, and 96th Street, East Harlem (also called Spanish Harlem or El Barrio) shares the notoriety of Black Harlem as an urban jungle of crowded tenements, vicious street gangs, drugs, and crime. Like Harlem, East Harlem's reality is complex, with some affluent areas, and a patchwork of cultures which include Mexicans, Italians, Dominicans, Cubans, Vietnamese, Cambodians, and Thais, besides the predominant Puerto Ricans.

Several Puerto Rican gangs dominate East Harlem. The best-organized of these are *Los Reyes*, who control the area north of 120th Street, south of 135th Street, and west from the Harlem River to about Park Avenue. They have made numerous attacks against the Garvey Park Cooperative and carry out frequent raids against both the Mau Maus and the Mayor's territory in Central Park.

Spanish Harlem's buildings are in the same general state of disrepair as Harlem's.

Scavenging: *Food:* DIF. *Metal, copper pipe, electrical wiring:* AVG. *Electronic parts and equipment:* DIF. *Tools, machine parts:* DIF. *Weapons:* DIF. *Building stone, bricks, rubble:* ESY.

BUILDINGS

Die	Result
2-6	Tenements or stores under 5 stories tall
7-8	Tenements, apartments 6-10 stories tall
9-10	Apartments 11-20 stories tall
11-12	Buildings over 20 stories tall

DAMAGE

Die	Result
2-3	Rubble or vacant lots. Danger: 7 +
4-6	Completely gutted by fire. Danger: 4 +
7	Damaged by fire. Danger: 9 +
8 +	Damaged by rioting, looting. Danger: 11 +

RUMORS

Die	Result
2	S
3	I
4	J
5	B
6	Q
7	S
8	X
9	X
10	R
11	R
12	R

ENCOUNTERS

Die	Result
2	Rubble
3	Refugees
4	Workers
5	Dement
6	Hunters
7	No Event
8	Los Reyes
9	Gang
10	Animal
11	Rovers
12	Special

Add a DM of +3 while inside a building.

This table applies to areas controlled by *Los Reyes*, an area roughly north of 120th Street, south of 135th Street, and west from the Harlem River to about Park Avenue. Encounters outside this region will be with gangs other than *Los Reyes*.

Workers: The characters encounter 2D + 2 locals, all men, clearing rubble from a vacant lot or travelling through a street. They carry a variety of improvised digging implements, and at least two of them are armed with bolt-action rifles. Several carry .32 or .38 caliber revolvers tucked into their pants.

They are extremely suspicious and hostile towards outsiders. Getting information, directions, or other help from them is a DIF task.

The appearance and movements of any strangers in the neighborhood will be immediately reported to the local gang "army."

Los Reyes: The characters have encountered 2D + 5 members of *Los Reyes*. This is the principal gang in East Harlem in the general area between the Triborough Bridge and Garvey Park. They are heavily armed with automatic weapons and extremely hostile towards all outsiders.

The outcome of this encounter depends on the course of the conversation with these people. They are capable of attacking suddenly, without warning, in the midst of negotiations. They may prefer to attack by surprise, from ambush. Spotting their movements before an attack is an AVG task (or ESY:RCN).

Other gangs: This entry refers to Spanish-speaking gangs other than *Los Reyes* and may include splinters of *Los Cuchillos* or *Los Diablos* not absorbed into *Los Reyes*. Other independent gangs are *Los Borinqueños* and *Los Discipulos del Muerto*. If encountered in *Los Reyes* territory, they will be a raiding party who may consider the characters fair game or potential allies. Outside *Los Reyes* territory they will be defending their own territory, and the encounter will proceed as for *Los Reyes*, as detailed above.

Special: As for Harlem, this special event represents hazards from falling debris such as fire escapes or shifting walls, or from the collapse of floors, roofs, or precariously balanced rubble. This could also be an encounter with a rover or hunter party, or the referee may create an event or encounter of his own instead.

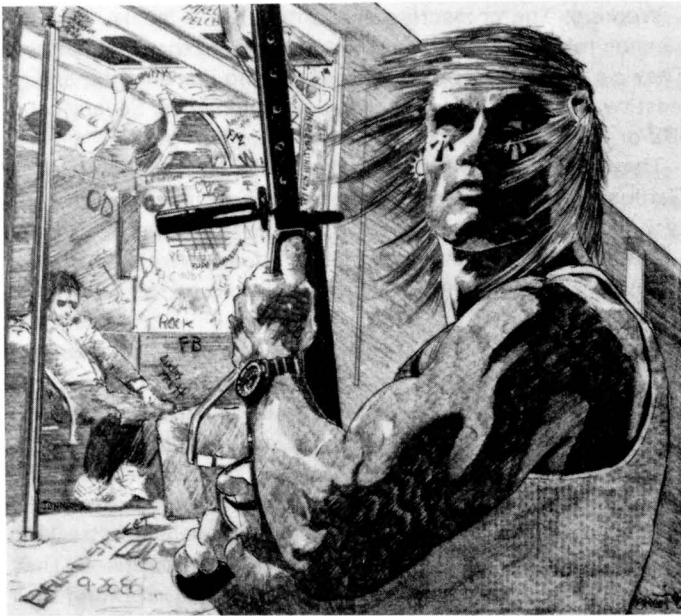
SPECIAL SITES IN EAST HARLEM

1199 Plaza Apartment Complex (La Fortaleza): This is a large East Harlem housing project between 107th and 110th Streets, First Avenue and FDR Drive. Just north of this complex, also between First Avenue and the FDR is Jefferson Park.

The housing complex is called *La Fortaleza* (the Fortress) by its occupants and consists of a mix of 32-story brick tower apartments and lower residential buildings separated by what was once landscaped parkways. Both Jefferson Park and the landscaped areas have been heavily farmed, and the complex is controlled by former occupants of the towers who have established a mutual defense cooperative.

Both the complex and the park have been barricaded by rubble and barbed wire and are patrolled by parties of 2D men armed with rifles, shotguns, and automatic weapons. The cooperative is ruled by a public council elected by the complex's occupants.

La Fortaleza has been the target of attacks many times by *Los Reyes*, the Simbas, and the Harbor Rats, as well as other gangs, but so far has been able to hold the barbarian hordes out. The farm areas have been overrun on several occasions, but the people have successfully defended themselves from inside their barricaded towers. In recent weeks, tentative negotiations have begun with the Garvey Park Cooperative in hopes of creating an alliance or union of some sort. Obviously, communications between the two areas is extremely hazardous.



Characters who have won the trust of either of the two cooperatives might be asked or hired to travel with representatives from one group to the other as protection.

MANHATTAN (THE MAYOR'S TERRITORY)

The city government controlled by the individual known as Hizzoner or the Mayor controls several former Manhattan neighborhoods. These are as follows:

Morningside Heights: Overlooking the Hudson River, separated from Harlem by the cliffs of Morningside Park, and running south from 125th Street to 110th Street, Morningside Heights was formerly a fairly wealthy neighborhood dominated by Columbia University.

Columbia University is the Mayor's headquarters and is always heavily guarded with Hizzoner's personal troops. The cliffs above Morningside Park have been fortified with rubble, barbed wire, and machinegun emplacements—most of which were erected by the neighborhood's residents and National Guard units to protect the University area from the waves of hungry people who came boiling up out of Harlem during the riots. These fortifications still protect the neighborhood from the Mau Maus, Disciples, and other Harlem gangs.

Upper West Side: Formerly a trendy, upper-middle class neighborhood which included Lincoln Center, the Museum of Natural History, and Riverside Park. It occupies the area north of 72nd Street, south of 110th Street, and west of Central Park.

Now claimed by the Mayor's forces, it is only nominally controlled by them. Several local gangs vie for control of the district. They ambush the mayor's men and food convoys, and roam freely between the river and the Central Park walls at night.

Central Park: The park in Manhattan, a long, narrow rectangle covering 843 acres in the heart of the island. It is now completely walled off by walls of rubble 10 feet high and topped with barricades of broken glass and barbed wire. The only gates are one at the northwest corner opening onto Cathedral Parkway and another on the west side opening near the fortified stronghold of the Museum of Natural History. Central Park is now the primary source of food for the Mayor's community. At the time of this adventure—December of 2000—it is barren and partly frozen, but work gangs continue under guard, clearing debris, cutting down trees, stockpiling wood for fuel and trade,

and building and repairing the wall.

Lower West Side: Factories, warehouses, dockyards, and low-rent tenements between 72nd Street and 34th Street from the Hudson River to Eighth Avenue. Control of this neighborhood is a completely open question with the Mayor's patrols rarely venturing south past West 57th Street. Various rival gangs struggle with one another for the control of all but the northern fringes of the area...and they rule the night completely. Few families live here. Those who do have private plots in dug-up back alleys or rooftop plots and try to remain unnoticed by the warring gangs.

In all, the Mayor controls an area with a population of approximately 20,000 people. He and his people refer to themselves as the Manhattan government, but it should be noted that only Morningside Heights and Central Park are completely under his control. Detachments of the Mayor's men in other areas go heavily armed and in watchful groups. Minor gangs have been known to attack the Mayor's forces in broad daylight along the Cathedral Parkway, and after dark the streets outside the secure zones are ruled completely by the "armies of the night."

Scavenging: Food, medicine: DIF. Metal, copper pipe, electrical wiring: ESY. **Electronic parts and equipment:** AVG. **Tools, machine parts, weapons:** AVG. Building stone, bricks, rubble: AVG*.

*This area has less free rubble than others; much has already been gathered for the Central Park and Riverside Park walls.

BUILDINGS

Die	Result
2-5:	Tenements or stores under 5 stories tall
6-7:	Tenements, apartments 6-10 stories tall
8-9:	Apartment complexes, condos 11-20 stories tall
10-12:	Buildings over 20 stories tall

DAMAGE

Die	Result
2	Rubble or vacant lots. Danger: 7+
3-5	Completely gutted by fire. Danger: 5+
6	Damaged by fire. Danger: 10+
7-11	Damaged by rioting, looting. Danger: 11+
12+	Undamaged, though rarely unlooted

RUMORS

Die	Result
2	B
3	S
4	G
5	H
6	I
7	V
8	L
9	O
10	P
11	P
12	R

ENCOUNTERS

Die	Result
2	Refugees
3	Hunters
4	Workers
5	Civilians
6	No Event
7	Militia
8	Militia
9	Gang
10	Animal
11	Rovers
12	Special

This encounter table does not apply to Central Park proper, which will always be heavily guarded by the Mayor's militia and, in daylight at least, will be worked by large numbers of people working under armed supervision.

Workers: The characters encounter 2D+6 men and women carrying hoes, picks, shovels, or improvised digging tools. None

are armed, and they are under the supervision of at least 2 armed guards. They are clothed in scraps and rags, with ragged blankets as protection against the cold, and appear more poorly nourished than is usual even for post-nuclear Manhattan.

Depending on the situation, they will either be found working in Central Park or Riverside Park, or marching along one of the area's streets to or from work.

Workers under the Mayor's rule are little better than slaves. Many, in fact, are captives from battles with other territories and may be in chains or hobbled by crude yokes. They live in tenements converted to fortified barracks near the land they work and are forced to work from dawn to dusk on the parkland farms. During the area's growing season they are working in the fields—tilling, sowing, weeding, or harvesting. In winter they are employed moving rocks and debris on crude sledges, digging up chunks of broken concrete loosened by militiamen with grenades, and building walls and fortifications.

Since this scenario begins in mid-December, workers encountered will be engaged in clearing vacant lots and building walls. It will be impossible to approach these people without attracting the attention of nearby armed guards.

Civilians: These are inhabitants of the Mayor's Manhattan other than militia or workers. They are better off than the workers (few are supervised under guard) and somewhat better clothed and fed. They include street merchants and traders, clothmakers and tailors, artificers making wagons, tools, weapons, or alcohol stills, or members of the select and powerful government under the Mayor. These last will always travel with armed bodyguards.

The number of citizens encountered and the circumstances will depend on the situation. In general, citizens will be extremely wary of strangers. Though not armed, there will always be some of the Mayor's soldiers within shouting distance if not right on the scene. Getting information from them is a DIF task and possible only with patience and fortunate circumstances, or through outright deceit.

Militia: These are the troops serving as the Mayor's army. They are a ragged lot and possess indifferent training, with little to distinguish them from other, less disciplined street gangs, but they are loyal to the Mayor and are hard fighters. They are much better fed than the farmers and better clothed—part of

the reward for serving the Mayor faithfully.

The encounter may consist of any number of troops from 2 (the smallest number likely to be encountered in the street) to 50 (for large-scale defense or attack formations.) For most encounters, roll 2D6 + 5.

Any group of troops numbering 10 or more will be commanded by one of the Mayor's Lieutenants, a warrior who has distinguished himself in combat through his strength, stamina, and cunning. Lieutenants will be better armed than other soldiers (often carrying two assault rifles) and will be able to arrange a direct meeting between the characters and Hizzoner.

Strangers encountered within the Mayor's territory will generally be taken prisoner and detained in one of the tenement buildings serving as barracks west of Central Park. If they resist, they will be shot. Unless they attract special attention to themselves, they will be stripped of all clothes and gear, given rags, and put to work building the wall around Central Park. Characters may attract favorable attention by challenging—and beating—one of the Mayor's lieutenants, helping during an attack by marauders or demented, or demonstrating knowledge (such as an impending attack or the location of a food cache) which might be particularly useful to Hizzoner.

Gang: This refers to some local gang other than the Mayor's men. The size and make-up of this band will vary with the situation. Within Morningside Heights, this entry will refer to a small and disorganized group of citizens who are trying to organize a revolution against the Mayor. Elsewhere, it refers to an independent gang which will attack the Mayor's forces whenever possible and which lives by raiding the Mayor's food caches and convoys. Characters encountered by such a band may either be attacked or enlisted as allies against the Mayor.

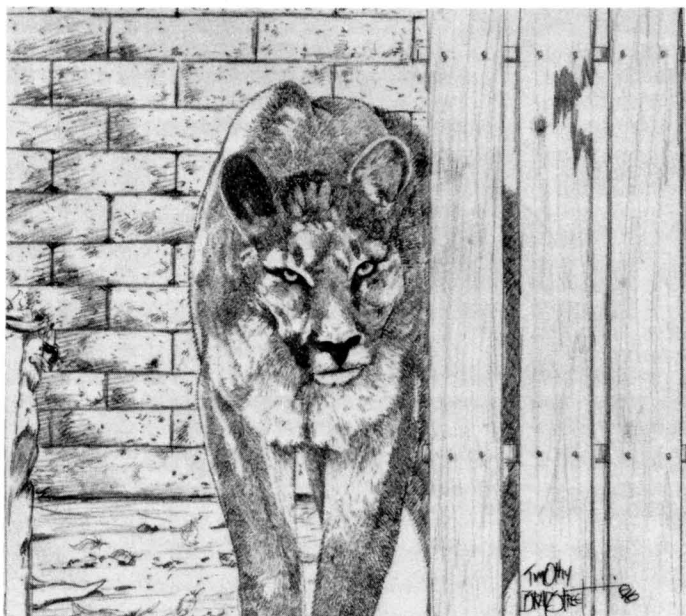
Special: This event is completely at the referee's option. It may refer to any general encounter, including rubble, an attack by a demented, or the collapse of a damaged or burned-out building.

Another possibility is an encounter with one of the Mayor's periodic food convoys. This will be a procession of hand-drawn two- and four-wheeled carts loaded with food, heavily escorted by the Mayor's soldiers. These convoys are rare but provide tempting targets for various gangs in the area, including the Simbas, Mau Maus, and even *Los Reyes* on the other side of Manhattan. The carts are pulled by teams of farmers/slaves and ridden by 1D heavily armed soldiers. The convoy will consist of 2D such carts and will be carrying about 1Dx100 kilograms of food (mostly grain, but including fruit and dried or salted meat) per cart from one of the Mayor's fortified food caches to the nearest park area or street bazaar to be distributed to the people.

Such convoys have frequently sparked both attacks by marauder gangs who had some prior knowledge through their contacts among the Mayor's supposedly loyal people, and food riots among people who are starving while the Mayor and his favorites—the social elite of the government—literally grow fat.

SPECIAL SITES IN THE MAYOR'S TERRITORY

Columbia University: Before the war, Columbia University owned some 70% of the land in Morningside Heights. Existing as it did as a wealthy and intellectual bastion in an affluent neighborhood hemmed in to the north and east by the abject poverty of Harlem's slums, it was long a target for criminals and would-be revolutionary activists. The university security forces led the defense of Morningside Heights during the riots from the fortifications above Morningside Park, and many of those



veterans still serve in the Mayor's personal forces.

The largest campus building—and headquarters for the Mayor—is Low Memorial Library, a classically styled building with a dome 136 feet high, situated at the top of three broad flights of stairs. After 1934, it no longer served as the university's library but housed administrative offices. These now are used as private quarters for the Mayor and those closest to him, as well as armories and food storage. The Reading Room, a vast, circular hall on the main floor with 16 polished marble columns under a 70-foot wide dome, decorated with marble statuary, serves the Mayor as his audience chamber. Personal combat between prisoners and dements (he keeps several captive dements caged for the purpose) and executions are frequently staged here for the ruling clique's sport.

There will always be several dozen of the Mayor's personal bodyguards, always heavily armed, in prominent positions around the Low Library building.

The Cathedral Church of St. John the Divine: Begun in 1892, the cathedral was perhaps two-thirds done when the war began. It is located on Amsterdam Avenue at West 112th Street backing up to the top of the ridge above Morningside Park and is known to local residents as "St. John the Unfinished." Even incomplete, it is an impressive building, the largest gothic cathedral in the world. It is ironic that it, like the European cathedrals, may take more than a century to build.

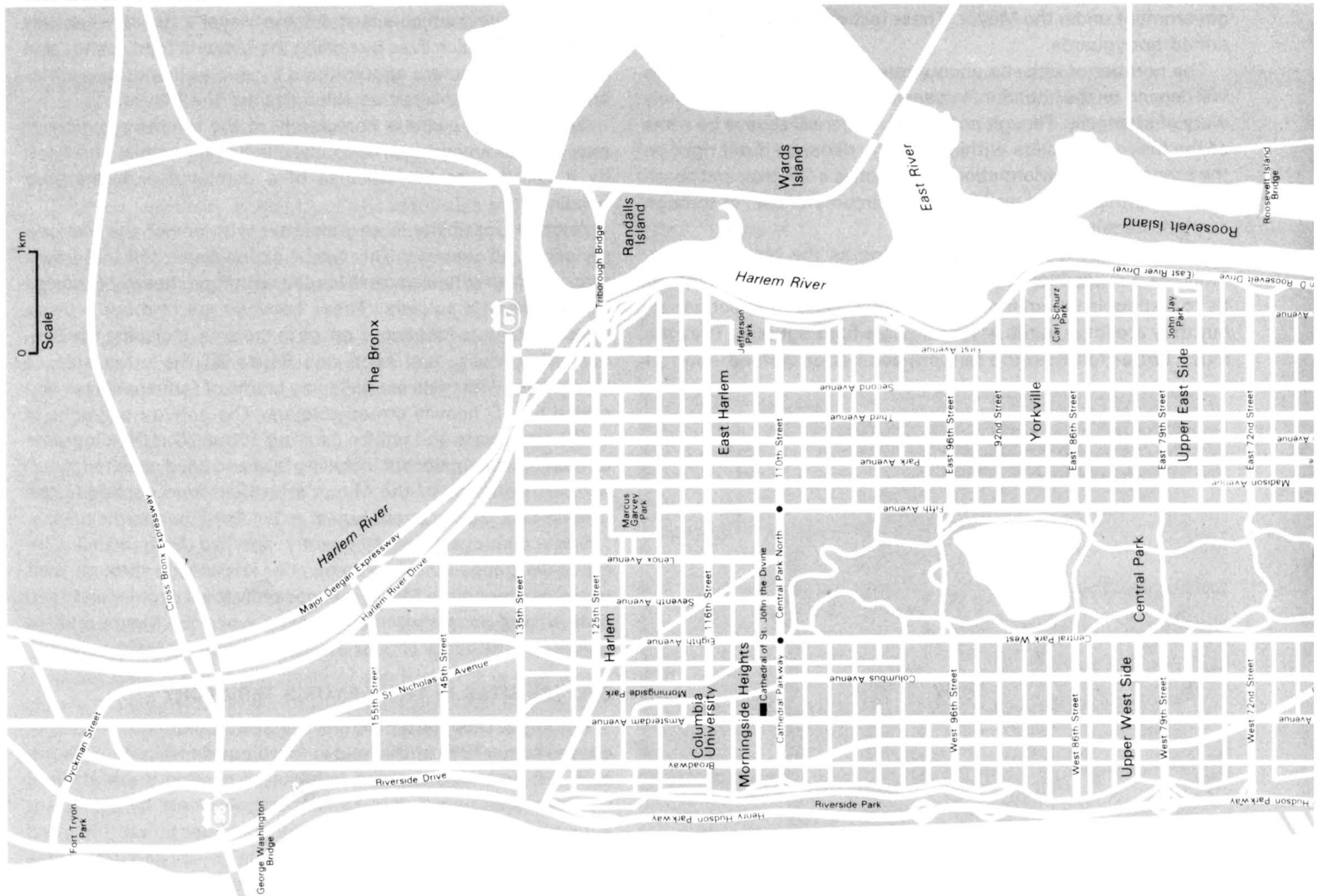
It is used now as one of the Mayor's arsenals and food storage vaults—perhaps the most dramatic sign of the triumph of barbarism over civilization on Manhattan.

Riverside Park: Extending on either side of the Henry Hudson Parkway from West 72nd Street north to West 125th, and including at its northern end Grant's Tomb, Riverside Park has been heavily farmed by people under the Mayor's direction. The park has been walled off with rubble and barbed wire, with a heavily guarded gate at Columbia University. The walls to the south, however, are not as well guarded as parts of the park farther north and raiders slip in almost regularly at harvest time to pillage the crops. Several pitched battles have been fought with vandal gangs in the vicinity of West 72nd Street during raider attacks on the park's defenses. Because of its position, the park has also been the target of river-borne attacks by various Harbor Rat groups, notably the Harbor Pirates and the Hudson Vikings.

With the coming of winter, the Mayor has added a defensive wall along the shore of the Hudson River to his list of public works, and large numbers of slaves are stripping demolished buildings along Broadway and dragging the stone on sledges to the river.

Central Park: Central Park is now a fortress in its own right. The rubble from hundreds of fire-ruined and demolished buildings was carried from surrounding neighborhoods shortly after the

MANHATTAN



food riots, and a wall ten feet high in most places, topped by broken glass and barbed wire was erected all the way around the park's perimeter. Lumber and sheet metal watchtowers have been built at intervals inside the wall. These are manned night and day by the Mayor's troops, and many are emplacements for M60 machineguns.

The gates (one at the Museum of Natural History and the other at the park's northwest corner) are movable lumber and barbed wire affairs which are closed at night and always guarded. Cars and trucks converted to alcohol and carrying armed men patrol the walls both inside and outside at all times, and roving patrols are frequent.

Central Park is the cornerstone of the Mayor's power, producing enough food to feed over a third of his people and supplying wood, water, and other vital materials. Food supplies are stretched further by feeding the park's work force barely enough to keep them alive. Prisoners captured during attacks on the Mayor's territory or in raids into other neighborhoods are frequently starved and worked to death—the Mayor's pragmatic approach to prisoners. So far as the workers are concerned, Central Park and the row houses and tenements to the west are one vast slave labor camp.

The largest building inside the park wall is the Metropolitan Museum of Art. The museum's directors removed most of the paintings before the bombs fell transferring them to underground

vaults on Long Island before the nuclear exchange began. The Mayor's troops use the Rockefeller Wing to store food during the winter and the Great Hall and Library as the headquarters for operations in Central Park.

Referee's Note: Characters who get inside the park will notice a number (probably 10 to 12) of U.S. Army trucks, all switched over to methanol fuel, are in service with the Mayor's forces. Characters who pass near the southern shore of the Central Park reservoir may notice the rusting bodies of three more military trucks at the bottom of the lake. This will be quite hard to see in winter; the water is murky and often thick with ice. People who are questioned will report that the three trucks are easily visible during spring and summer months on clear sunny days. The discovery of these trucks is connected to the mystery of the missing gold. (see *All That Glitters*).

UPPER EAST SIDE/YORKVILLE

The Upper East Side was formerly the site of some of the most expensive living space in history containing apartments, co-ops, and condominiums occupied by many of the city's doctors, lawyers, stockbrokers, and bankers. The Upper East Side lies east of Central Park between 96th Street and 59th Street. Yorkville is a corner of the East Side tucked in between the East River and Lexington Avenue north of 79th Street.

Because of their affluence, many of the area's residents were



able to flee the city as news from Europe and around the world grew worse in 1997. As a result, many of the upper floors of the area's condominiums remain just as their owners left them, complete with stores of canned food. (Frozen and refrigerated foods have, of course, long since rotted for the same reason the elevators no longer work: no electricity.)

Those who remained in the city tended to stick together for mutual comfort and protection. Many of the larger condominiums and apartments had their own security forces and gate guards. Frequently, these became the nuclei of communities which were self-sufficient for as long as stores of food could be found in the upper floors of their fortress towers. When canned food gave out, foraging parties were sent out to negotiate with or steal from the farm plots which had appeared throughout the neighborhood in vacant lots and parks. Some alliances were formed, with farming communities growing enough food to support an entire condo, while the farmers received additional hands and protection from the building's security forces and inhabitants.

Several such cooperatives have survived to the present date. Some of the most important ones are listed below:

Cherokee Apartments: Located at York Avenue between 77th and 78th Streets, this is a six-story apartment complex overlooking John Jay Park, the East River, and Roosevelt Island. The Cherokees, as they call themselves, control and cultivate the park, which has been walled off by rubble and wire. The park is now abandoned and the harvest is stored in empty apartments within the buildings.

Hellegat Towers: Two modern condominium towers side by side at York Avenue and 92nd Street. The landscaped area around and between them has been walled off for food production. Locals refer to the place as Hell's Gates or, more poetically, the Gates of Hell. (Hell's Gate is the name of the narrow and treacherous East River channel leading to Long Island Sound. The name comes from the Dutch "Hellegat" meaning "Beautiful Pass" and originally applying to the entire East River.)

Sharon Acres: A brand new ten-story apartment complex at 83rd Street and First Avenue. There has been a struggle within this community over the group's leadership, and the occupants are divided into two roughly equal, mutually hostile (though not murderously so) camps. One group wants to let in outsiders and begin trade with other fortified complexes in the area; the other wants nothing to do with the outside world. The characters could be drawn into this power struggle as observers or as participants.

Riverview Terrace: A condominium complex at York Avenue and 65th Street. It consists of five forty-story towers arranged with one in the middle and one at each corner of the block, with landscaped parkland around and between them. Only the central building is inhabited. Occupants of the outer towers moved to the central tower after the riots, when most of the others fled.

As a result, the central tower is occupied and defended by several hundred people who farm the land around the complex. The other towers are abandoned and, in the haste of moving, none of the outer towers has been thoroughly explored. Above the 30th floor, it is likely that former residents left behind stores of food, clothes, and useful salvage which remain there still. However, the grounds around the towers are jealously defended by the central tower's occupants, and strangers will be fired upon. Also, there are often parties of scavengers from the central tower inside the outer towers, systematically exploring old condo units for abandoned food. Characters who try to explore

what they think is a deserted condominium complex could receive an unpleasant surprise when they stumble across a scavenging team or a patrol from the occupied central tower.

Elsewhere, conditions are much as they are on the West Side, though the surroundings are nicer. Small and poorly organized gangs haunt the streets by night and stage raids at almost any time trying to steal food.

Scavenging: *Food:* DIF. *Metal, copper pipe, electrical wiring:* AVG. *Electronic parts and equipment:* AVG. *Tools, machine parts:* DIF. *Medicines:* DIF. *Building stone, bricks, rubble:* AVG.

BUILDINGS

Die	Result
2-5	Houses, apartments under 6 stories tall
6-8	Tenements, apartments 6-10 stories tall
9-10	Apartment complexes, condos 11-20 stories tall
11-12	Buildings over 20 stories tall

DAMAGE

Die	Result
2	Rubble, vacant lots. Danger: 8+
3-4	Completely gutted by fire. Danger: 4+
5-6	Damaged by fire. Danger: 9+
7	Damaged by rioting, looting. Danger: 11+
8+	Little or no damage.

RUMORS

Die	Result
2	S
3	W
4	U
5	V
6	X
7	P
8	J
9	L
10	O
11	F
12	C

ENCOUNTERS

Die	Result
2	Dement
3	Animal
4	Workers
5	Civilians
6	Gang
7	No Event
8	Troops
9	Rovers or Hunters
10	Gang
11	Refugees
12	Special

Special Rumors: AA, BB, CC, J, Z

Workers: The characters encounter 2D + 5 farmers carrying hoes, shovels, and digging implements. All are armed, some with pistols, a few with bolt action rifles or shotguns. They are either working in a vacant lot (clearing rubble) or they are on their way to such work. They are extremely wary of strangers, but it is possible to talk with them. They will not be enthusiastic about the return of the U.S. Government (military or otherwise), but they will welcome the help the characters can give in their never-ending war against the raider gangs. Establishing friendly relations with any given group of these people is an AVG task.

Civilians: The characters encounter 2D civilians. They may be gathered to trade or to talk. They will flee at the approach of strangers but may lead the characters to a fortified community and an encounter with local troops.

Gang: This is a small and badly organized gang numbering only 2D + 4 men and women who survive by stealing from the neighborhood farms and granaries. They are desperately hungry and will attack the character group immediately and without warning to get the food they (presumably) carry. Detecting the approach of these people, or the presence of an ambush, is an ESY task for any combat veteran, an AVG task for anyone else.

Troops: These are the defense forces for the nearest of the condo-farm cooperatives in the area. They are armed with assault rifles, shotguns, and rifles, and are determined to protect what they have built at all costs. The party will number $2D6 + 2$. Strangers will be asked to disarm and accompany the party back to their fortress where they will be questioned by a citizens' leader group.

This community, while fearful of the vandal gangs which roam outside their islands of comparative security, will not be unduly suspicious of strangers. The characters will be able to establish friendly relations with them with patience and diplomacy and through offers to trade ammunition or weapons for food. The characters may be offered a base of operations and may be asked to participate in anti-gang operations as a favor or in payment.

Special: There are fewer burned-out buildings on the upper East Side than elsewhere. A special event in this area might be a siege of a tower apartment by a street gang. In this encounter, $2D + 10$ well-armed gang members have surrounded a fifteen-story apartment building and are trying to burn or smash down the doors. The defenders are running low on ammo and would welcome the timely arrival of outside help.

Alternatively, the characters approach a tower fortress but are warned away by an inhabitant from a window. The occupants have come down with a terrible disease which they think is cholera.

This warning could be a ruse to keep strangers away. It could also be true, and the characters could help by offering or securing a supply of antibiotic (gram- or broad spectrum). A character with medical experience might find the disease is actually dysentery (a somewhat milder disease) and help them by caring for the sick. Such help would win the gratitude of the entire apartment community, who could become good allies for the characters.

SPECIAL SITES ON THE UPPER EAST SIDE

Carl Schurz Park/Gracie Mansion: Carl Schurz Park is located at the east end of 86th Street close to the East River. The Gracie Mansion, official residence of the mayors of New York since La Guardia's time, is situated at the north end of the park. The park has been cultivated by several close, related families which have taken over the mansion and fortified it.

Roger Sturgis is now the household head. With him are his wife, his son and daughter-in-law and their children, and his two daughters and their husbands and children. Sturgis' brother died during a raider attack a year ago, but the brother's wife and three sons remain members of the household.

This extended family is completely self-sufficient. Sturgis was originally a farmer from upstate New York who moved to the city to start over when his farm failed. Now the city has failed, and he is using his farming know-how to good effect. They have attracted the attention of numerous New York armies, however, and have beaten off repeated attacks. Besides Sturgis' brother, a son-in-law's father and brother and a close friend who happened to be at the house during a raid two weeks ago have also been killed. The household is now desperately short of ammunition. Several of the teenagers have been out foraging for ammo and weapons but without luck.

The characters may encounter members of the Sturgis family during their operations along the Upper East Side. Offers to give or trade weapons and ammo to the family and assistance in defending the mansion and park against yet another gang



attack will be most gratefully received. The Sturgis family will not give its trust easily, but these people can become good friends and staunch allies. They will be willing to let the characters use Gracie Mansion as a base of operations.

Schurz Park is a target for hungry gangs. It also interests the Mayor who desires to extend his empire across Manhattan to the East River (partly to cut off his rivals in lower Manhattan, partly to aggrandize his empire). Controlling the official home of the mayors of New York would be politically valuable to the man who must control the loyalties and affections of a large number of volatile savages.

The Computer Place: This is a small shop located on East 72nd Street between Park and Lexington. There is nothing remarkable about the store which once sold personal computers, software, and peripherals.

Characters may, at the referee's discretion, scavenge small tools or electronic parts here. There may be some intact computers still in their packing boxes stored in a back room of the store.

The real prize, however, is the result of an incident which occurred several weeks ago. Four hungry teenagers, members of an Upper East Side street gang, tunneled through the wall around Central Park and made off with two laundry bags stuffed with canned food, smoked rats, and dried fruit. The theft was discovered, and one of the Mayor's Patrols intercepted the kids as they emerged from their tunnel onto Fifth Avenue.

One of the thieves was shot dead at the tunnel. The troops chased the other three down East 72nd Street where they lost them for a time. The three stashed their treasure inside an open store—The Computer Place—hiding the laundry bags in the back room. They left hoping to return at night, but they were seen by the Mayor's troops again and trapped in an alley.

Two were killed; the third left for dead. He was found by the resident of one of the East Side tower fortresses. Before he died, he told of the theft and that the food had been stashed in The Computer Place.

The boy's last words were interpreted as "some computer place" or "a computer place." Expeditions set out to find it but ventured no further than Third Avenue because of the danger from gangs and the Mayor's troops. If anyone thought to look up computer stores in an old Manhattan phone book, they never

connected "a computer place" with "The Computer Place," and there are many computer and electronic stores in the area.

The lost treasure remains where the boys left it, the source of rumors spreading throughout the East Side about a lost cache of food stolen from inside the Central Park fortress itself.

East Village: East Village is bounded by 14th Street and Houston, and runs from the Bowery to the East River. Known since the '60s as a center for unconventional living, avant-garde theater, cheap housing for artists and writers, and mecca for the area's drug culture, the original East Village was a quiet neighborhood of mixed Ukrainian, Czech, German, Polish, Russian, Italian, Jewish, and Puerto Rican families.

The Village's former residents are mostly gone, victims of the anti-foreigner riots which swept the city before the food riots.

A few families (a population of several hundred) remain, mostly around Tompkins Square which has been walled off and cultivated. The inhabitants have formed a defensive cooperative led by one John Ivanovitch Lemerov, son of Ukrainian immigrants. Many people threatened by the xenophobia which still grips many Manhattan residents have gathered under Lemerov's leadership. The Tompkins Square Collective, as it is called, strives to keep a low profile. Fortunately, their nearest neighbors, the Black Hand and the Dragon Lords, are preoccupied with one another and have little time to spare for them outside of quick raids aimed at food storage bins. There is a general and fatalistic feeling in the Village, however, that sooner or later the anti-foreigner mobs will return. The people do not leave because they believe there is no where else to go, and any migration will mean miles of travel through hostile and prejudiced neighborhoods.

Scavenging: *Food:* DIF. *Metal, copper pipe, electrical wiring:* AVG. *Electronic parts and equipment:* DIF. *Tools, machine parts, weapons:* DIF. *Building stone, bricks, rubble:* ESY.

BUILDINGS

Die	Result
2-5	Tenements or stores under 5 stories tall
6-9	Tenements, apartments 6-10 stories tall
10-11	Apartment complexes, condos 11-20 stories tall
12	Buildings over 20 stories tall

DAMAGE

Die	Result
2-3	Rubble, vacant lots. Danger: 7 +
4-6	Completely gutted by fire. Danger: 4 +
7	Damaged by fire. Danger: 9 +
8-10	Damaged by rioting, looting. Danger: 11 +
11 +	Undamaged

RUMORS

Die	Result
2	W
3	AA
4	C
5	C
6	J
7	O
8	U
9	Q
10	R
11	Y
12	U

Special Rumors: AA, BB, CC, U

ENCOUNTERS

Die	Result
2	Rubble
3	Workers
4	Civilians
5	Dement
6	Gang
7	No Event
8	Rovers
9	Dement Band
10	Animal
11 +	Special

Workers: This will be an encounter with 2D + 5 members of the Tompkins Square Collective under the leadership of John (he insists on "John" rather than Ivan) Lemerov. Many are armed with hunting rifles and small-caliber pistols, and a few will have M16s. They will be engaged in clearing rocks and debris from several plots of ground in the area and will be wary and suspicious of strangers. They will respond warmly, however, to genuine offers to trade or exchange information. Once they get to know them, the characters may discover these to be among the friendliest and most human people to be encountered on Manhattan.

Civilians: The characters encounter 2D + 2 unarmed civilians engaged in talk or trade on a city street. The people will flee as soon as they see the approach of strangers but may lead the characters to a meeting with other members of the Tompkins Square Collective.

Gang: This will be a marauder band from another district—either the Duke's forces from Whitehall, the Mayor's people from the Lower West Side, or an independent gang from Little Italy or Midtown Manhattan. The band numbers 2D + 6, they are heavily armed, and they are looking for food. They will attack the characters if they think the characters are carrying food, and they may be encountered while planning an attack on the Tompkins Square Collective.

Soho: The name comes from "south of Houston," and refers to the artist's district between Houston and Canal. Originally a factory district, Soho became a mecca for artists and writers, who moved here in the 1960's, attracted by buildings with lots of room and low rents. Restaurants and trendy shops followed, ironically too expensive for the artists who worked there, and eventually rising rents forced most of the artist population to TriBeCa and the East Village. Most of Soho is in ruins now, victim to fires set by mobs in Chinatown which spread north out of control.

Scavenging: *Metal, copper pipe, electrical wiring:* AVG. *Electronic parts and equipment:* DIF. *Tools, machine parts, weapons:* DIF. *Building stone, bricks, rubble:* ESY.

BUILDINGS

Die	Result
2-5	Tenements or stores under 5 stories tall
6-9	Tenements, apartments 6-10 stories tall
10-11	Apartment complexes, condos 11-20 stories tall
12	Buildings over 20 stories tall

DAMAGE

Die	Result
2-5	Rubble, vacant lots. Danger: 7 +
6-8	Completely gutted by fire. Danger: 4 +
9-10	Damaged by fire. Danger: 9 +
11 +	Damaged by rioting, looting. Danger: 11 +

RUMORS

Die	Result
2	S
3	T
4	U
5	X
6	W
7	B

RUMORS (cont.)

Die	Result
8	F
9	C
10	J
11	J
12	U

Special Rumors: AA, BB, CC, U, Z

ENCOUNTERS

Die	Result	Gang: This will be a marauder band passing through Soho on the way to someplace else. They could be either the Mayor's forces or the Duke's army going to attack the Tompkins Square Collective or some of the other Village communities. The band will number 2D + 7 and will be heavily armed.
2	Rubble	
3	Rubble	
4	Rovers	
5	Dement	
6	Gang	
7	No Event	
8	No Event	
9	Dement Band	
10	Animal	Little Italy: Little Italy was sandwiched in between Soho, Chinatown, and Greenwich Village. It was a tightly packed concentration of tenements, shops, and restaurants which had gone through numerous turns of good and bad fortune over the years. When Italy sided with Communist forces in Europe (due to treaty obligations with Greece which had become embroiled in its war with Turkey), the rising tide of anti-foreigner sentiment on Manhattan was momentarily and viciously centered against the city's Italian population. The riots of July 1997 claimed thousands of Italian lives (as well as Russians, Germans, Slavs, and—for no rational reason at all—Jews).
11 +	Special	

Village. It was a tightly packed concentration of tenements, shops, and restaurants which had gone through numerous turns of good and bad fortune over the years. When Italy sided with Communist forces in Europe (due to treaty obligations with Greece which had become embroiled in its war with Turkey), the rising tide of anti-foreigner sentiment on Manhattan was momentarily and viciously centered against the city's Italian population. The riots of July 1997 claimed thousands of Italian lives (as well as Russians, Germans, Slavs, and—for no rational reason at all—Jews).

The Italians of Little Italy fought back and, as city government collapsed, managed to establish a status quo. It became too expensive in terms of men, weapons, and ammo for anti-Italian mobs to penetrate Little Italy's inner streets, and the Italians, for their part, remained inside their traditional neighborhood.

A number of street gangs grew in power and influence during this period, among them the Black Hand, patterned after the infamous Mafia with solemn initiation oaths and black rituals.

The Black Hand eventually became Little Italy's principal paramilitary force, defending Italian territory and launching food and salvage expeditions into neighboring districts.

A natural target for the Italians were the Chinese bordering Little Italy to the south and long a source of mild ethnic rivalry. The Black Hand soon came into open conflict with the Dragon Lords, and several pitched and bloody battles were fought in the streets between Bayard and Grand. In recent months, a stalemate has ensued, with an unnegotiated and very watchful truce line drawn along Canal Street which with burned out buildings, grenade-cratered pavement, and bullet-pocked walls resembles nothing so much as a war zone.

The Dragon Lords have recently turned their attention to the scattered enclaves of the Duke's forces in the south. For this reason, negotiations have been proceeding during the past few weeks between the Black Hand and envoys from Whitehall. The Duke would like to reawaken the war between the Italians and Chinese in order to draw Chinese attention away from City Hall and allow him to move in when both sides are weakened from fighting each other.

Scavenging: Food: DIF Metal, copper pipe, electrical wiring: AVG. Electronic parts and equipment: DIF. Tools, machine parts, weapons: AVG. Building stone, bricks, rubble: ESY.

BUILDINGS

Die	Result
2-5	Tenements or stores under 5 stories tall
6-9	Tenements, apartments 6-10 stories tall
10-11	Apartment complexes, condos 11-20 stories tall
12	Buildings over 20 stories tall

DAMAGE

Die	Result
2-5	Rubble, vacant lots. Danger: 7 +
6	Completely gutted by fire. Danger: 4 +
7-10	Damaged by fire. Danger: 10 +
11 +	Damaged by rioting, looting. Danger: 11 +

RUMORS

Die	Result
2	S
3	V
4	Y
5	AA
6	H
7	U
8	U
9	C
10	O
11	O
12	Q

Special Rumors: AA, BB, CC, U, Z

ENCOUNTERS

Die	Result
2	Rubble
3	Animal
4	Civilians
5	Rovers
6	Gang
7	Black Hand
8	Black Hand
9	Workers
10	Animal
11 +	Special

Civilians: The characters encounter 2D + 5 unarmed or lightly armed civilians engaged on a city street. They will flee at the characters' approach but may lead them to encounters with members of Little Italy's ruling council or the Black Hand.

Workers: The characters encounter 2D + 3 workers clearing debris from cultivated city lots. They are extremely suspicious and will flee as soon as they catch sight of the intruders. The Black Hand will appear shortly after this encounter.

Gang: This will be a marauder band other than the Black Hand or the marauders described below under "Special." They will not be the Duke's forces or the Dragon lords, but are probably a band from Midtown Manhattan or the Lower East Side.

Black Hand: The characters encounter 2D + 6 members of the Black Hand heavily-armed with hunting rifles, pistols, knives, improvised weapons, and a few assault rifles. Most of them are very young—17 years old or less. They will order the characters to leave, and any confrontation at all is likely to result in gunfire. They will be friendly only if they believe the characters are allied with the Duke or are part of his forces.

Special: The characters come across a small band of marauders in Little Italy, travelling in the direction of Canal Street. If followed (or if the encounter takes place on Canal Street) the characters will see this party cross Canal Street into Chinatown where they will ambush a large party of Chinese farmers and other unarmed civilians. This event will mark the beginning of a war between Chinatown and Little Italy.

The marauders are, in fact, the Duke's militia, a party which has infiltrated Little Italy in order to provoke the war.

Should the characters do nothing to interfere, they will find themselves in the middle of the renewed Italian-Chinese war. If they choose to intervene (after having established friendly relations with one side or the other), they may alter subsequent events by exposing the plot or by quietly eliminating the attackers. Exposing the plot would cause negotiations between the Black Hand and the Duke to bog down; the Italians were willing to join the Duke against the common foe, but they are unwilling to have the atrocities of others blamed on them.

Referee's Note: If this encounter has already occurred while the characters were rolling for an event in Chinatown, this

encounter should be changed to an event of the referee's choice.

Bowery: Once a fashionable, 19th-century amusement center and theater district, the Bowery went into decline. For almost a century, the Bowery has been known as the "street of forgotten men," Skid Row. This was the center for derelicts and alcoholics who lived by panhandling and charity.

The southern parts of the Bowery burned to the ground in the Chinatown fires. The northern area is deserted except for a large (2D + 5) band of demented. For this reason no rumors are given.

Scavenging: *Metal, copper pipe, electrical wiring:* DIF. *Tools, machine parts:* DIF. *Building stone, bricks, rubble:* ESY.

BUILDINGS

Die	Result
2-5	Houses, apartments under 6 stories tall
6-8	Tenements, apartments 6-10 stories tall
9-10	Apartments 11-20 stories tall
12+	Buildings over 20 stories tall

DAMAGE

Die	Result
2-5	Rubble, vacant lots. Danger: 8+
6-8	Completely gutted by fire. Danger: 4+
9+	Damaged by fire. Danger: 9+

ENCOUNTERS

Die	Result	Gang:
2	Rubble	This will be a marauder band which happens to be passing through the Bowery. They are probably a band from Midtown Manhattan or the Lower East Side on their way to raid Little Italy or Chinatown.
3	Animal	
4	Dement	
5	No Event	
6	Gang	
7	No Event	Special: A wall collapses as the characters pass. At the referee's option, the avalanche may have been started by a dement gang which will attack as soon as the bricks stop falling.
8	No Event	
9	Dement Band	
10	Rubble	
11+	Special	

Chinatown: Chinatown has traditionally been bounded by Canal, Worth, and Baxter Streets and the Bowery, but the years before WWII saw the Chinese population spilling out into the surrounding areas. Over 25,000 people were crowded into something like 12 square blocks.

The Chinese suffered disproportionately during the riots. Largely ignored during the race riots of July 1997 (the Chinese, after all, were fighting the Russians), Chinatown was attacked and pillaged time and time again during the food riots shortly after the nuclear strikes in New Jersey. Hungry, raging mobs used the rationale that only "real Americans" had claim to the dwindling food supplies of Manhattan. Thousands of Chinese fled the island entirely, but thousands more died, murdered in the streets or killed when arsonist fires raced uncontrolled through the shabby, crowded, substandard tenements which jammed the streets behind the shops and restaurants.

There is now a small Chinese population remaining (less than 2,000 people). A single gang, the Dragon Lords, has appeared as a foraging and defense group which protects Chinatown's scant resources against invaders. Unlike many of the gang governments of the New York streets, the Dragon Lords are more or less controlled by the Chinese Consolidated Benevolent Association. The Dragon Lords act as the enforcement and military arm of Chinatown's civic leaders.

Most of Chinatown's inhabitants live in Confucius Plaza, a housing development adjacent to the access to the Manhattan Bridge. The Dragon Lord headquarters is nearby at the old Chinese Museum on Mott Street, quite close to Chatham Square where East Broadway, Park Row, and the Bowery meet.

Scavenging: *Food:* DIF. *Metal, copper pipe, electrical wiring:* AVG. *Electronic parts and equipment:* DIF. *Tools, machine parts:* DIF. *Medicines:* DIF. *Building stone, bricks, rubble:* AVG.

BUILDINGS

Die	Result
2-6	Houses, apartments under 6 stories tall
7-10	Tenements, apartments 6-10 stories tall
11	Apartments 11-20 stories tall
12+	Buildings over 20 stories tall

DAMAGE

Die	Result
2-4	Rubble, vacant lots. Danger: 8+
5-6	Completely gutted by fire. Danger: 4+
7-8	Damaged by fire. Danger: 9+
9+	Damaged by rioting, looting. Danger: 11+

RUMORS

Die	Result
2	A
3	B
4	F
5	J
6	J
7	U
8	U
9	U
10	U
11	O
12	W

Special Rumors: AA, BB, CC, U

ENCOUNTERS

Die	Result
2	Rubble
3	Animal
4	Civilians
5	Workers
6	Gang
7	Dragon Lords
8	Dragon Lords
9	Animal
10	Rovers
11+	Special

Civilians: This will be a large procession of several hundred Chinese civilians. Most will be unarmed, though armed Dragon Lords will certainly be present. Many of the people will be wearing richly colored and decorated costumes. The focus of attention is a wedding parade down the middle of the street.

Workers: The characters encounter 2D + 3 workers clearing wreckage from cultivated city lots. They are extremely suspicious and will flee as soon as they catch sight of the intruders. The Dragon Lords will appear shortly after this encounter.

Gang: This will be a marauder band other than the Dragon Lords consisting of 2D + 8 heavily armed men. Depending on the situation, they could be members of the Black Hand or of the Duke's forces. They are here to raid the Chinese and will attack the characters out of hand.

Dragon Lords: The characters encounter 2D + 6 members of the Dragon Lords heavily armed with hunting rifles, pistols, knives, improvised weapons, and a few assault rifles.

Most of them are young—17 years old or less. They will order the characters to leave, and any confrontation at all is likely to result in gunfire. They will be friendly only if they believe the characters are enemies of the Duke or the Black Hand.

Special: The characters encounter a marauder band crossing into Chinatown from Little Italy. The band consists of 2D + 10

men and is heavily armed. If they are not interfered with, the marauders will proceed deeper into Chinatown and ambush the wedding procession described above (Civilians). This attack will be believed to have been made by the Black Hand and will signal the beginning of a war between Little Italy and Chinatown.

In fact, the marauders are members of the Duke's forces, and the attack is intended to stir up war between the Chinese and the Italians. If the characters intervene (by capturing and interrogating some of the attackers and exposing the plot, for example), war will be prevented, and the forthcoming alliance between the Duke and Little Italy will be prevented. (The Black Hand will refuse to allow itself to be manipulated in this way or blamed for the atrocities of others.)

Note: If this encounter has already occurred while the characters were rolling for encounters in Little Italy, this encounter should be changed to anything else of the referee's choosing.

TriBeCa: The odd name comes from "Triangle Below Canal," and refers to a neighborhood bounded by Greenwich Street, West Broadway, and Canal. It was formerly a place for artists driven out of Soho by rising rents and is a mix of seedy tenements and the warehouses and industrial plants which back up to the West Side waterfront (between Greenwich Street and the Hudson River). Many of the buildings burned when fires set by arsonists in Chinatown swept out of control through the area. The ruins are almost completely deserted now, inhabited by rats, wild dogs, and occasional bands of demented, and so no rumors are given for this area.

The waterfront is deserted. Salvaging machine parts and tools, and items such as cargo hooks, rope, chain, block and tackle equipment is still an ESY task for characters with SCR skill.

Scavenging: *Metal, copper pipe, electrical wiring:* AVG. *Electronic parts and equipment:* AVG. *Tools, machine parts:* DIF. *Building stone, bricks, rubble:* ESY.

BUILDINGS

Die	Result
2-5	Houses, apartments under 6 stories tall
6-8	Tenements, apartments 6-10 stories tall
9-10	Apartments 11-20 stories tall
11-12	Buildings over 20 stories tall

DAMAGE

Die	Result
2	Rubble, vacant lots. Danger: 8+
3-4	Completely gutted by fire. Danger: 4+
5-6	Damaged by fire. Danger: 9+
7	Damaged by rioting, looting. Danger: 11+
8+	Little or no damage.

ENCOUNTERS

Die	Result
2	Dement
3	Dement
4	Refugees
5	Dement Band
6	Gang
7	No Event
8	No Event
9	Animal
10	Rovers
11+	No Event

Gang: This will almost certainly be a party of the Duke's forces travelling north to raid the Mayor's territory. They will have little time to spare for strangers, though, if they believe the characters are part of the Mayor's forces, they will attack.

LOWER EAST SIDE

The Lower East Side lies between the East River and, roughly, East Broadway and Allen Street as far south as Fulton. Throughout the second half of the 19th Century and the first half of the 20th, the Lower East Side was the place where European immigrants (especially Jewish immigrants) first settled upon arriving in America.

By the second half of the 20th Century the population was changing. Large sections of the Jewish population moved elsewhere as they developed the means to do so, to Queens and Brooklyn and to uptown Manhattan. By the 1980's, the population could be approximately divided into 35% Jewish, 35% Puerto Rican, 17% Chinese, 8% Black, and 5% Indian, Italian, Ukrainian, and Polish. The area remained run-down and relatively undesirable, though housing projects and a few high-rise residential buildings pointed to better things in the future.

Its relative isolation spared the Lower East Side from the race riots of the summer and fall of 1997. The food riots brought wholesale slaughter to the streets, particularly to older people who had been unwilling to flee to uncertain havens before the troubles began. Several communities still exist within the Lower East Side. East River Park is cultivated as a source of food.

These communities have been approached by envoys from the Duke in downtown Manhattan, but the district's inhabitants are intensely wary of all outsiders. There are few marauder gangs here, but there are large numbers of rovers who continue to explore deserted buildings, especially in the southern fringes at the borders of Wall Street. With no organized defense forces (many individuals go armed, but there is nothing like a local militia or gang for common defense) the Lower East Side communities are frequent targets to attacks from Harbor Rats and gangs from Midtown Manhattan.

An independent white gang of street marauders, the Dragons (with no relation to the Chinese Dragon Lords) roam the East Houston Street area, foraging in both the East Village and the northern reaches of the Lower East Side. This gang is completely vicious, and its members are rumored to enthusiastically practice cannibalism.

Scavenging: *Food:* DIF. *Metal, copper pipe, electrical wiring:* AVG. *Electronic parts and equipment:* DIF. *Tools, machine parts:* DIF. *Medicines:* DIF. *Building stone, bricks, rubble:* AVG.

BUILDINGS

Die	Result
2-6	Houses, apartments under 6 stories tall
7-10	Tenements, apartments 6-10 stories tall
11	Apartments 11-20 stories tall
12+	Buildings over 20 stories tall

DAMAGE

Die	Result
2-4	Rubble, vacant lots. Danger: 8+
5-6	Completely gutted by fire. Danger: 4+
7-8	Damaged by fire. Danger: 9+
9+	Damaged by rioting, looting. Danger: 11+

RUMORS		ENCOUNTERS	
<i>Die</i>	<i>Result</i>	<i>Die</i>	<i>Result</i>
2	S	2	Rubble
3	U	3	Animal
4	U	4	Workers
5	V	5	Civilians
6	W	6	Gang
7	H	7	No Event
8	D	8	No Event
9	J	9	Animal
10	J	10	Rovers
11	K	11+	Special
12	T		

Special Rumors: AA, BB, CC, J, K

Workers: The characters encounter 2D + 3 civilian workers. They carry shovels, picks, and improvised tools, and are clearing rubble from a field and hauling it away on crude sledges. They will be hostile and suspicious of strangers at first, but patience and kindness will allow communications to be established.

Civilians: The characters encounter 2D civilians. They may be passing the time in the street talking with one another or engaged in trade at an impromptu street marketplace. Strangers will be treated with extreme suspicion, but time and kindness may open some conversational avenues.

Gang: The characters encounter a marauder gang of 2D + 4 men armed with hunting rifles and a few M16s. They are entering the Lower East Side district in order to attack one of the communities there and to search for a large store of food rumored to exist in the area. If the characters help the locals fight off this attack, they will find the local people much more willing to talk to, trade with, or offer shelter to them.

This gang could be (referee's discretion) the notorious Dragon Lords.

SPECIAL SITES ON THE LOWER EAST SIDE

The Marketplace: This is a bazaar usually set up close to East Broadway near the Hamilton Fish Market, or along Madison Street close to Grand. It is a central marketplace where food, clothes, weapons, shoes, tools, and almost anything else imaginable uncovered by rovers elsewhere in the city is traded. The Marketplace is only open for a few hours at a time and is always heavily guarded by armed men. The Marketplace has been raided in times past by Harbor Rats or marauder bands with heavy loss of life.

The location of the Marketplace is varied each time, and it is advertised by word of mouth. Large numbers of the locals will be present in the street at one time, and they will be less fearful of the characters since they will tend to blend into the general ragged population. Market times are good opportunities to find or meet people, to exchange ammo or weapons for food or other necessary items, and to listen to rumors or gather information.

Governor Smith Houses: This urban housing project located just north of where the Brooklyn Bridge crosses the FDR elevated highway, together with the nearby Knickerbocker Village, houses perhaps 1,500 people in an independent farming-hunting cooperative. Most of the adult men belong to a minute man type community militia and are armed with hunting rifles and pistols.

The Governor Smith Cooperative's position right across St. James Place from the buildings of the Civic Center ties them more closely to the Duke of New York than to the loose associa-

tion of villages and cooperatives in the Lower East Side. These people consider themselves to be an independent entity. Chronic food shortages (they have access to very little cultivated land) have necessitated trading agreements with the Duke's representatives at City Hall, and negotiations are proceeding which will bring the Governor Smith Coop into the fold of the Duke of New York.

DOWNTOWN MANHATTAN

Downtown Manhattan comprises the southern tip of the island and includes Lower Broadway (north of Fulton and tucked in between TriBeCa, Soho, and Chinatown), Wall Street (the financial district east of Broadway between Fulton and Wall Street), and Whitehall (everything south of Fulton and Wall Street).

The entire district once comprised the financial district of the city and included almost no residences at all, and was what Manhattan dwellers meant when they said "downtown." Here, skyscrapers are crowded together side by side with almost no openings at all except for Battery Park (at the extreme southern tip of the island) and such isolated landscaped areas as the parks around the World Trade Center and City Hall.

Also known as Whitehall, the Manhattan downtown district is controlled by the Duke. He is working to establish a quasi-feudal kingdom in south Manhattan where he and his militia provide protection and food to enclaves of people led by leaders he designates in exchange for oaths of loyalty and support in emergencies. From this base, he hopes to rule much of the east coast, eventually.

The Duke's realm (which is referred to by the locals as "Manhattan," "New York," or, rarely, the "Kingdom of New York") is actually a large number of relatively isolated communities scattered across south Manhattan. This is because large areas of the district are uninhabited or controlled by vicious marauder gangs, and some buildings are easier to fortify than others.

The Duke's most serious problem is food. Starvation is a specter which faces all of the city's inhabitants, but it is especially severe for the Duke who has an estimated 18,000 people under his control but only the relatively tiny bits of farmland at Battery Park and City Hall to cultivate. A massive program to clear city lots in Lower Broadway and in abandoned portions of TriBeCa has produced impressive gains, but thousands in south Manhattan are suffering from malnutrition. A massive program to demolish buildings and clear the lots for planting next spring is underway throughout the district.

The Duke has opened lines of trade with several other communities in Manhattan, notably in the Lower East Side and in midtown Manhattan. He has also equipped raids against various enemies—the largest of which is the Mayor up in Central Park. Large stores of grain and dried fruit have been liberated from time to time from the Mayor's food convoys and storehouses in the Upper West Side. Riverside Park has been a frequent special target.

The Duke has also concluded a treaty with the major Harbor Rat groups which enables him to fish the Hudson and East Rivers on a restricted basis (which adds considerably to his food supply).

The Duke has even begun negotiations with farming cooperatives on Long Island to supply him with food.

Scavenging: Food: DIF. Metal, copper pipe, electrical wiring: AVG. Electronic parts and equipment: DIF. Tools, machine parts, weapons: DIF. Building stone, bricks, rubble: AVG.

BUILDINGS

<i>Die</i>	<i>Result</i>
2	Tenements or stores under 5 stories tall
3-5	Tenements, apartments 6-10 stories tall
6-8	Office buildings 11-20 stories tall
9+	Buildings over 20 stories tall

DAMAGE

<i>Die</i>	<i>Result</i>
2	Rubble, vacant lots. Danger: 7 +
3-4	Completely gutted by fire. Danger: 4 +
5	Damaged by fire. Danger: 10 +
6	Damaged by rioting, looting. Danger: 11 +
7	Relatively undamaged

RUMORS

<i>Die</i>	<i>Result</i>
2	S
3	W
4	D
5	H
6	C
7	N
8	J
9	U
10	Z
11	K
12	K

ENCOUNTERS

<i>Die</i>	<i>Result</i>
2	Rubble
3	Animal
4	Civilians
5	Rovers or Hunters
6	No Event
7	Militia
8	Militia
9	Workers
10	Rovers
11	Animals
12	Special

Special Rumors: AA, BB, CC, U, S, Z

Civilians: The characters encounter 2D civilians. They may be passing the time in the street talking with one another or engaged in trade at an impromptu street marketplace. Strangers will be treated with extreme suspicion, but time and kindness may open some conversational avenues.

Workers: The characters encounter 2D + 3 civilian workers. They carry shovels, picks, and improvised tools, and are clearing rubble from a field and hauling it away on crude sledges. They will be hostile and suspicious of strangers at first, but patience and kindness will allow communications to be established.

Gang: The characters encounter a marauder gang of 2D + 7 men armed with hunting rifles and a few M16s. They are entering the lower Manhattan district in order to attack one of the Duke's communities there and to search for one of the large stores of food rumored to exist in the area. If the characters help the locals fight off this attack, they will find the local people much more willing to talk, trade, or offer shelter. They will also arrange for a peaceful meeting with the Duke's forces.

SPECIAL SITES IN DOWNTOWN MANHATTAN

World Trade Center: The World Trade Center dominates its neighborhood, six buildings surrounding a five-acre plaza. Most impressive are the twin towers, One and Two World Trade Center. Each is 1,350 feet tall, has 104 elevators, almost 22,000 windows, and one acre of rentable space on each floor. Three World Trade center is a twenty-story international hotel. Four and Five World Trade Center, also known as the Plaza Buildings, served as product display areas for various New York commodities exchanges.

Most of the two towers are now inaccessible for all practical purposes. Without power for the elevators, the trek to the top is a grueling climb.

The Duke has claimed the plaza for propaganda purposes. These towers have long been identified with Manhattan, and their possession helps back his claim to being the legitimate government of Manhattan. His people have been in the process of tearing up the concrete which covers most of the Plaza's five acres in order to turn it into farmland by next spring. It is hoped that the layer of dirt above the underground parking area and concourses will be thick enough to avoid erosion and support crops. His militia occupies the first several floors, and large stores of dried and canned foods were uncovered in the underground concourse below the plaza reached through Five World Trade Center where a number of fast food restaurants were located.

Other restaurants are known to be located within the towers but are currently off limits. One is a snack bar and cafeteria on the observation platform on the 107th floor of Two World Trade Center. On the 107th floor of One World Trade Center is an elegant and once high-priced restaurant. Large stores of canned foods may be present, but the Duke has declared the Trade Center off limits to scavengers, and has posted guards to see that no one violates this order. Occasional survey parties have been sent up, but they report directly to the Duke, and he keeps their findings secret. Rumor has it that the restaurant is a source of gourmet foods for the Duke's table, and he doesn't want it looted. This is fairly close to the truth...the Duke doesn't want the Trade Center looted as he hopes to make it the center of his power someday.

Battery Park City: This was the country's largest planned urban development center, completed in the early 1990's on a landfill site on what was once part of the Hudson River. Included are three large office towers and apartment buildings with a capacity of 45,000 people.

This site, too, has been taken over by the Duke and the parkland cultivated. The buildings are unused, though rovers and small militia bands comb them from time to time for food and supplies.

City Hall/Civic Center: The Duke has secured this area as well, primarily for the legitimacy its possession lends to his claim of official government of Manhattan. It is a complex of court houses and civic buildings just west of Chinatown and south of Canal Street where Park Row meets Broadway. Structures include the Woolworth Building, Hall of Records, Municipal Building, the Federal Building and U.S. Customs Court, Department of Health Building, Criminal Courts Building, the State of New York Building, the New York County Court and the U.S. Courthouse, Police Headquarters, and—the Duke's headquarters much of the time—City Hall.

City Hall itself is built in City Hall Park, much of which is paved but part of which has been cultivated. Work crews are working steadily through the winter to tear up the remaining pavement and even parts of the streets to expose soil for planting. The Duke's claim to the New York municipal government is perhaps most strongly supported by his occupancy of City Hall. The entire complex of buildings serves as a series of fortresses for the Duke's militia, as the center for a large amount of cultivated land in the parks and gardens in the area, and as a staging center for expeditions north to Little Italy, Chinatown, and Midtown Manhattan. The Civic Center fortress complex is the bulwark of the Duke's defenses against attacks by Midtown and Village gangs.

The Civic Center crowds closely against the southwest fringes of Chinatown. There have been several battles between the

Duke's forces and the Dragon Lords, principally over Columbus Park, a partly unpaved patch of ground which was cultivated by Chinatown but which has recently been claimed by the Duke. It is the constant friction and open conflict with the Chinese (including constant raids by the Dragon Lords against Civic Center cultivated fields) which had led to the Duke's proposed alliance between his territory and that of Little Italy.

South Bridge Towers: Located just south of the Brooklyn Bridge approaches and north of Fulton, this is another urban housing project inhabited by perhaps 1,000 people. This community began as an independent defense cooperative but, with little available land for cultivation, has joined itself to the Duke of New York's territorial holdings. The complex is notable for lying right across Water Street from the independent shore holdings of the Harbor Pirates.

Battery Park: This is the largest cultivated area in the Duke's holdings. There was little arable land to begin with, but Lower Manhattan's citizens have been hard at work since the winter of 1997-98 tearing up pavement and exposing the soil underneath for planting. Battery Park was originally a small island connected to Manhattan by a wooden causeway; it was joined to the main island by landfill well before the war.

The most visible landmark left in the park is Castle Clinton. Once built on the separate island as a gun battery defending New York Harbor during the War of 1812, it later became an immigration station, a theater, an aquarium, and finally a monument. The old fort walls were renovated in the late 20th Century to restore the look of a 19th Century fort. Castle Clinton remains one of the Duke's strongholds and supply storehouses and has been used as a fort on several occasions during attacks by Harbor Rat forces.

Next to Battery Park is the Municipal Ferry Terminal. Several harbor ferries remain here, though only one, one of the Staten Island ferries under the command of Cap Winston, is still operating. Fuel shortages make ferry excursions extremely rare nowadays.

Special Referee's Note: Cap Winston, the man who has control of one of the old Staten Island ferries, has a large store (several hundred gallons) of diesel fuel hidden inside a water storage tank at the Municipal Ferry Terminal. People who open the valve at the bottom find there is water in the tank. The diesel fuel is inside the tank floating on top of the water, and can only be recovered by putting a siphon hose through a vent on top of the tank.

Southport Seaport Museum/Waterfront: This represents a small enclave of several square blocks on the East River at Fulton Street. Though lying in close proximity to the Duke's strongholds at Battery Park and the Civic Center, it is in fact controlled by an independent Harbor Rat group called the Harbor Pirates. The Pirates took control of the various historical vessels at the Seaport Museum early in Manhattan's civic collapse and have used them since to raid coastal communities and other vessels throughout New York Harbor. They are also virtually the only means of easily reaching Manhattan. All of Manhattan's tunnels are flooded or otherwise hazardous, and the only bridge from New Jersey is the George Washington Bridge on the extreme northern end of the island; anyone coming in from that end of town has to pass Harlem and the Mau Maus to reach central or southern Manhattan. The Harbor Rats will pick up passengers almost anywhere along the Jersey coast and carry them to almost any point on Manhattan—for a price. For a more detailed description of dealing with Harbor Rats, see the

section entitled *Getting There*.

The Harbor Pirates' vessels include the *Ambrose Lightship*, which never leaves its moorings, and four sailing vessels which form the nucleus of the Pirate fleet: *Peking* (armed with a 40mm antiaircraft gun from an M-988), *Wavertree*, *Lattie G. Howard*, and *Pioneer*.

The Pirates' shoreside facilities are not particularly well defended, but no attacks have been made on them because most of the important Pirate facilities (men, weapons, and stores of food) are kept aboard ship. An attack against the Pirate bases on shore would mean the sailing craft would all leave port and be impossible to reach, and there would be, inevitably, a retaliatory raid. Even the Duke, who has fought off numerous Harbor Pirate attacks in the past (including a full-scale amphibious landing on Battery Park) and who controls most of the Whitehall territory around the museum area, has thus far refrained from attacking the Pirates.

One possible adventure subplot would have the Duke hire the player characters as mercenaries in order to attack the Harbor Pirates and end this maritime nuisance once and for all. Players with SCD and SWM skills might prove especially valuable in a sneak raid against the Pirate fleet aimed at crippling, capturing, or destroying all five vessels at once. If this attack were coordinated with an attack by the Duke's forces ashore, the Harbor Pirate menace might be ended forever. If the fleet could be captured, regular safe travel between Manhattan and New Jersey might be restored under the protection of a stable government.

OTHER PARTS OF NEW YORK

Armies of the Night takes place almost entirely on the island of Manhattan. There is, however, a very great deal of territory beyond the rivers and bays surrounding Manhattan where the characters might begin new adventures or where unexpected twists in this adventure might carry them. These other districts are sketched out below.

Obviously, there are far too many buildings, streets, communities, and local governments to permit a detailed or complete listing. The purpose of this section is to briefly mention the most important districts, briefly describe overall conditions there, and briefly touch on the most important local governments. The referee should feel free to expand on this information, adding his own ideas and characters to it to create information on other communities as detailed as that given for Manhattan.

THE BRONX

The Bronx is the only part of New York City actually on the mainland. It is separated from Manhattan by the Harlem River and Harlem Ship Canal with numerous bridges crossing into Harlem and East Harlem at various points.

The Bronx suffered over 800,000 fatalities in December 1997 and afterwards.

The survivors, about 100,000 of them, established themselves in communities centered around arable land at Bronx Park, Van Courtland Park, and in the area around Pelham Bay.

Part of the Bronx is now ruled by what remains of the prewar city government with the Deputy Commissioner of Housing as acting Mayor, supported by a handful of metropolitan police and a large contingent of militia. Hannibal T. Dobbs, acting Mayor of New York, keeps his offices at Fordham University next to the farmlands of the former New York Botanical Gardens and grounds of the Bronx Zoo. He rules less than 8,000 people.

In the summer of 1999, several attempts were made to assimilate the population of Manhattan, which failed. Later, contact was made with both the Mayor and the Duke through envoys travelling aboard Harbor Rat boats. The envoys to the Mayor never returned. Those to the Duke returned with the message, "What do you mean you're the government of New York? I'm the one sitting in City Hall! You join me!"

QUEENS

Queens suffered half again as many casualties in the food and race riots as Manhattan (over 1.2 million fatalities in Queens, as opposed to over 800,000 in Manhattan). But Queens' population, which is slightly larger than that of Manhattan's, is spread across a much larger area, and there are much larger stretches of cultivatable land, making for closer cooperation between survivor groups.

In general, those parts of Queens close to the East River have been abandoned, and large numbers of the poor and dilapidated tenements in this region burned during the various riots which swept through all five boroughs. Large, stable, and relatively prosperous communities have been established near La Guardia Airport and nearby at Flushing Meadows where Corosa Park and Shea Stadium have been brought under cultivation. Maritime communities along the coast have taken the first steps in establishing a trade network.

BROOKLYN

Due to prevailing winds during and after the strikes, the heaviest of the fallout from the Linden blast missed Manhattan but fell across southern Brooklyn, Coney Island, and Rockaway Point. Over 300,000 people suffered from radiation sickness and many died. Brooklyn also suffered the riots, disease, and starvation which swept the rest of the city as well. The survivors (numbering only about 108,000) for the most part clustered along the park areas around Jamaica Bay, from the vicinity of Canarsie to the JFK International Airport. Several isolated communities exist in other parts of the city.

There is a general perception among Brooklynites that Manhattan has been given over totally to the rats, roaches, and dements.

STATEN ISLAND

Staten Island had the misfortune to be located directly adjacent to the two oil refining complexes which were targets for a pair of Soviet nuclear warheads. The entire western third of the island as far east as Port Richmond in the north and Staten Island Mall in the center of the island were reduced to rubble. Another third of the island suffered severe damage to buildings from blast and the subsequent fires.

Some parts of the island, most particularly large steel structures (such as the skeletons of office buildings or the ruins of the Goethals Bridge near Linden) are still dangerously radioactive. Characters venturing into the area marked as radioactive on the map on page 6 receive 1D6 rems/hour.

There is no organized government on Staten Island now. The population consists of roving bands of hunters and scavengers, and there are no prospects for recovery at any time soon.

ROOSEVELT ISLAND

Roosevelt Island, formerly Welfare Island, was once a prison for New York's convicts (including the notorious Boss Tweed). The savage riptides in the channel make the 700-foot swim

impossible for even the strongest swimmer.

The Queensborough Bridge crosses the East River above Roosevelt Island, but there are no easy ways down from the bridge span, and the islanders have roadblocks and patrols on the bridge to prevent unwanted visitors.

Before the war there was an aerial tramway from 59th Street and Second Avenue, but this has fallen into disrepair and is useless without electricity. A brave (or foolhardy) soul might try to cross on the tramway wire, using ropes and MTN skill, but he would be exposed to rifle fire from the island for a sizable period of time (without cover), and would find that the inhabitants of Roosevelt Island have bolted obstacles to the wire about halfway across. The only way onto Roosevelt Island other than by boat is the 36th Avenue Bridge from Queens (which is the location of a roadblock).

Roosevelt Island is the site of several medical facilities including the Coler Memorial Hospital and Home at the north end, the New York Correction Hospital in the center of the island, and Goldwater Memorial Hospital and the City Hospital in the south. There was also a residential community.

There is now a population of nearly 4,000 on Roosevelt Island which is the only island near Manhattan which is not controlled by River Rats. The original inhabitants of the island took advantage of their natural isolation and the experience offered by one of their civic leaders, a retired Marine Corps officer, Colonel Randolph Phillips. An 800-man militia unit drills constantly under Phillips' leadership, and small sailboats and small craft with alcohol-converted outboard motors patrol the approaches to the island. Repeated attempts by the Pirates and other Harbor Rats to land on the island have been repulsed, as have several attempts by hungry mobs and marauder bands to make the crossing from Queens.

The Roosevelt Island community has marginal farming land on the island. The hospital grounds are all under cultivation, of course, as are housing development landscaping areas and several streets which have had their pavement torn up. Fish traps and nets are used to capture large quantities of fish, and Queens Bridge Park and Rainey Park (both in abandoned portions of Queens on the river) have been cultivated under the guns of watchful militiamen. Rover and hunter bands from the island have salvaged large quantities of canned food from occasional forays deep into Queens and midtown Manhattan. Food is still desperately short, however.

Hospitals: One thing which Roosevelt Island has in abundance, however, is medical supplies. The various hospitals had large stocks of drugs and other items. Roosevelt Island's leaders, knowing the value of such supplies, saw to it that several basement refrigerators were hooked up to alcohol-converted portable generators soon after the power went out. Here are stored large supplies of gram positive, gram negative, and broad-spectrum antibiotics, saline, D5W and other IV fluids, anesthetics, morphine, and dozens of other drugs and supplies which are nearly impossible to find elsewhere in the city (or anywhere else in the country for that matter). Roosevelt Island's leaders are treating this supply as a carefully managed resource. The drugs are under the control of a panel of doctors who lived on the island before the attack and are now on the community's town council. They hope to establish relations with other communities which have maintained law and order, and trade the drugs for food and for equipment to allow them to build their own power stations and communications facilities.

Roosevelt Island will be difficult for the characters to reach.

It will be more difficult to establish good relations with the island's inhabitants who are wary and mistrustful of all strangers. The island does, however, offer a uniquely defensible and secure site for operations in the Manhattan area, particularly if the characters have access to one or more boats. The referee may choose to reward players who recognize the tactical importance of Roosevelt Island and take the trouble to try to explore it; Roosevelt Island could offer something almost unheard of in present-day New York—a safe refuge.

GOVERNORS ISLAND

This is the largest island in New York Harbor and the location of a military reservation named Fort Jay. The reservation was abandoned shortly after the nuclear attack (the soldiers were more useful guarding critical buildings and intersections in Manhattan and Brooklyn than they were guarding the harbor from amphibious invasions) and it was never reoccupied. The island serves now as a safe haven and base for Harbor Rats, especially for the Harbor Pirates. It is believed that they use the island's barracks and storehouses to store food, weapons, and supplies which they have raided from all around New York during the past several years. If so, this could be a treasure trove of considerable value, but no one has been able to discover if the rumor is true.

ELLIS ISLAND

The former site of the U.S. Immigration Station and later part of the Statue of Liberty National Monument is completely deserted. It lies one mile southwest of Battery Park, but there is nothing here worth coming for. Rumors persist that Harbor Rats maroon prisoners here. Though Harbor Rats have certainly visited the island (they are probably the only people who could), these rumors are almost certainly unfounded.

LIBERTY ISLAND

Although on the New Jersey side of the Hudson River, and thus technically part of New Jersey, Liberty Island (formerly Bedloe's Island) and its famous statue have been associated with New York City since the statue's construction.

Liberty Island and the museum there have been visited by Harbor Rats several times and thoroughly looted. There is nothing on Liberty Island worth making the long trip for. The Statue of Liberty remains standing and undamaged, however. Blast pressures at this range (about 8.5 miles from the Linden blast) reached about 1.5 psi (enough to injure unprotected humans but not enough to damage Liberty's steel framework). Slight structural damage was done to the spikes of the statue's diadem and to the torch, but not serious enough to cause collapse.

Interestingly enough, although the museum and the other buildings on the island have been stripped of anything valuable, no Harbor Rat could bring himself to take anything from the statue itself. The Harbor Rats view the statue as theirs ("Our Lady"), and will defend her with a passion.

Other Aspects of New York City

Certain areas of New York City were ignored or taken for granted by both visitors and inhabitants on Manhattan before the war. These may serve as the sites of separate adventures or side plots to the main adventure.

SUBWAYS

I hate closed-in places. I always have, but I hate them more

now. That trip down those endless, cold stone steps into darkness must have been the longest walk I ever took in my life. Turk had the torch and he was behind us, the light casting weird and shifting shadows which rushed across wet stone walls or vanished into pitch blackness, shifting and changing with each step down. At the bottom there was water—bitter cold and black as ink. The air stank, and the darkness pressed around us like a blanket. I'd heard New York's subways were bad, but this...

Then Turk screamed and the torch went out, and right then all of us about jumped out of our skins. There were shapes out there in the dark, half seen by the faint light that was filtering down from the top of the steps, and those shapes had grabbed Turk. I could hear them...making low, wet, throaty gobbling noises in the dark.

My rifle was bucking in my hand before the echoes of Turk's screams stopped. The muzzle flash lit up the targets like a strobe at some horrible light-show. Dements, three...five...ten of them, standing over Turk's ragdoll form, some of them pitching back into the dark as rounds chopped into them at close range, but the others were looking at me, their eyes very strange in the strobe-flashing of my rifle.

My magazine emptied and I sent it clattering to the floor. Backing away, I pulled another from my belt pouch...even in the dark, I could sense them moving towards me...

The New York subway system is a maze of underground tunnels connecting Manhattan with the Bronx, Queens, and Brooklyn. On Manhattan itself, the principal lines run under the following streets: Seventh Avenue, Eighth Avenue, Lexington Avenue south to 42nd Street, then under Park Avenue, Avenue of the Americas (Sixth Avenue), Broadway, Houston between Sixth Avenue and Essex Street, 14th Street east of Eighth Avenue, 42nd Street east of Seventh Avenue, 53rd Street east of Eighth Avenue, 60th Street and the southern edge of Central Park east of Seventh Avenue, Lenox Avenue (Sixth Avenue) in Harlem, Delancey Street from the Williamsburg Bridge to Lafayette Street in Little Italy, under most main north-south streets under Whitehall.

There are others, of course, but the New York subway system is far too complex to describe in detail here. Referees and characters interested in pursuing detailed adventures beneath the streets of Manhattan should consult a tourist's map of New York's subways (these are often contained in tourist guidebooks, and can sometimes be had separately in bookstores or libraries).

This list does serve to locate the main lines, however, which are important now for reasons other than transport. Most of post-nuclear New York's water supply comes from the subways.

Most of Manhattan south of Central Park is only a few feet above sea level. After the electricity stopped working, the pumps which kept the tunnels dry stopped. Slowly, with deterioration, normal seepage, and outright sabotage, the tunnels on the bed of the East River began filling with water and flooding the main systems under Manhattan.

Depending on the location and the depth of the tubes, most Manhattan subway tunnels are now one-fourth to completely filled with water. The deepest tubes, those going under the rivers, are filled. This means the tunnels between stations are filled with about four to eight feet of water. The stations themselves average three or four feet deep and are much more open—like vast, dark caverns—with steps and ramps running up through concrete walls and ceilings to daylight. Depending

on the design of the station, some (especially local stops) have steps running straight down into the water, while others (such as the larger stations and terminals) have large areas of floor space above the water level, with steps, ramps, or platforms leading down to the water.

A regular part of the daily routine for all of Manhattan's residents is to gather water. In most neighborhoods, water is gathered by a group of women guarded by the watchful guns and bows of a party of men. Water is taken back to the community, boiled, distilled, or treated with iodine, halozone, or other purifying agents, and stored.

Each community has its own "well" (or sometimes several) at the entrance to a subway station. In some of these, torches have been affixed to the walls; in others, people must carry torches with them. Of themselves, the subway stations are completely black unless it happens that some light filters down from the street level.

There is always some danger to these expeditions. The tunnels have become home for large armies of rats which will often attack humans. Some tunnels, too, have become home for demented, or headquarters for marauder bands. The steps are wet and slick with algae, moss, and fungi, and many have been injured falling down the long flights of steps or dead escalators. Marauding bands looking for an easy kill or prisoners frequently set ambushes around frequented subway entrances, usually attacking when the victims are emerging from the darkness into daylight.

The referee may arrange for the adventuring party to encounter members of a particular community by rescuing a water-gathering party from such an ambush or by rescuing women kidnapped in a subway entrance raid.

It may also occur to the players that the flooded subways offer an ideal route for moving through Manhattan unobserved. A New York City map showing both the subway routes and the stations is absolutely necessary for this type of adventuring.

There are key stations deep within defended areas around Central Park, Harlem, Whitehall, and other important neighborhoods, and a party of characters with an inflatable raft or a raft made out of timber and salvaged wood paneling could slip into such areas by an unexpected back way.

The following encounter table is given for characters traveling through Manhattan's subways.

<i>Die</i>	<i>Result</i>
2	Rubble/Debris
3	Rovers/Hunters
4	Hunters
5	Guards/Gang
6	No Event
7	No Event
8	Water Gatherers
9	Rats
10	Dement/Dement Band
11	Gas
12	Special

Rubble/Debris: The way is blocked by rubble or debris. This may be the result of a cave-in of the tunnel walls, of wreckage and debris which has been swept into a natural barrier at some point within the tunnel, or it may be deliberate, man-made obstructions erected by some group or community fearing attack from the subways.

As a special case, the characters find the way blocked by a half-submerged subway train packed with rag-clothed skeletons—all that remains of people fleeing the city three years ago when the power ran out.

Rovers/Hunters: The characters encounter 1D people exploring a subway station. They will be extremely wary of strangers, and they will be armed with hunting rifles or pistols.

Hunters: The characters encounter 1D hunters searching for food (usually rats). Each will carry 2D rats which have already been caught and spitted. Like rovers, they will be wary of strangers and will avoid them if possible. They will be carrying pistols or hunting rifles, with an occasional military weapon. Each will also carry an improvised rat-sticker (a spear or a long pole with a knife or two-pronged serving fork wired to the end). Many will have rat traps, both homemade and prewar models.

Guards/Gang: At the referee's discretion, the characters encounter either guards set by a militia force in the neighborhood to watch the subway tunnel approaches or members of a marauder gang which are using the dry portion of a subway station as a weapons and food cache and meeting place. Militia guards will number 1D, be armed with assault rifles, and will open fire wildly at any perceived motion or light in the dark. Guards are likely to be stationed within subway areas under important and protected community areas such as food storage buildings or the walls of a cultivated park.

Gang members will number 2D and will be armed with a wide variety of guns, clubs, knives, and improvised weapons. They will be caught by surprise but will fight viciously before they flee. If they flee, they will return with overwhelming reinforcements (the rest of the marauder band coming to protect their food stash) in 1D minutes. Gangs may be encountered almost anywhere there is marauder gang activity.

Water Gatherers: The characters come to a subway station where 2D women are gathering water in canteens, plastic bottles, and large jars. The women will flee as soon as they become aware of the characters, and there is a chance (referee's discretion) that 2D armed men are waiting at the top of the subway stairs.

This encounter could lead to a meeting with the members of a community defense organization, or it could lead to an armed confrontation with local militia, depending on the situation.

Rats: The characters encounter a large number (2Dx50) of rats. There is a 40% chance that they will attack. These rats are good swimmers and could swarm aboard the characters' raft, attacking anything living in their desperate hunger. One rat does only 1 point of damage on a 1D6 roll of 1–3...but there are so many of them.

Dement/Dement Band: At the referee's option, the characters encounter either: 1) A lone dement who has made his home in the peaceful darkness of the flooded subway. He does not care to be disturbed; or 2) 2D + 5 demented living in a pack in the higher levels of a large subway station. They will attack the characters and are not afraid of the water.

Gas: The characters enter a section of tunnel contaminated by poison gas (which has naturally seeped into the tunnel from below ground, not the result of any human action). Each character will suffer 1D hits for each combat round they are affected by the gas unless they are wearing gas masks. At the referee's discretion, the air will simply be foul rather than poisonous (that is, the oxygen in it will have been severely depleted), and the characters will suffer 1D hits each minute they remain in the area.

The gas (usually heavier than air) occupies a pocket above the water within the tunnel. It will take 1D combat rounds for them to realize they are in a gas pocket and the same number to turn around to escape the gas. If they choose to press forward, it will take 2D minutes to get through the gas to clean air. If a subway station is close by, of course, they can escape by going up the steps to fresh air.

As a side note, in the bazaars and street markets, the characters may notice people selling canaries. These are sold specifically to rovers, hunters, and other people who have reason to spend long periods of time in New York's sewers or subways. Canaries are more sensitive to gas and foul air than are humans and were used by miners in the 19th Century as gas alarms. If the bird dies, humans can take note and change course—or don their gas masks.

Note that gas masks will protect the wearer from poison gas but not from foul air (not enough oxygen).

Special: The characters have a special encounter which is determined by the referee based on the situation. Several possibilities are listed below:

Food Cache: The characters find stacks of canned, smoked, and dried food. It may be the secret store of a community on the streets above, or it may be the loot (in the temporarily deserted headquarters) of a marauder band.

Weapons Cache: As above, but with weapons. These will most likely be small arms and ammunition, but can include civilian hunting weapons as well.

Besieged Water Gatherers: The characters find a small party (2D) of men and women crouched at the foot of some stairs leading up the street just above the water level. The men are armed and are holding off an attack by marauders at the street entrance of the subway. At the referee's option, one or more of the men may be badly wounded. The characters will have the option of helping these people (a water gathering party which was ambushed at the community water hole) either by carrying them away on their raft or by joining them and attacking up the steps. Helping this band will assure a friendly reception by the nearest farming/mutual defense community.

Refugees: The characters encounter 2D + 5 refugees in a subway station close to the water. They are fleeing their old neighborhood which has suffered many recent attacks by marauders. They fear the marauders are following them and have fled to the imagined shelter of the subway to hide. The exact circumstances are dictated by the referee.

Notes on Travel by Subway: Characters may elect to swim or wade through subway tunnels. The referee should bear in mind that it is early winter (and a particularly severe one). The water under Manhattan is not frozen, but it is cold. Swimming or wading through the tunnels is considered hard work; the effects of the cold water add one level of fatigue to each character's fatigue level.

Also, referees should remember that the subways are pitch black with no light at all except for where some filters through open doorways from exits or skylights at the street level. Characters entering the subway tunnels must bring torches or battery-powered lamps, or they will be completely disoriented in a few minutes. Referee's interested in a more detailed examination of underground activities should consult the *Black Madonna*, pages 37-38.

SEWERS

Sewer pipes lie under all of New York's streets. Some are part

of the city's storm drain system and lead to one of the rivers, while others carried raw sewage to treatment plants in New Jersey. Before the war, the storm drains were relatively clean, though they were avenues for refuse swept off the city streets. Now, with far fewer people living in the city overhead, and with periodic rains to flush them out, the sewage system is much cleaner than it was—but still filthy—while the storm drains are dirtier because of leaks from sewage pipes and backed up drains. Generally, all of the sewage pipes have less water in them than formerly, but some will still be completely filled.

All of New York's sewer system can be reached through manhole covers located every few hundred yards in the streets. These can be opened with a prybar, salvaged Streets and Sanitation Department tools, or with an improvised tool. Ladders lead down into the sewer pipe.

No maps exist of the complete New York sewer system, and it will be extremely easy to become lost in them. However, New York's sewers can be used by particularly determined player characters in the same way as the flooded subway tunnels, as relatively safe travel routes beneath the streets of the city.

Because of the problems posed by navigating these passageways, the referee should generally restrict travel through the sewers to distances of a few blocks or so. Water levels will vary from a few inches to two or three feet deep, and some passageways will be dry.

Sewers present special dangers all their own. The air will always be overpoweringly fetid, dank, and foul. All sewers are infested by particularly large and aggressive rats—one of the principal reasons New York's citizens enter the sewers at all. Some branches have also become home to dement gangs or to bands of marauders. As in the subway tubes, some sewers have accumulated pockets of poisonous or oxygen-poor air.

As a side note, rumors abound throughout Manhattan of giant alligators in the city's sewer systems—rat-fattened adult versions of baby alligators from pet stores flushed down commodes or escaped into the streets years ago. Along with numerous other bits of urban folklore, these stories persist despite a general lack of hard evidence.

Two facts should be noted: 1) there is only one verified case of an alligator being found in a New York sewer (the New York Times reported the incident, which took place in the 30's); 2) most "alligators" sold by pet stores are really caimans...and they only grow to be a foot or two long.

The following table is presented for encounters inside a typical sewer. The referee should make periodic rolls every ten or fifteen minutes for as long as the characters travel through the sewers, until an encounter occurs which will occupy their full attention. The referee can, of course, alter events as he sees fit.

Die	Result
2	Rubble/Debris/Flooding
3	Hunters
4	Gas
5	Gang
6	No Event
7	No Event
8	Rats
9	Rats
10	Dement/Dement Band
11	Rats
12	Special

Rubble/Debris/Flooding: The way is blocked by rubble, by debris, or by water. The characters will be unable to continue.

Hunters: The characters encounter 1D hunters. Each will carry 1D rats already caught, and one will have a canary in a small wicker basket. All will be armed with pistols and knives. They will be extremely wary of strangers, but willing to talk if the characters are not threatening.

Gas: The characters enter a pocket of poisonous gas. They will receive 1D6 hits per combat round until they get out of the gas area. It will take 1D6 combat rounds to realize the gas is affecting them and the same number to turn around and escape it. If they choose to press straight ahead, it will take 2D minutes to get through the gas pocket. Gas masks will protect them from the poisonous effects of the gas.

Alternatively, they could enter an area where the oxygen level is very low. They will suffer 1D6 hits per minute until they get out of the pocket of bad air. (See the entry for gas under the *Subways*.)

Gang: The characters encounter 2D+3 members of a marauder band.

Rats: Per the *Rat* encounter under *Subways*.

Dement/Dement Band: At the referee's option, the characters encounter either a solitary dement or a band of 3D dements.

Special: The referee introduces a special encounter. This may be one of his own choosing. Some possibilities are listed below:

Refugees: The characters encounter 2D+10 refugees who have fled from a pursuing marauder band and hidden in the sewer. If communication can be established with them, however, they may ask for the characters' help.

Weapons Cache: The characters find a cache of weapons and ammunition, probably left there by a marauder band. See the *Weapons Cache* entry under *Subways*.

Flood: Water begins flooding through the passageway. If there is already water there, it will become rapidly deeper and swifter. In 1D minutes, the water will be 4 feet deep and so swift that even experienced swimmers will be carried along.

Escaping by grabbing hold of a ladder as each character is swept past is a task, DIF:AGL.

This flood may be the accidental result of a broken pipe up ahead, or it may be a deliberate attempt by parties on the surface to drown rats, dements, or unwelcome trespassers beneath the streets.

Prisoners: The characters encounter one or 1D (referee's choice) prisoners, bound and gagged, captives of a marauder band which carried them away from their community during a raid and hid them here from the search parties. At the referee's discretion, the marauder gang members may be nearby, or they may have fled, planning to return after dark and recover their prize. The captives were either captured for the marauders' own dark purposes, or because they believe the community would be willing to ransom them with a large share of food. By rescuing these prisoners, the characters will win a friendly reception with that community. They may also be asked by the community to help track down this particular band and wipe it out.

BRIDGES

Manhattan is a city of bridges. The George Washington Bridge in far Upper Manhattan (with two spans, one above the other) is the only bridge across the Hudson, but dozens of bridges cross the relatively narrow stretch of the Harlem River and Harlem Ship Canal. The Triborough Bridge crosses the East River to Wards Island then passes into Harlem across the Harlem River. The

Roosevelt Island Bridge joins Roosevelt Island to Queens while the Queensborough Bridge passes over Roosevelt Island from Queens to midtown Manhattan. The lower East River is crossed by the Williamsburg, Manhattan, and Brooklyn Bridges all connecting the Lower East Side with Brooklyn. Sentries posted by various militia or marauder groups in the city keep their eyes on nearby bridges watching for potential enemies or prey.

None of the bridges suffered extensive damage from the nukes, but all became clogged with cars soon thereafter. The military partially cleared several key bridges in order to facilitate their movements (this means abandoned cars are smashed together or are overturned on top of one another).

The cars have long since been stripped of caches of food, weapons and gasoline, though there might be a very slim chance of finding an undiscovered supply of canned goods in some car's trunk. No encounter table is provided, the referee can assume that characters moving across any bridge have an approximately 80% chance of encountering a marauder band by day (60% at night). There is also a 5% chance at any time of encountering refugee bands fleeing Manhattan, or a party of rovers or hunters either from Manhattan or from one of the surrounding boroughs.

TUNNELS

A number of tunnels run beneath Manhattan; some for trains or subways, some for cars, some for both. Like New York's subways, all of the tunnels depended on a complex system of electrically driven pumps. They are now completely filled with water, except for occasional air pockets near the ceiling or trapped in submerged autos. It will be impossible for the characters—even those with Scuba gear—to explore the tunnels, and no reason for them to do so.

HOSPITALS

Many of the city's hospitals were destroyed during the riots following the New Jersey nukes. Hospitals, after all, have stores of food and medical supplies. Almost all hospitals in New York except those on Roosevelt Island have been repeatedly looted.

No encounter tables are presented for hospitals; characters are as likely to have common encounters (with rats, rovers, refugees, marauders, or dements) in the hospital as anywhere else. SCR skill will be useful in finding specific items.

Specific hospitals which might harbor unlooted stores of medical supplies are: **Columbia-Presbyterian Medical Center**, in Far North Manhattan, between 165th and 168th Streets, Riverside Drive and Broadway; **Roosevelt Hospital**, in the Lower West Side, between 58th and 59th Streets, and Ninth and Tenth Avenues; and **Manhattan State Hospital**, on Wards Island.

The hospital facilities on Roosevelt Island are in the best condition and are listed in the section describing Roosevelt Island.

COMMUNITY MARKETPLACE

An important institution in New York is the marketplace. The marketplace allows the salvage finds of hundreds of rovers and scavengers to be brought together where it can be bartered for food or other salvaged goods. More goods reach more people, and the foundations of economy and trade have been laid.

The market will have been arranged by a merchant (or merchants). Local militia provides protection from marauders.

For the characters, the marketplace is primarily a place for meeting local NPCs, establishing contacts, and gathering information. Each separate contact any character makes at the marketplace will allow one additional roll on the local rumor table.

PRICES

The following is a partial list of what can be found in one of Manhattan's marketplaces during winter. It must be emphasized that this is only a small portion of what actually might be available. The referee must adjudicate the likelihood of any particular item being available—and the chances that the players will have of finding it. Some items are priced differently than on the normal price listing; this represents local conditions for New York City. Items listed are marked for availability according to the standard code. Two rates of availability are not given, since there is no NATO/Warsaw Pact dichotomy in New York City. Items not listed can be considered to be available per the price listing given in the basic game, using the NATO availability rating. Military equipment will be limited to NATO small arms (primarily American manufacture). All working vehicles in New York are under the control of one of the various "governments."

WEAPONS

Improvised Spears, Rat Gigs: \$10 (C).
.30-.30 Lever Action: \$200 (C).
.30-06 Bolt Action: \$250 (C).
.22 Bolt Action: \$175 (C).
Pistol, .38 Special Revolver: \$100 (C).
Pistol, 9mm Parabellum: \$175 (C).
Pistol, .380 Automatic: \$150 (C).
Pistol, .22 Automatic: \$100 (C).
Double Barrel: \$125 (C).
Shotgun, Pump: \$200 (C).
M-16: \$600 (C).
Knife: \$3 (C).

ANIMALS

Ferret (trained for hunting rats): \$50 (R).
Caged canary (for exploring sewers, subways): \$20 (S).

FUEL

Wood (per kg): \$10 (C).
Gasoline (per liter): \$100 (R).
Diesel (per liter): \$75 (R).
Methanol(per liter): \$50 (C).

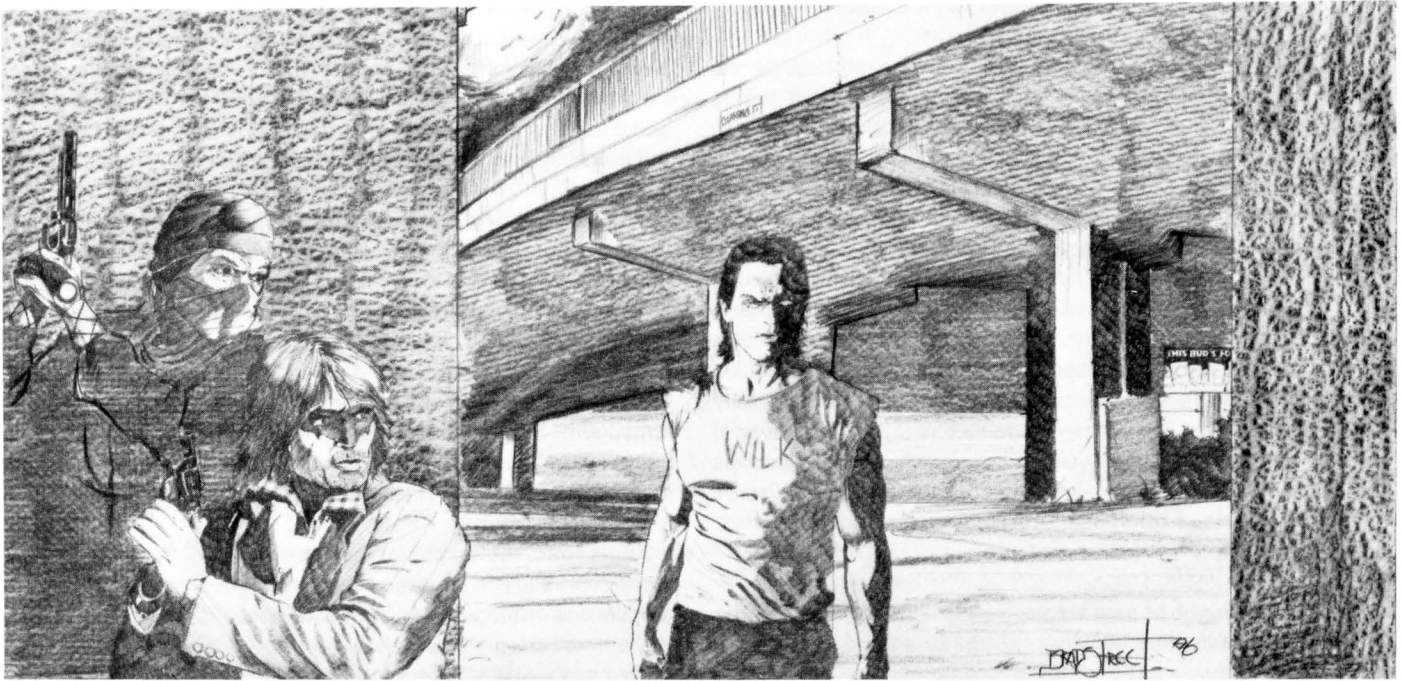
FOOD

Wild (price per kilogram): \$5 (S).
Domestic (price per kilogram): \$5 (S).
MRE equivalent (price per kilogram): \$5 (S).

NOTES

Gold: Occasionally someone at the market will either offer irregular lumps of gold for sale or attempt to barter it for other items. The person with the gold will admit that he found a misshapen bar of it in a crater on 34th Street at the foot of the Empire State Building. For this adventure gold has a value of about \$3500 per kilogram (about \$100 per ounce).

Food (MRE equivalent): This includes MREs (and civilian equivalents, such as freeze-dried or retort-cooked hiking and camping meals), but also such civilian goods as canned soups, vegetables, fruits, juices, powdered and condensed milk, powdered eggs, and hard candy. These will all be of prewar manufacture. The referee may be specific as to the type of food bought by the characters if desired.



Organizations and People

Several groups lay claim to being the official government of the New York metropolitan area, and there are countless lesser "governments" ranging from large and well-organized gangs to individuals with delusions of grandeur and an army of thugs to back them up. Some of the more important governments are listed and described below.

THE MAYOR'S GOVERNMENT

The Mayor (also called "Hizzoner," a corruption of the honorific "His Honor") is the (mostly) undisputed ruler of Central Park and much of the Upper West Side and Morningside Heights, including most of Riverside Park. His headquarters is Columbia University, now turned into a fortress. The source of his power is control of Central Park, now converted into farmland and surrounded by a wall of rubble, wrecked cars, and barbed wire which makes it a fortress in its own right. The territory outside these twin strongholds is not completely under Hizzoner's control. There are frequent battles between his forces and the local armies of Harlem and the Lower West Side, and people travelling between the two do so in heavily-armed pedestrian "convoys."

The Mayor is commander-in-chief of an army numbering perhaps 600 to 800, consisting mostly of ex-bikers, gang members, street thugs, and a smattering of former NYC police. They are unusually well armed, having confiscated several thousand automatic weapons from Army and National Guard armories, from ambushed convoys, and from illegal arms caches. Many of the Mayor's "soldiers" carry two or more automatic pistols and an M16. In addition, most individual soldiers have picked up an impressive array of switchblades, combat knives, martial arts weapons (such as nunchucks, *kusarifundo*, and throwing stars), and improvised weapons (such as chains, saps, and snapped-off car radio antennas).

The Mayor delegates his authority through a dozen lieutenants, who in turn command several smaller units, but small unit tactics or training with this undisciplined band is vir-

tually nonexistent. The former police officers at one time formed a cadre of well-trained and organized troops, but the unit was disbanded in a minor purge a year ago because they were becoming too powerful.

Large stockpiles of food, arms, and ammunition are kept at several locations within Central Park (at the police station and the Metropolitan Museum of Art) and at Columbia University, always under heavy guard. The Mayor maintains power within his community by pitting lesser rivals against one another and through ruthless purges of those he suspects of being disloyal. He maintains the army's loyalty by providing them with food and water, weapons, and with entertainment (such as when prisoners are taken in combat).

The Mayor's principal enemies are the Duke to the south, the New York City government in the Bronx, and several of the minor armies which roam Harlem and midtown Manhattan. His is the most powerful of the various forces contending for control of Manhattan, and he has every intention of building his power until all of New York acknowledges him as its supreme ruler.

THE DUKE'S GOVERNMENT

The Duke rules the second most powerful enclave in Manhattan, a scattering of walled-off parks, city lots, and office buildings scattered across Lower Manhattan. Battery Park is the source of his power, as Central Park is the foundation of the Mayor's power. His headquarters is maintained in any of several strongholds: the World Trade Center, City Hall, or Castle Clinton in Battery Park, and he makes certain that his movements are not predictable to foil would-be assassins. Numerous small enclaves within the general region of Lower Manhattan have sworn allegiance to the Duke in exchange for food and protection, in a latter-day return to feudalism.

The Duke commands an army of about 300, organized into 20-man teams. The benefits of training by ex-police officers and military personnel within the Duke's militia are more pronounced than with the Mayor's forces. One team, the Duke's personal bodyguard, is made up entirely of former policemen and soldiers

and has achieved a formidable reputation in battles with other forces.

The Duke's militia is as well-armed and equipped as the Mayor's army with the loot from arsenals and captured supply convoys. His smaller forces have dealt several sharp defeats to the Mayor's forces, but he is not strong enough to openly challenge the Mayor for his territory around Central Park. Skirmishes with lesser street lords and with the Harbor Rats (with whom he carries on an on-again, off-again war over possession of Battery Park), as well as attempted revolts within his own army's ranks, have served to distract him from his avowed purpose of killing the Mayor and controlling Manhattan. He is reputed to have coined the adage: "Who rules Central Park rules Manhattan." There are rumors that the Duke has successfully infiltrated several of Manhattan's armies (including the Mayor's) with his own men and is planning a coordinated series of coups in the near future. These rumors may not be true, but they serve to keep the various other warlords nervous.

THE HARBOR RATS

Generally thought of as a single group, "Harbor Rats" is the collective name applied by other groups to a large and motley assortment of thugs and river pirates who operate from boats and small craft throughout New York Harbor, and along the Hudson and East Rivers.

The first, largest and best outfitted of these groups call themselves the Harbor Pirates. ("Harbor Rats" may, in fact, be a degenerative form of "Harbor Pirates.") They are based in the Seaport District in Lower Manhattan. The Pirates were the idea of a minor drug lord named Manuel Diego Huerra who, before the war, used pleasure craft on the East River to bring his wares into Manhattan from ships contacted clandestinely at night off the New Jersey coast.

When government began collapsing in New York City, Huerra gathered together a group of merchant seamen, yacht owners, and young, wealthy, former clients who had had experience with sailing craft. Anticipating the chronic shortages of gasoline and diesel fuel which paralyzed all metropolitan New York, Huerra's group seized Piers 16, 17, and 18 on the East River, which was where five historic vessels belonging to the Seaport Museum on Front Street were berthed. These craft, still seaworthy, became the nucleus of the Pirates' East River Fleet.

Huerra was killed not long afterwards by one of his lieutenants in a knife fight over a woman. After a brief power struggle, a former longshoreman and small-time hood named Max Graciano assumed control of the Pirates.

The Pirates number less than a hundred, but they command respect along the East River out of proportion to their numbers. They move unchallenged throughout the Bay and the Hudson and East Rivers, appearing offshore of small farming communities and demanding "taxes" in the form of food, manufactured goods such as tools and rope, and women. Since refusal means the loot will be taken anyway, and the village burned to the ground besides, most communities within sight of the water accept these raids as necessary and relatively infrequent evils. Some send food and manufactured items regularly as tribute to avoid personal visitations by the Pirates. The Pirate sailing fleet has raided farm plots as far away as Coney Island and the Throgs Neck Bridge (both on Long Island), and they have established more or less undisputed mastery over Upper New York Bay. The only groups strong enough to resist the Harbor Pirates' incursions have been the forces of the Duke in Lower

Manhattan, and the Mayor.

One of the Pirates' main vessels, the *Ambrose Lightship*, is diesel powered and remains tied up at Pier 16. It seems to be the flagship of the fleet and headquarters for Pirate operations, and it is rumored that a store of gasoline is kept on board against the possibility that the Pirates' leader must make a fast escape someday.

The other craft are the four-masted bark *Peking*, the recently restored three-masted *Wavertree*, and two small schooners *Lattie G. Howard* and *Pioneer*. After a great deal of work, the four sailing vessels were rigged and outfitted for river passages. *Peking* is armed with a jury-rigged 40mm autocannon in her bow (the weapon and turret were removed from an M988). The other vessels are unarmed but can each carry large numbers of men armed with automatic weapons. The *Pioneer* is the vessel which could bring the characters into Manhattan, if they choose to make contact with Harbor Rats at the beginning of the adventure.

Their use of sails gives the Pirate fleet enormous maneuverability in an area where maneuverability is a severe tactical and strategic problem. Each vessel has an inboard engine and a small supply of precious fuel for use in emergencies, but gasoline is extremely rare and hard to come by. The last Pirate skipper who used his engine during docking (the wind shifted suddenly and was blowing against him) was broken to shoreside sentry duty for his extravagance.

Besides the sailing vessels of the Seaport Museum, there are a number of smaller yachts and sailboats used to carry messages, personnel, and tribute from place to place.

OTHER HARBOR RATS

Besides the original Harbor Pirates, there are numerous smaller waterfaring groups which have imitated the Pirates and are attempting to challenge the Pirates' mastery of New York City's waterways. Most of these can be pictured as motorcycle street gangs with boats instead of Harley Davidsons.

Ferryman: The largest of these are the Ferryman, who enjoy a temporary alliance with the Duke. The Ferryman control a single boat—one of the former Staten Island ferries—on which they've mounted a pair of M60 machineguns. The ferry can be a formidable raiding vessel, with a huge deck space to carry troops or booty, but it rarely sets forth because of the diesel fuel shortage. Cap Winston, the longshoreman who seized control of the vessel during the collapse, secured the fuel already aboard and a small store ashore, and this original supply is now three-quarters exhausted.

Winston survived independently for a time, with a crew of about 30 based aboard the ferry at South Street and Whitehall near the very tip of Manhattan. The alliance with the Duke came about when the Harbor Pirates were attacking Battery Park, and Winston arrived in time to break up landings of Pirate troops from the *Wavertree* and *Peking*.

The Duke has plans to convert the ferry to wood-burning steam boilers when the current stock of diesel fuel is completely gone. This plan has not yet been implemented because wood—in the form of furniture and trees—is relatively scarce in southern Manhattan, and the ferry will require large quantities of wood to be effective. Lumber-raiding expeditions to Long Island are planned.

The ferry is now under the protection of the Duke, who keeps a squad of his men aboard. The ferry is not the undisputed property of the Duke, however, for Winston has insisted on main-

taining his independence. Only he knows where the diesel fuel reserves are hidden, or how to get them. It is possible that growing strains between the Ferrymen and the Duke will lead to violence between the former allies in the near future...especially if anything should happen to Cap Winston.

Easters: The Easters also operate on the East River. This is a group which is more oriented to life ashore than are the Harbor Pirates. They began as a farming community in East River Park, between the River and F. D. Roosevelt Drive, near the Williamsburg Bridge into Brooklyn. The community was raided by the Harbor Pirates so frequently at first that several motorboats and cabin cruisers were refitted with engines converted to alcohol. Even the largest of these craft could not carry more than eight or ten people apiece, and the people had no heavy weapons, so they were unable to inflict any real damage on the Harbor Pirates. Several Pirate raids were repulsed, however, and an uneasy truce exists between the Easters and the Harbor Pirates.

Lately, some of the Easters have taken to Harbor Pirate-type raiding on their own, foraging as far afield as Jersey City and Staten Island looking for machine parts and tools.

The Hudson Vikings: The Vikings are a water-borne gang which operate on the lower Hudson all along the west side of Manhattan. Their headquarters is among the warehouses and piers near the New York Convention Center in the general area of 34th Street and the Lincoln Tunnel. Far less organized than other Harbor Rat gangs, their operations tend more towards murder, arson, and pillaging than simple survival would seem to dictate. Their leader is blond, bearded, blue-eyed Barney Halverson, a self-proclaimed Viking who calls himself "Bjarni" (pronounced: Byar-nee) and who carries an ornate, two-handed sword looted from some cutlery store or museum. Bjarni is probably mad, but he has an intense and charismatic personality which has attracted about 50 loyal followers, mostly ex-gang members from Harlem and the Bronx, and a few former sailboat owners from the Upper West Side.

The Vikings' fleet consists of five or six sloop-rigged, 20 to 30-foot sailboats liberated from a city marina. None of the vessels are armed, but each can carry five to ten men armed with automatic weapons. They are in poor condition, riddled with crudely-patched bullet holes, carrying ragged and patched canvas. The Vikings are indifferent sailors, most of them trained by Halverson himself, who ran a marina and boat rental concession before the war.

The Vikings have suffered a number of ignominious defeats at the hands of the Harbor Pirates. Several crews have abandoned Halverson taking their boats across the river to Jersey.

NPCs

The following NPCs may be encountered during the course of the adventure. Some may be woven into the plot (Captain Kellogg, for example), or they may be characters casually met who play no further part in the adventure. The descriptions of each may be used to suggest additional adventures or plot twists during the course of *Armies of the Night*. The referee may change these descriptions to work them into the situation as the plot unfolds.

CAPTAIN FRANCIS R. KELLOGG

Captain Kellogg was the second-in-command of the 78th MP Division responsible for seeing the Federal Reserve gold safely out of New York. He is 43 years old, and—until his term of duty

in New York City—a devoted career soldier.

His story is given in the section entitled *Whatever Happened to All That Gold?* When the characters encounter Kellogg, he will be quite mad. He lives now on the observation platform of the Empire State Building, occasionally chucking one of his small supply of gold bars off the edge to see the craters they make when they hit the pavement.

If the characters can find Kellogg (he does come down occasionally to look at his craters and retrieve the gold) communication will be difficult. He will ramble on, muttering about "that filthy traitor Snyder... ask him about the gold, he knows."

Kellogg is also dying. His mental condition, his feeling of failure, the strain of all those trips up and down the Empire State Building have wrecked his legs and back and heart (which had a congenital defect, and was none too strong to begin with). It is possible the characters will find him in the building's lobby, a misshapen blob of gold at his side, breathing his last. He is an experienced NPC.

NPC Motivation Results: *Hearts 6:* Duty, in this case a strong sense of duty that the gold he was entrusted with must be recovered, and deep and tormented guilt over his failure. *Joker:* Kellogg is hopelessly insane.

NATHAN SNYDER

Snyder, 34, was formerly a corporal in the 42nd Infantry who deserted in the Spring of 1998. He joined an Upper East Side marauder band which called itself Hell's Own, and fought his way up to become the leader. It was he whom Francis Kellogg contacted with a story of a plutonium convoy, and a plot to hide the metal in Central Park as a lever in dealing with the government.

As a military man, Snyder had heard plenty of rumors about the gold reserves and knew of no supply of plutonium on Long Island as large as Kellogg described. He went along with the story but snuck a look and learned that the booty from the trucks was in fact some 80 tons of gold.

At about the same time, Hell's Own became incorporated into several other gangs which were organizing a large band in the Central Park area. Snyder backed the man later known as the Mayor and became the power behind Hizzoner. His goal is to dominate Manhattan, either himself or through the Mayor, and when the outside government returns (bringing with it, presumably, a new gold-based economy), he will have the foundation for untold wealth and power. He is a Veteran NPC.

NPC Motivation Results: *Spade 10:* He craves power, and will do anything to get it. His goal is to control the Mayor, Manhattan, and—ultimately—much, much more. *Spade Queen:* Snyder



is utterly ruthless and will let nothing stand in his way.

JAMES H. CARTER

First Sergeant Carter was the man who brought an eyewitness report of the gold hijacking to Milgov's attention. At the referee's discretion, he may be introduced as an NPC assigned to accompany the player characters into New York. He does, after all, possess special knowledge of the place. He is reasonably honest (after all, he did report for duty again).

In actual fact, his practical knowledge of Manhattan will be almost useless. He fled just as the Mayor was coming to power in Morningside Heights, and knows nothing of the various political and power factions on the island. He does know something of Manhattan's geography and could serve as a guide, but his knowledge will be limited to the level of "Wall Street; that's down by Whitehall, I think." He is an Experienced NPC.

NPC Motivations: *Heart 7:* He is friendly, good-natured, and cooperative. *Club 8:* He also likes a good fight and is a good man to have along in a tight situation.

RHONDA LOWERY

Known now as "Rover Rhonda" or "Bowery Lowery," she is famous all over the East Side as one of the best rovers on Manhattan. Alone or with a small team, she has explored a number of New York's taller buildings and seems to have a nose for lost stashes of food or equipment in the most unlikely places. She is young (20) and pretty, with a sharp mind and a fierce determination to succeed. Her knowledge of Manhattan will make her an excellent guide. The characters may meet her while searching for a guide (she could be contacted through Old Tuck, or a merchant such as Tuna Can Charlie at a street market on the East Side), or they may meet her in the streets as an ordinary encounter. She is a Veteran NPC.

NPC Motivation Results: *Spade 5:* Her primary ambition is to succeed and to overcome the helplessness in the face of oppression, poverty, and hunger which has plagued her and her family. *Heart Jack:* She is bright and observant, and will always offer sound advice.

OLD TUCK

No one knows his real name, and many suspect him of being one of New York's countless "colorful street characters" before the war. He is 57 years old, and though quite thin (there are few fat people on Manhattan these days), he bears an uncanny resemblance to St. Nicholas, and, in this December of 2000,



will often be found wandering Manhattan's streets in a Santa Claus suit from some looted costume shop. He is a permanent fixture at several of the regular bazaars and street markets in midtown Manhattan and the East Side. He is a source of information to strangers, arranges meetings between people with things to trade, and knows many of the people in the area in which the characters meet him. He always knows when and where the next street market is going to be held. His confidence in the basic goodness in Mankind (coupled with his choice of attire) is taken by most who know him as proof positive that the old man is dotty. A conversation with Old Tuck is always good for two free rolls on the local rumor table. He is a Novice NPC.

NPC Motivation results: *Diamond Ace:* Old Tuck is generous to a fault, though he has little enough to give but good cheer. *Hearts 3:* He is strongly motivated by his love of people, is friendly, amiable, and talkative.

TUNA CAN CHARLIE

Charles Smith is one of Manhattan's merchants, a man who arranges street markets where people can get together and barter for food and supplies, and a man to whom rovers, hunters, and salvagers can bring their finds for distribution. A small, quick, nervous man, he got his name from his days as a rover when he discovered a cache of hundreds of cans of tuna on the West Side waterfront and used the treasure to establish himself as one of the city's most powerful merchants. He is an excellent source of information, though he never gives information for free. Striking a deal with him will allow a roll on the area rumor table. He also knows many of the leaders and warlords in the district (even marauder bands trade lost or stolen loot for food sometimes) and can usually arrange a meeting—for a price. "Tell 'em Charlie sent ya" is a favorite phrase, usually used to conclude conversations. He is a Veteran NPC.

NPC Motivation Results: *Diamonds 8:* Charlie wants to be rich...though this desire extends to other forms of currency than gold. *Diamond King:* He is, in fact, selfish and will never give anything away for free.

QUICK SAM

Formerly Samuel Morrison, an engineering contractor from the West Side, Quick Sam is one of the area's best-known salvagers. He and his small crew use tools, a flatbed truck converted to methanol fuel, and a block and tackle found on a West Side waterfront to dismantle almost anything—from buildings to the carcasses of ships to abandoned buses—to get at the machined



items inside which might be of value: copper plate, hardware, electrical wires, copper tubing, conduit pipes...almost anything which human ingenuity can find another use for. Sam is also a good source of information about that area of the city; a conversation with him will give the characters an extra roll on the local rumor table.

He can be contacted at a marketplace, or he may be encountered in the streets. The characters will have need of Sam's services if they locate the gold. He has the improvised equipment which would let them move it. He is a Veteran NPC.



NPC Motivation Results: *Clubs 6:* He is aggressive and unafraid of a fight. *Club Queen:* He is also quite stubborn: opinionated, set in his views, and unwilling to change them.

THE MAYOR

He is called "Hizzoner," or simply "The Mayor," and no one seems to know his real name. He is an imposing figure: black, 6 foot 4 inches tall, slightly obese (this, in a city where most of the people are existing at starvation levels). He claims to be a former NYC policeman, and, so far, no one has challenged him on this point. He always wears sunglasses, even indoors or in poor lighting.

The Mayor is always accompanied by two personal bodyguards. One, "Lomo," is a black with the ritual scarring of a former Mau Mau. The other, "Java," is a white with a startlingly hairless head, gold hoop earrings, and snake tattoos on his arms and both cheeks. Both are tall, muscular, and singularly unfriendly. Both are armed with a variety of knives, chains, and each carries an M16.

The Mayor dreams of uniting Manhattan—and eventually all of New York—under his leadership. He has too much of the bully in him to be an effective leader, however. He is a Novice NPC.

NPC Motivation Results: *Spade Jack:* He is pompous, conceited, and arrogant, knowing himself to be superior to those around him. He is unstable and may be on the borders of megalomania. *Club King:* Brutal. The Mayor is a closet sadist who enjoys the pain of others. It was his idea to throw prisoners into cages of starving, captured demented for sport in his Columbia University headquarters.

THE DUKE OF NEW YORK

The Whitehall contender for Mayor of New York is a shrewd man with a knowledge of history and feudal economies. His trademarks are his cowboy hat and sunglasses, and his cheerful "just one of the boys" attitude. Though conniving—instigating a war between Little Italy and Chinatown for his peo-

ple's profit is his idea—he is among the most able of Manhattan's leaders. He is 48 years old, and—rumor has it—a former well-known labor leader from Manhattan's waterfront. It is known that a number of the Duke's closest associates and bodyguards are former longshoremen. He is an Elite NPC.

NPC Motivation Results:

Spades 10: He has a strong desire to be a ruler of men, to manipulate others. This is balanced to some extent by... *Hearts 7:* A strong commitment to his people and a genuine concern for their welfare.



The following characters are given as examples of low-level leaders which the referee may introduce almost anywhere on Manhattan. Roger Hollingsly, for example, could be the leader of the Governor Smith Houses co-op on the Lower East Side, of the Hallegat Towers on the Upper East Side, or even the leader of a band of refugees encountered in Harlem. The exact location of their people and base is left to the referee and the dictates of the situation.

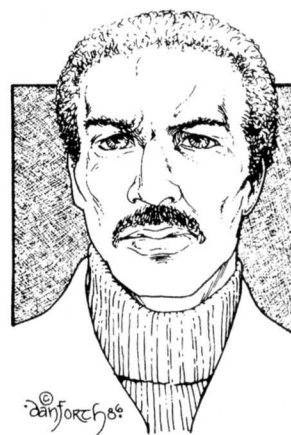
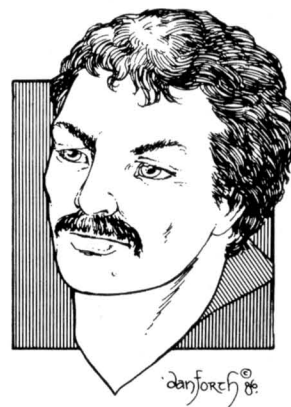
ROGER HOLLINGSLY

This character is presented as a typical leader of one of Manhattan's mutual defense co-ops. A middle-level executive of one of Manhattan's financial institutions before the war, he has achieved success in the co-op with careful organization and management. "The war here is no worse than the war down on Wall Street," he often says. The people he has chosen to manage the cooperative with him were carefully chosen for their skills and commitment to the group: doctors, executives, tradesmen and technicians. He is a Veteran NPC.

NPC Motivation Results: *Heart 7:* Hollingsly has a strong sense of commitment and justice to the people he is responsible for. *Club 3:* Although disliking violence for its own sake, he is not afraid of a fight and will use violence if he has to.

DAVID COLE

Leader of another of Manhattan's defense co-ops, Cole is 42 and a good, strong, wise leader. He has recently suffered a severe blow, however. His 22-year old daughter Angela has been taken by a marauder band in a carefully planned and timed raid. They are holding her (somewhere un-



known) and demanding a share of the community's food for her safe return. Unfortunately, the community has had a bad harvest, and there is very little food left. He has been extremely close to his daughter since his wife was killed in the riots. When the characters meet him, he will very nearly be broken by desperation and worry. An encounter with this character could lead to the adventurers being hired (or volunteering) to track the marauders down and rescue Angela. He is an Experienced NPC.

NPC Motivation Results: *Heart Queen:* His love for Angela is getting in the way of his duty towards the community. **Hearts 7:** He has a strong sense of duty to his community. Conflict between these drives has brought him to the point of breakdown.

CAROL WELLS

Ms. Wells was a senior executive in a New York hotel chain before the war. Her experience in running a hotel has suited her to managing a mutual defense-and-welfare community in the city after the collapse. She is 48 years old and impresses people who do not know her as being ruthless and tough as nails. Before the war, she had to fight to overcome prejudice in the business world against high-level female executives. Now, with the collapse of civilization bringing with it a return to the bad old days of male chauvinism, she has had to fight harder than ever to maintain control. In fact, she is a bright, dynamic, and charismatic leader who has won the loyalty and confidence of her following. She is an Elite NPC.

NPC Motivation Results: *Hearts 10:* Carol Wells is dedicated to justice and to the welfare of her people. Injustice in any form rouses in her a crusading wrath. *Spade Ace:* She is also a natural, highly charismatic leader who has inspired the trust, loyalty, and devotion of the people in her community.

ZACH

Zach is a typical leader of one of Manhattan's marauder bands—one of the "armies of the night." He came to power by murdering the band's previous leader. He is poorly educated, brutal, selfish, sadistic, and enjoys destruction for its own sake. He will strike alliances when it is convenient, and double-cross his allies just as easily. He is a Veteran NPC.

NPC Motivation Results: *Club King:* Zach is a sadistic monster whose skill at inflicting pain is limited only by his shallow imagination. *Spade Queen:* He is completely ruthless and will let nothing stand in the way of whatever he may happen to be seeking at any given moment.

GERALD THORNTON

Thornton is a surprise. He is a CIA operations officer and leader of the Civilian Government mission to Manhattan, which arrived on the island shortly before the characters did. The Civgov rivals of Milgov are as anxious to bring the island under control as is Milgov in Norfolk, but they are, if anything, even more disorganized. Thornton leads a party of 18 and is based in any community of the referee's choosing. They are still assessing the situation and wondering how to go about civilizing the city. The best route, they believe, is to back one of the city's factions—probably the Duke or the Mayor, but they have not yet decided which.

If Thornton learns of the characters' presence and mission, he will attempt to assume control over them, citing CDOD directive HB-7886, Chapter 10, Section 2, paragraph 34, which gives civilian government representatives of Grade 16 or higher control over all field military personnel. He will threaten, bluster, plead, and offer to bribe to get the characters to do things his way.

If the characters agree and join Thornton, they will be put to work guarding Thornton's census takers, 10 men and women who are going building to building in the area, looking for survivors and trying to get information out of them. Three census takers have been shot already, and Thornton feels he needs additional protection for them.

If the players ignore him, nothing will happen directly, though he will threaten to file a report with the characters' superiors. Given current relations between the country's Milgov and Civgov branches, this is an empty threat. The referee may choose to have Thornton and his people interfere with later operations. For example, should the characters decide to bring down the Mayor, they may find that Thornton and his people have elected to support the Mayor and are backing him in his bid to subjugate all of Manhattan.

Thornton is 30 years old, tall, heavyset, and officious. He is a Veteran NPC.

NPC Motivation Results: *Spades 3:* He is a boastful man and will seek to impress the characters with his power and his connections with Civgov. *Spade Jack:* Pompous, conceited, and arrogant. He has an inflated opinion of himself and the importance of his mission.

Obviously, this list only lightly touches the list of possible characters and encounters in New York. The referee is encouraged to use these characters as starting points and guides for additional characters of his own creation.





All That Glitters

What I wanted to know was—what good was gold now? Everything was falling apart: people were starving, freezing, and dying in all sorts of grisly and stomach-turning ways. Could you eat gold? Wear it? You could hit somebody over the head with it, I guess.

But the Milgov bright boys figured that gold was going to be back in fashion one day. I suppose if you're in the business of piecing together an entire country, it pays to be optimistic. Gold had always had value beyond its intrinsic worth as a metal for art or electronics. People are more confident in an economy if they know there are stacks of that heavy, yellow metal in a vault somewhere, backing it up.

Anyway, the way I heard it from the guy that briefed us, there was something like 80 metric tons of the stuff stored in a vault in New York City. In the summer of '97, when everyone thought the Apple was about to catch a couple of big ones, they moved it out to Long Island. Then they changed their minds and tried to take it west. Bad move. Someone took a wrong turn and the whole convoy disappeared: men, trucks, gold and all. It sounded to me like someone talked...or maybe the convoy CO decided to go into business for himself. I don't know.

Anyway, Milgov hadn't done anything about the gold for a long time, but they'd had some more information come in recently, and now they were very interested. Our orders gave priority to finding the gold.

Hey...no problem! All we had to do was search Manhattan for a stack of yellow bricks...a cube about three feet on a side...and very, very heavy.

BACKGROUND

During World War II, Norway, England, and several other European countries shipped their gold reserves to the United States for safekeeping. It was stored in the vaults of the New York Branch of the Federal Reserve. After the war ended, it was easier to leave it where it was than to ship it back. Who owned what could be tracked on paper; it didn't really matter whether the

gold was in New York or London or Katmandu. This gold amounted to a stack of roughly 1.5 meters on a side and weighed about 80 metric tons.

In July of 1997, the U.S. Government moved the gold out to Long Island for safekeeping, to avoid the nuclear weapons which were presumed to be targeted on New York.

The gold was moved again in 1998 when the government decided to withdraw from New York entirely. The 78th Infantry Division (Light), then stationed in New York and charged with carrying out administrative duties, was ordered to withdraw from the city and to bring the gold with it.

The divisional MP company (the 78th) and an understrength battalion from the 309th Infantry Brigade were placed in charge of the convoy, which encompassed most of the division's remaining trucks. However, the 78th's attempted crossing of the Hudson turned into a fiasco, and the convoy became separated from the rest of the division. The three hundred men and twenty-four trucks—plus 80 tons of gold bullion—vanished.

In the chaos of the latter part of 1998 and early 1999, the missing bullion was forgotten. The remnants of the 78th were reformed in New Jersey, but none of them knew what had happened to the convoy. The Military Government sent several expeditions into New York City, but none returned. Some were wiped out to a man; others were simply absorbed by the local gangs which were extending their power across Manhattan and stopped reporting in.

The situation remained unchanged until Carter showed up.

SERGEANT CARTER

First Sergeant James H. Carter turned up at the 78th's HQ in New Jersey on September 22, 2000, reporting for duty after being separated from his unit. Carter claimed to have been a member of the 78th MP Company and was soon persuaded to tell what he knew about the gold convoy.

CARTER'S STORY

The convoy's commanding officer was Major Charles T. Fitz-

gerald, his second-in-command a Captain Francis R. Kellogg. According to Carter, the convoy successfully negotiated the Queensborough Bridge (after clearing stretches which were blocked by abandoned automobiles). They turned north on Fifth Avenue and proceeded north along the east side of Central Park without seeing any sign of Manhattan's ragged and desperate inhabitants.

Things were so quiet that Captain Kellogg suggested that the rest of the division proceed several hundred meters ahead of the 24-truck gold convoy, partly to flush possible ambushers, partly to reach the George Washington Bridge and make the link-up with the 2/78th which was to have crossed over from the Bronx and established a bridgehead in New Jersey. Everyone was nervous. Where were New York's inhabitants?

At Frawley Circle at the northeast corner of Central Park, the convoy made the left turn onto 110th Street—Central Park North. Fitzgerald stopped the convoy; a barricade of some sort had been thrown across the street just before the convoy's scheduled turn onto the St. Nicholas Parkway. To the right were buildings, to the left the incomplete rubble wall which locals had been constructing around the border of Central Park.

What was going on?

Captain Kellogg volunteered to go ahead and reconnoiter. It was the last Carter, riding in the front of the number two truck, ever saw of him.

A long ten minutes passed, time in which no one in the convoy did or said anything. Those 24 trucks of the convoy and the 300 men aboard them suddenly seemed remarkably exposed and defenseless under the blank stares of Harlem's tenement windows to the north.

Then the mob struck.

They came from behind, down 110th Street, and over the walls of Central Park. Carter and the others opened fire, but the attack was so swift, and so carefully timed and staged that most of the trucks were overwhelmed in seconds. The driver of Carter's truck died when a shotgun blast disintegrated the window and hit him full in the face. Carter shoved the body out the door, slid behind the wheel, and accelerated past the number one truck. As he passed, he saw the attackers—a mixed crowd of blacks, whites, and Latins, many wearing the remnants of army uniforms—dragging a bloody and screaming Major Fitzgerald from the truck.

There was no way to go but through the barricade. It proved to be an improvised tangle of wire and stakes attached to

severed telephone poles, designed to be quickly carried by a large number of people and set in place. With no room for real acceleration, the truck hit the wire and plowed to a stop. Carter killed at least four marauders who climbed onto his truck with his service automatic, then ran west. He was pursued a short distance, but the attackers were more interested in attacking the convoy than running down one lone man. He escaped to Morningside Park and scrambled up a steep and rocky slope to what Carter called "the biggest church I ever saw in my life." He hid there until hunger drove him to Riverside Park where civilians were working at clearing trees and rocks.

He stayed with the Riverside Park community for over a year and a half. In April of 1999, the community joined with a highly successful warlord known only as "The Mayor," who was incorporating the Morningside Park-Central Park-Riverside Park areas into a single common-defense community. Carter had gotten along well enough with the Riverside people, but he didn't like the elements which surrounded the Mayor. Things were getting too regimented, too much like the army—and people who didn't like it were being put on work details under armed guards. Early in August 2000, Carter left heading north along the river. He'd had to dodge marauder bands moving into Upper Manhattan, but he'd at last reached the George Washington Bridge.

There were still skeletons there with dogtags and fragments of uniforms and burned-out vehicles. The 2/78th must have made it to the bridge and been ambushed as well.

He crossed the Hudson on the lower span of the bridge to keep from being observed from the shore. On September 22, hungry and footsore, he made it to the 78th's headquarters in New Jersey and reported for duty.

After repeated interrogations, Carter insists that he doesn't know what happened to the gold. He does remember seeing at least three of the convoy's trucks in Central Park. It's possible, he supposes, that the Mayor's people organized the ambush, but he doesn't think so. No one had heard of the Mayor in 1998, and Central Park was being farmed by a loosely organized band of civilians who had to keep fighting off the marauder bands which infested Harlem. He thinks it more likely that those trucks were abandoned and salvaged later by the Mayor's people after Hizzoner came to power. The gold must still be on Manhattan someplace—it would have taken 24 trucks to move it all—but who has it or where it went—and for what purpose—he has no idea.

Armies of the Night

It didn't sound too bad, at first. Milgov wanted to re-establish what the orders called a "presence" on Manhattan. "Deal with criminal elements," they said, "Register salvage operations...taxes in kind...organize a census..." — that all sounded peaceful enough. We were just supposed to go in, scout out the land, find a base of operations, and generally get things ready for Uncle Sugar to come back to the Big Apple big time. Piece of cake...right?

Then I got to the bottom of the orders, and saw there were one or two little things the brass wanted us to find while we were in the neighborhood: a few tons of gold bars, and some trace of the last eight expeditions...

Armies of the Night is a game module for use with *Twilight: 2000*, GDW's World War III role-playing game. *Armies of the Night* puts the players' group into the middle of New York City two years after the nukes fell, with the mission of restoring it to government control. There are a few problems, of course...such as the fact that the city doesn't want to be controlled...and theirs is the ninth group to be given this same mission.

Armies of the Night contains:

- A general map of the New York metropolitan area, showing the city's five boroughs and the damage done during the war.
- A more detailed map of Manhattan, showing the island's districts and major streets.
- A rundown of various organizations, marauder gangs, and petty warlords vying for control of the city.
- Background material on New York's recent history, on a fortune in gold lost during the war, and on aspects of life in New York—all of which will help the referee create a consistent and believable setting for this and other adventures set in New York.

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Twilight: 2000

Series Module