

Craig Sheeley

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City of Angels

Twilight:
2000™



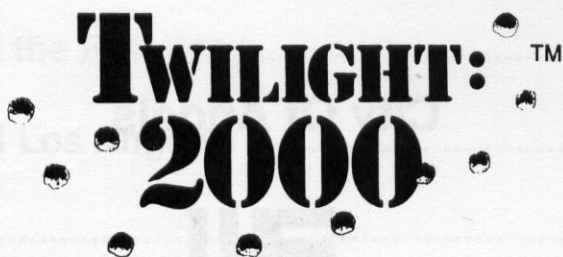
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Approved for use with Twilight: 2000

City of Angels

Craig Sheeley

Twilight: TM
2000



EW

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City Of Angels



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Twilight: 2000 is GDW's trademark for its role playing game of survival in a devastated world.

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City of Angels

Ever since the world as we knew it ended, people have been saying that chivalry is dead - they've been saying it for a long time anyway, but this time they're sure. No-one does anything for any motive except survival. Dog-eat-dog, survival of the fittest, might makes right . . . I've heard all those cliches and more. And I refuse to conform to them.

Lieutenant Jimenez wanted me to take his St. Christopher's medal to his folks in L.A. No reward, no treasure at the end of the road. Just a favor to a friend, that's all. I promised I'd do it, and I will.

INTRODUCTION

City of Angels is an adventure for GDW's post World War III role-playing game *Twilight: 2000*. It takes place in the Los Angeles area of California, revolving around an obligation of one of the player-character soldiers to an old commanding officer.

The adventure also contains sourcebook material for the L.A. area and the people in and around the nuked city. This material can be used as background to other referee-created situations.

This booklet contains the following material:

REFeree's NOTES

This game module is designed to be used by the referee. Narrative scenes describing certain events from the point of view of the characters are provided to add additional detail and color 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 only (unless otherwise stated). Narrative sections are set apart in italics for easy recognition.

The maps printed on the center pages are intended to be removed by the referee and shown to the players. To do this, carefully pry up the ends of the center staples with a tool such as a screwdriver, remove the pages and carefully bend the ends of the staples down again. The text will now read properly.

DESIGN NOTES

City of Angels is an adventure designed to emphasize role-playing over military action. Good inter-personal skills, language skills and a willingness to think before shooting are more valuable in the twisted streets of Los Angeles than massive firepower. As a matter of fact, it is the group's inevitable firepower which causes most of the problem in the first place. U.S. military equipment in Mexican-occupied southern California attracts attention and leads people to incorrect conclusions.

City of Angels also presents the devastation of the Southern California coast after the nuclear exchanges and the breakdown of government control in the area. It is symptomatic of the problems which are suffered by the entire country: Lack of food, lack of order, barbarism, deterioration of technology. The situation is worsened in L.A. by the radioactive dust which still coats parts of the city.

City of Angels has two goals in addition to the adventure: To show the player-characters that they can enjoy doing something noble for a change and to bring home to the players the disturbing fact that the world as they know it is gone, a fact demonstrated time after time as they wander through the scorched streets of one of the country's once-mightiest cities.

- Craig Sheeley

WARNING!

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

The Adventure Plot

The following background is provided for the adventuring group. Characters with other backgrounds have to be adapted to the adventure circumstances by the referee. The material may be altered by the referee in order to incorporate it into a continuing **Twilight: 2000** campaign.

The player-characters are survivors of one of the National Guard or regular military units based in the U.S. during the Mexican war and the breakdown of government control that took place from 1997 to 1999. Their units have disbanded through attrition and command loss.

Food and fuel shortages have produced rumors of a lack of such shortages in California, producing a stream of refugees. The adventurers have joined this stream in hopes of finding better living over the Rocky Mountains.

IN MEMORY OF A BROTHER-IN-ARMS

Lieutenant Jimenez was a good soldier and an even better officer. Even though he was an ROTC wonder, he was a born leader - he preferred to lead by example instead of issuing orders from some bunker in the rear.

Juan Jimenez was a patriot and a gentleman. When we were sent to Texas to fight the Mexican invasion he went without a protest even though he'd probably be fighting people his family knew before they came to L.A. And the fact that he could talk to the enemy on their own terms was invaluable. Lt. Jimenez preferred to try and bluff the Mexicans out of a fight rather than take them head-on. It worked more often than I would've guessed it would.

He bore a charmed life, it seemed. Other people got hit around him and he never picked up more than a scratch here and there. And he was crazier than the medic: He'd run out into heavy fire to retrieve a downed soldier.

That's what happened when I got hit. Some sniper with a hunting rifle put a slug through my leg and broke the bone in the process. If that wasn't bad enough, there were a bunch of other riflemen laying down fire at anything that moved. Lt. Jimenez had our boys fire back to keep their heads down and low-crawled through the crossfire out to me, picked me up and ran back to safe cover with me over his shoulder. I can still remember the rounds whining by us, including that hunting rifle - they made some darn big ones here in the states and it sounded like that sniper was using the biggest he could find. I have no idea how we made it to safety. The medic said that it was a good thing that we hadn't taken any longer, because the slug had nicked an artery that would've given way a few minutes later and he'd've been hard-pressed to stop it. As it was, my leg's fine now.

I wish I could say the same for the Lieutenant. He made it through all kinds of trouble: Plague zones, rad zones, combat zones, and never took anything more serious than nicks. It's not fair, really. He was the kind to die in battle, doing something unbelievably heroic. And it took a traffic accident,

for Pete's sake!

We were trying to clear civvie traffic through the ruins of the mountain interstate so we could cross into California and join up with whatever unit was there. The road was pretty bad and there was no shoulder, unless you counted the cliff past the guard-rail. The civvies were moving to California from back east, hoping that they could find food there. Heck, so were we; we couldn't know that the Californians were in just as bad shape. And that old lady edged her semi forward to coast down the hill and locked the clutch.

She didn't know how to drive it very well. She panicked and started screaming for help instead of hitting the brakes; someone had taught her to slow down by downshifting, which does no good with the clutch stuck open. I tried to catch her, yelling at her to stomp the brakes but that rig had too much speed.

Lt. Jimenez was talking to the driver of a van parked at the bottom of the hill at the time, I don't know what they were talking about. The lady in the semi smashed into the van and knocked it halfway through the guard-rail. The Lieutenant got caught between the van and the rail and was more than half-crushed.

When I got to him I knew that there was nothing the medic could do for him. He knew it too. He looked up at me and said, "My Saint Christopher medal . . . Take it to my mother. Please." Then he died.

I took his medal and got some of the letters his family had written him. They lived in L.A. - kind of ironic; we were the closest to L.A. that we had been in a long time. Not too far away, really.

That's good. He wanted me to get his medal to his folks and I will.

One of the player-characters should be the soldier that Lt. Jimenez rescued in the firefight described above. The other player-characters may have also served with the Lieutenant or have joined up with the narrator-character at a later time. At any rate the adventure is designed for characters of non-European service and experience. Even civilians may be a part of the group - optional rules for the generation of civilian characters is provided in this adventure book.

OUTSIDE L.A.

Tracing Mrs. Jimenez' letter to the small town of Hodge takes the characters past the fields of the community of Newberry. They may go to Newberry but the people there don't know much more than how to find Hodge.

At Hodge they find that the town has been destroyed by a mysterious gang known as the Masked Riders and that Mrs. Jimenez and her family have moved to Oro Grande.

ORO GRANDE

At Oro Grande the adventurers meet the mayor of the armed commune and briefly experience the tyranny needed to survive in the ruins of southern California. The commune comes under attack that night by snipers claiming to be

searching for the Masked Riders. The snipers are from the Rad Rats, the group that kidnapped Mrs. Jimenez' daughter and granddaughter, causing her to go to L.A. and find them.

THE GANGS OF L.A.

With directions from captured snipers the characters can find the Rad Rats' hideout. The snipers confirmed that the Jimenez family is living with the Rats now and indicated that a polite request from the heavily-armed characters might secure their release.

On the way, the adventurers pass through the territory of the Raiders in the Angeles National Forest. They are spotted but not fired upon - the Raider patrol isn't that strong or stupid.

When the characters meet the Rad Rats, there's not much of a fight - the Rad Rats have practically been destroyed. Only dregs of them remain after an attack by the L.A. Raiders. The few survivors claim that the Raiders killed Mrs. Jimenez (she is dead of near-starvation and viral infection, actually) and took the other two Jimenez women, inciting the adventurers to attack the Raiders in their Devore fortress.

RAIDING THE RAIDERS

Hitting the Raiders is a difficult proposition. They have a well-fortified base in the tiny town of Devore - the characters passed it at a distance on the way into L.A. A quick recon turns up the locations of occupied buildings. A lengthier reconnaissance fails to spot either the woman or the girl.

Those choosing to negotiate with the Raiders instead of attacking find the Raiders willing to talk - and are captured by the commander of the local Mexican forces who is convinced that the characters are the spearhead of a major invasion.

Should the characters actually decide to assault Devore a commando penetration is the best option, a stealthy operation to search the buildings of Devore, find the Jimenez women and any prisoners and withdraw. Any attack enrages the Raiders and their Mexican Army allies (who were alerted to the presence of American Army units after the previous encounter with the Raiders). If the characters capture the Raiders' leader or the Mexican commander they can escape alive. If they insist, the Raiders even let them search Devore to assure them that they never had and do not have the Jimenez women.

Either a commando raid or on-site search convinces the characters that the Jimenez women are not with the Raiders.

HOLLYWOOD

After leaving (or fleeing from) Raiders' territory, the Rad Rats confess that they lied; in reality, the Hollywooders have the women. Honestly. They are happy to provide guides to Hollywood.

The Hollywood gang did raid the Rad Rats right after the Raiders attack and one of the gang members took the Jimenez women. He doesn't want to give them up, though. When the characters show up, the Rats leader arranges for a duel between the champions of the characters and the

Hollywooders - a fight to the death. He leads the characters to believe that the fight is for the women, when he tells the Hollywooders it is for weapons and vehicles - winner take all! as another attempt to avenge the attacks on the Rats. In the middle of the confusion the Flying Circus raids the Hollywooders for food . . . And the radiation-crazed members of the Flying Circus are cannibals.

In the confusion, the Jimenez women are lost again.

MADNESS IN THE RAD-ZONE

To rescue the women from the Flying Circus requires that the characters go into the Watts area of L.A., close to the nuked-out Carson zone. By the time the characters' cautious advance into the zone reaches the Circus high-rise, Alicia Jimenez has been killed by the cannibals; only Marcie remains to be rescued from the crazed gang.

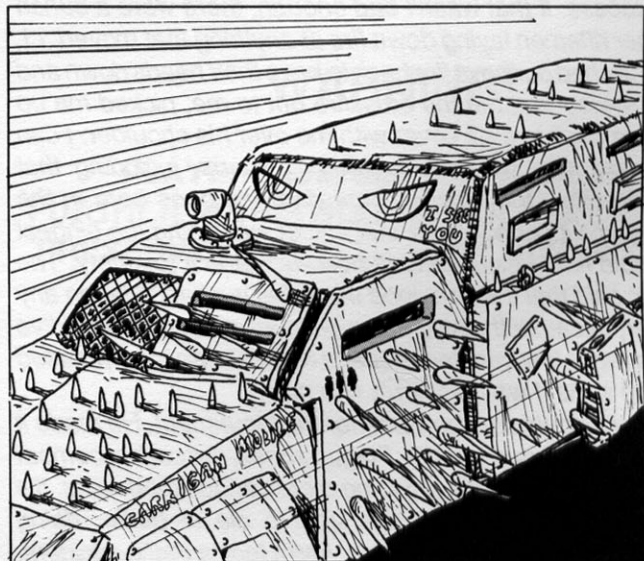
THE CAVALRY ARRIVES

After leaving the rad-zone the characters find themselves faced by the Raiders and the Mexicans, determined to destroy the characters, who they think are the lead elements of a U.S. Army drive into L.A. Probably outnumbered, the characters' outlook is bleak until the Masked Riders appear with heavy weapons to smash the Raider/Mexican force from the rear, routing the poorly-led coalition.

The Masked Riders are revealed to be forces from Oro Grande, led by Carl Tyson's deputy. He invites the characters to join Tyson in his goal to unite all of the settlements of American southern California under a single government with him as the head. He has offered them places in his new government for their aid.

CONCLUSION

There are several different paths available to the characters after the defeat of the Raiders, depending on what actions they wish to take.



Los Angeles

THE CITY OF DISASTER

The city of Angels received the rudest possible introduction to the reality of the nuclear world war: Four sub-launched nuclear airbursts over the western part of the city, totalling four megatons of destructive force. In one instant, Los Angeles became the most heavily nuked city in the western hemisphere.

The results were predictable. Within minutes the city burned with uncontrolled fires as the surviving residents fled the metropolis for higher and safer ground.

When the fires burned out many of the citizens returned to salvage what they could; some of these stayed in the ruined city, having no-where else to go. Despite lack of utilities of any sort, people survived, improvising for sustenance. The state and federal governments sent aid and began assisting in the cleanup, barricading the access to the areas most heavily hit: El Segundo, Carson, Torrance, Wilmington, Long Beach and Lakewood. The restricted entrance was meant to keep down radiation deaths.

The abnormally cold winter of 1997 - it snowed four times that winter in southern California - and lack of proper food killed off many of the aged and infirm. The following summer plague and disease swept the city, killing off the people trying to rebuild the industry and city population. When the Mexicans moved north from the border in June the city was a ghost town that they could ignore. Its reputation as a plague-nest motivated both sides to avoid it.

Los Angeles did not die entirely. A few souls stayed in it, unwilling to move elsewhere. For the brave, the city still held treasures of technology - weapons, working machinery, undamaged circuitry, preserved food and other remnants of the golden age of American life. The unearthed resources could be traded with the outlying farms for food and water, two of the rarest items in all Los Angeles.

Some stayed to loot the city. Others came to raid the looters, taking their finds and paying for them in violence. Furthermore the gangs that stayed in the concrete canyons fought among themselves for the best areas and the newest finds. With law and order vanished from the streets peace fled too. The gangs armed themselves and established their own areas of the city where none dared enter without their permission. Outside of the gang areas only the crazed or daring roamed.

OUTSIDE LOS ANGELES

Beyond the confines of the fire-bombed city only a few hardy farmers and small-town dwellers stayed to keep their land. Most of the refugees from the fires, famines and death of L.A. fled north to the less heavily-hit areas of Sacramento and San Francisco, where government aid was more accessible than it was in L.A. Those that stayed armed themselves and set about wresting food from the soil without the aid of pesticides, fertilizers and all the other assistances of techno-farming.

The farmers did well enough to feed themselves and poorly enough to dissuade the government from trying to redistribute their crops. This self-reliance lasted until the summer of 1998 when the weather turned bad for farming and the Mexicans invaded. What crops were grown were "requisitioned" by the Mexicans and the U.S. forces that counter-attacked.

After 1999 the military situation stabilized into a stalemate with the Mexicans and U.S. forces firmly entrenched in their respective bases, glowering at each other across central California. Both sides patrol and raid, engaging each other on a sporadic basis. More often engagements are with bands of marauders still roaming the largely

deserted countryside, looking for food and supplies. These fights are short and to the point with the marauders usually outgunned by the military forces.

The Mexican invasion provided the farms and still-settled communities with the one commodity that they needed to survive: Guns. When military engagements were over the farming folk would scavenge the battlefield to find weapons and ammunition. Eventually those farms that acquired enough firepower to repulse raiders survived; those that did not were destroyed.

SOUTHERN CALIFORNIA 2001

From the Mexican border to Bakersfield the state of California is occupied by the Mexicans, a few marauder gangs, scattered small farms and farming communities and wild animals. Refugees coming to the state looking for food and better conditions turn north to Sacramento, which everyone knows is the center of Milgov activity and wealth west of the Rockies. For the most part travelers avoid I-15 from Las Vegas in favor of I-80 out of Reno: The northern route goes straight to Sacramento and avoids the Mexican occupation forces.

ENCOUNTERS

Encounters in southern California are rare and should occur only on a 2D6 roll of 9+ at the appropriate times (once per non-travel day or once per four travel hours). Replace the standard encounter tables with the following:

ENCOUNTER TABLE

Die	Road	Woods	Clear
2	Derelict	Settlement	Settlement
3	Armed	Game	Animal
4	Derelict	Derelict	Derelict
5	Animal	Animal	Refugee
6	Patrol	Armed	Derelict
7	Refugee Animal		Animal
8	Animal	Animal	Derelict
9	Ghost Town	Ghost Town	Ghost Town
10	Armed	Animal	Animal
11	Derelict	Animal	Animal
12	Settlement	Armed	Settlement

Ghost Town: A deserted and probably looted town or settlement. Some useful materials may be able to be scrounged from it.

Patrol: Military armed party; *Derelict:* Derelict vehicle; *Armed:* Armed party.

Armed Parties: 1-3 = Mexican Army party, 4 = Hunters, 5 = Marauders, 6 = No encounter.

Mexican Army parties: Mexican patrols are always vehicle-mounted. Roll 1D6 for every 5 men; on a 1-5 the five are riding a civilian vehicle. On a 6 they have a military vehicle. Roll another D6: 1-4 = UAZ-469, 5-6 = BRDM-3 or BTR-70.

Animal Encounters - Southern California

Die	Result
3-	Canine
4-7	Small game/fowl
8-11	Large game/grazer
12	Special

Canine: Most of the time this means feral dogs. In woods areas this could mean wolf-packs.

Special: It is possible that some of the animals that escaped from L.A. zoos are still alive and roaming the state.

ENCOUNTERS WITH HUMANS

The people of southern California are battered by disaster and soured by warfare and raiding. Paranoia is common due to the wildness of the area. Locals tend to be close-mouthed and untrusting of strangers, especially heavily-armed strangers.

The Mexicans: The elements of the Mexican Army react according to the perceived wealth and strength of the party. If the party looks poor (no vehicles or few civilian vehicles in poor shape, lack of much equipment) then the Mexicans are likely to ignore them. If the party looks wealthy (many civilian vehicles, obvious heavy amounts of equipment) then the Mexicans try to rob them, using scare tactics and threatening the party. If the party has any obviously U.S. military combat vehicles the Mexicans assume the characters are military and attack if they can ambush the characters (or have superior firepower), running otherwise to report the U.S. presence to their comrades.

CITY OF GHOSTS

Los Angeles in 2001 is characterized by the burnt-out remnants of its once-proud buildings. The nuclear blasts that hit the west side of the city only started the damage - unfought fires did the rest.

There are few people living in the city now. The major elements of survival, food and water, are lacking in the city. Most of the inhabitants acquire water from the rivers and reservoirs in and outside of the city. Drinking reservoir water is not safe due to the level of pollution in it; boiling the water helps kill the germs but not the chemicals.

ENCOUNTERS

Encounters in the deserted city are extremely rare, as noted by the encounter table:

LOS ANGELES ENCOUNTER TABLE

<u>Die</u>	<u>City</u>
2	Armed
3	Dogs
4-10	No Encounter
11	Scavenger
12	Armed

Armed: A party from one of the many gangs that roam the city. They number 1 experienced NPC and 2D6 novice NPCs, armed with melee weapons. Roll 1D6; on a roll of 6, the experienced leader has a firearm of some sort.

Scavenger: 1-3 poorly armed people picking through the city for valuable artifacts. They are novice NPCs armed with clubs and flee if threatened.

SCAVENGING

Los Angeles may be destroyed but its ruins still contain many useful items hidden from the casual observer. If desired, areas may be searched for useful finds. This searching takes four hours per search and qualifies as **Easy Work**. Each character searching (sifting through rubble, looking in basements, etc.) finds something if he makes an AVG:SCR or DIF:INT roll. Searching characters are at a disadvantage to spot possible enemies, so mounting a guard is a good idea.

SCAVENGING FIND TABLE

<u>Die</u>	<u>Find</u>
2	Firearms & Ammunition
3	Medical Supplies
4	Hand Tools
5-6	Other Equipment
7	Canned/Preserved Food
<u>Die</u>	<u>Find</u>
8	Parts
9	Fuel/Oil
10	Personal Gear
11	Heaters/Coolers
12	Generators/Stills

Each find is worth 1D6 x \$100 of equipment in the listed section of the *Equipment List*. Parts are useful for repairing vehicles and/or electrical equipment. Canned/Preserved Food is worth 2D6 kg of domestic food per find. Fuel and Oil: Motor oil is not as scarce in the ruins of great cities as it is in Europe. American cities abounded in it; cans and plastic bottles were hoarded in the least likely places - garages, utility rooms, cellars. Thus canned the oil lasts indefinitely, waiting for people to find it. Each find has a 50% chance to be fuel (1D6 x 10 gallons of gasoline, still resting in the bottom few inches of underground tanks. A pump other than the station's own is required to extract the gas) or a 50% chance to be motor oil (1D6 gallons).

SURVIVAL IN L.A.

L.A. is not a safe place to live. The water is tainted, there is little food left and many parts of the city are lightly dusted with fallout.

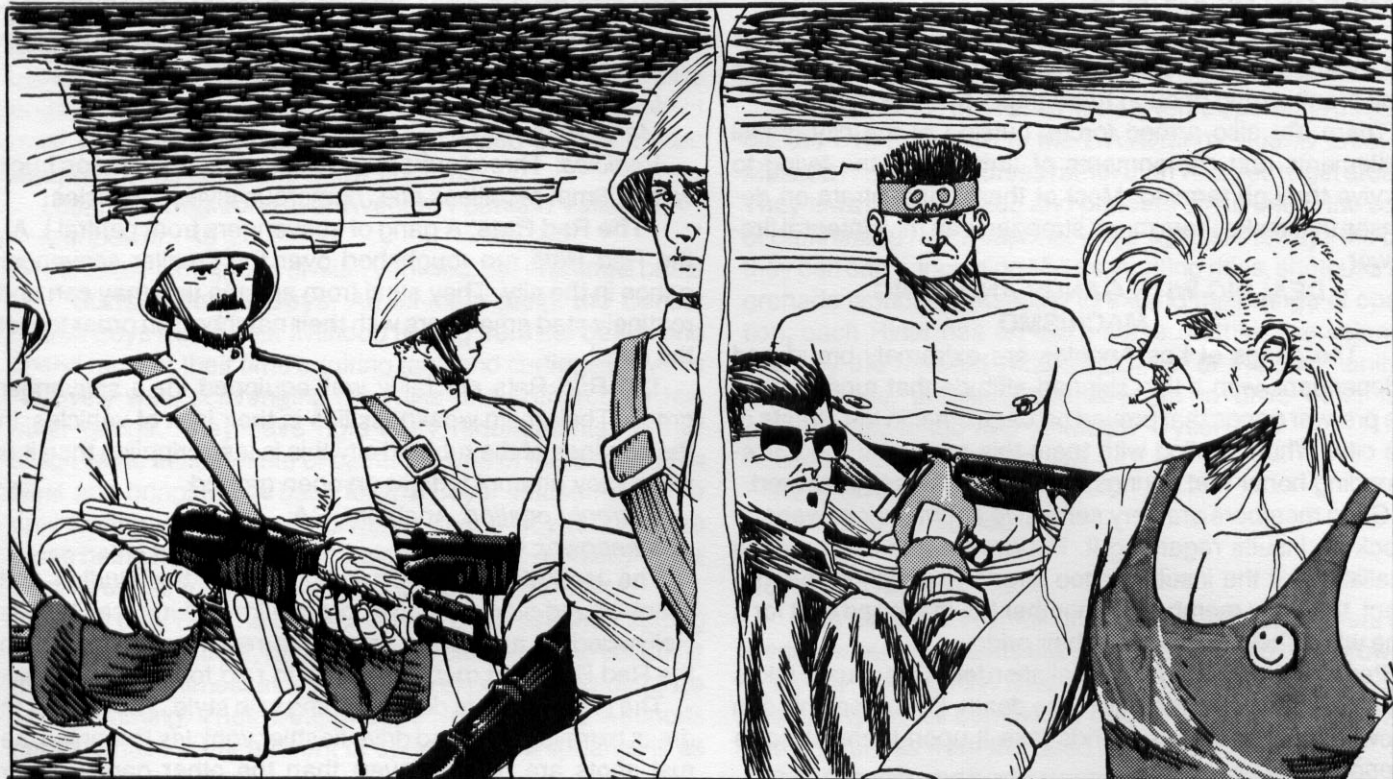
The Water: Drinking L.A. reservoir water is hazardous. Make an AVG:CON roll (Boiling the water makes it an EASY:CON roll). Failure means the character is sick for one day with stomach pains and nausea.

Food: The only food left in L.A. is found preserved food or the feral animals that still live in the city - rats, mostly. A DIF:RCN roll traps 1D6 kg of rat-meat per day. There is a risk that the rats may be diseased (5%).

Radiation: The biggest possible radiation hazard that the characters are likely to come in contact with is irradiated metals. Scavengers who aren't familiar with this hazard will often become very ill if not very dead from exposure to contaminated canned food or even oil cans. Other possible sources of radiation should be obvious to a clever game master.

Accumulated rads does vary but a good starting point would be 1-6 per ten minutes for small items. An AVG:INT or EDU roll will alert wary characters to the possibility.

Although fallout is not as serious a problem as other sources of radiation some radioactive dust intake is inevitable in L.A. Roll percentile dice for each character each day. Rolls of 96-00 indicate rads accumulated: 96 = 1 rad, 97 = 2 rads, 98 = 3 rads, 99 = 4 rads, 00 = 5 rads. This intake is through dust inhaled or consumed with food and water.



The Forces of Los Angeles

Los Angeles and the surrounding area is in a state of almost total anarchy, where might makes right and the only protection is killing strength. Power is measured in military force, and the strongest forces dominate the area. Gangs and small armed communities still survive, as well as the Mexican Army cantonments which comprise the only military in the area. Surviving U.S. units are located to the north, the closest at Bakersfield.

THE MEXICAN ARMY

Located at their Escondido cantonment the rearward elements of the now ramshackle Mexican Army are responsible for any penetrations into the Los Angeles area. Forward elements of the Army are deployed in cantonments in Mojave, Caswell and Ventura, but these units are detailed to contain the U.S. Army to the northern part of the state. They are supposed to ignore any situation developing to the south and leave such situation-control to the Escondido group.

Force Green: Based at Mojave, Force Green patrols I-40 east to Barstow and maintains the defensive line along the Los Angeles Aqueduct. The vehicles available to Force Green are spread thin and mostly concentrated on the eastern approaches to confront the remnants of the 40th Infantry Division at Bakersfield.

Current Location: Mojave, CA

Manpower: 300

Vehicles: 11 UAZ-469, 4 BRDM-3, 2 BMP-B, 5 BTR-70, numerous civilian vehicles and unarmored trucks.

Tanks: 0

Force Red: The main bulk of the Mexican occupation

forces is concentrated in Force Red near Caswell, less than 50 kilometers from Bakersfield. These troops don't patrol as wide an area as Force Green, conserving their effort to repulse U.S. units.

Current Location: Caswell, CA

Manpower: 500

Vehicles: 15 UAZ-469, 10 BRDM-3, 2 AT-5 armed BRDM-2, 6 BMP-B, 4 BTR-70, numerous civilian vehicles

Tanks: 2 T-72

Force Orange: A stopping force at Ventura, Force Orange is detailed with the duty of stopping any U.S. thrusts down Highway 101. They have heavily fortified the approaches to the ruins of the city and concentrate their firepower there. Force Orange is also under the overall command of Force Red, to be summoned to assist in the event of a U.S. breakthrough.

Subordination: Force Red

Current Location: Ventura, CA

Manpower: 350

Vehicles: 3 UAZ-469, 2 BRDM-3, 1 BMP-B, 3 BTR-70, numerous civilian vehicles

Tanks: 0

Artillery: 1 SAU-122, 4 D-30 howitzers

Force Yellow: The holding force for Los Angeles, Force Yellow is an independant command under Commandante Jorge Vasquez. Its duty is to stop any U.S. penetrations in the L.A. area and prevent thrusts from reaching Mexico. Since the U.S. Army has not launched any offensives since 1999 this has been easy.

Current Location: Escondido, CA

Manpower: 200

Vehicles: 5 UAZ-469, 1 BRDM-3, 1 BMP-B, 3 BTR-70, numerous civilian vehicles

Tanks: 1 T-72

GANGS OF LOS ANGELES

The other armed forces of the area are the strong gangs of Los Angeles. There are many small gangs in the city but they aren't strong enough to be much more than pests.

There are also armed forces outside of the city, small settlements and cantonments of armed civilians trying to survive through farming. Most of them concentrate on defenses that make them much stronger than their integral firepower.

DEALING WITH GANGS AND GANG MACHISMO

The gangs of Los Angeles are extremely proud and independant, with a thin skinned-attitude that runs back to the pre-war gangs that preyed on each other in the streets of the city. When dealing with them this pride and the corresponding honor that springs from it must be remembered.

Gang members are very sensitive about their power and brook no insults regarding it. Put-downs and sneers draw retaliation - if the insulter is too strong to attack at the moment, the gang members remember the insult and wait for a time when they can avenge their pride.

Personal insults demand retaliation too. This usually takes the form of a duel, generally to the death. Of course, this can snowball as the loser's friends take it upon themselves to avenge him.

The gang members are usually just as proud of their honor, especially the members of the larger gangs who don't have as hard a time just surviving. To the gangs of L.A. a man's word is his bond and a liar is not to be trusted - being caught in a lie is a sure way to become involved in a blood-feud, where the injured party and his friends and family go after the culprit. The good part of this is that gang members are not likely to go back on their word.

DEALING WITH THE RURAL COMMUNITIE

One thing stands uppermost in the rural community thought process: Safety equals survival. Trust no-one you don't know, for they might be an enemy, someone come to steal your crops and belongings. Paranoia is quite common among the ruralites. The best way to deal with it is to remain calm and speak in a friendly fashion. Boasting and threats are not appreciated by the ruralites and often only have the effect of angering them, possibly to seemingly rash action.

Don't ask for too much from these people. Don't stay too long with them, either, unless they ask you to. And don't anger them, for once you do they remain your enemies until they die. On the other hand if you win their friendship they remain steadfast allies.

GANG AND COMMUNITY LISTINGS

The L.A. Raiders: A strong group of marauders located in Devore outside of Los Angeles proper, the Raiders have augmented their already-mighty strength with an alliance with Force Yellow. In the event of U.S. Army attack the Raiders are to serve the Mexicans as auxiliaries. As it stands they patrol Highway 15 through the San Bernadino National Forest, ambushing the weak and scouting for the dreaded U.S. incursion onto their territory.

Because of this alliance, the Raiders are usually equipped with AK-74s and other firearms supplied by the Mexicans.

They also have a small amount of heavier equipment, machine-rifles mounted on civilian vehicles and the prized pick-up-mounted 106mm recoilless rifle.

Current Location: Devore, CA

Manpower: 100

Vehicles: Three "armored" civilian cars, one 3/4-ton truck with 106mm recoilless rifle, numerous civilian vehicles

The Rad Rats: A gang of scavengers from central L.A., the Rad Rats run roughshod over the smaller scavenger gangs in the city. They steal from anyone that they can and routinely start small wars with their neighbors in order to loot the dead.

The Rad Rats are fairly well-equipped for a scavenger group. Their main weakness lies in their lack of vehicles; in the confines of the rubbled city this is less crippling than it is when they attempt to fight on open ground.

Current Location: Anaheim, CA

Manpower: 60

The Hollywooders: Operating out of the studios and silent sound-stages of the great film-making capitol the Hollywooders are strong enough to resist aggression from the Rad Rats and mobile enough to raid for food and fuel.

The Hollywooders do everything with style. They prefer to dress extravagantly and drive flashier vehicles (meaning the rust spots are painted over) than the other gangs. Their personal armaments are not in the Raiders' league and most of the Hollywooders lack more than melee weapons and improvised bombs.

Current Location: Hollywood, CA

Manpower: 50

Vehicles: Numerous civilian vehicles

The Flying Circus: When gang members sicken dangerously they are driven from their gangs by the other fearful members. Once sick, these ill members are rarely accepted back into the gangs out of fear that they might be carrying a contagious disease. Such ill gang members that do survive usually end up going to the Flying Circus and joining them for mutual support.

The Flying Circus is a loose collection of sick, irradiated and insane people, banding together for survival. They are typically poorly-armed, mostly with clubs and makeshift maces, but they are better-fed than the average citizen of L.A. The Flying Circus boasts a large proportion of cannibals. They believe that by consuming healthy flesh they can cure their own mostly incurable diseases. This fact and the habit of raiding their neighbors for their meals makes the Flying Circusers very unpopular with the other denizens of the city, who will kill a Circuser on sight. The only thing keeping the other gangs from wiping them out is the fact that the Flying Circus lives near the bomb craters and the normal Angelos fear radiation.

The Circusers can be identified by their "secret language" that they use among themselves. This consists of screeching at one another in a falsetto Cockney accent.

Location: Watts, Los Angeles, CA

Manpower: 100

Vehicles: Numerous civilian vehicles

Brighton River Reavers: The Reavers are a strong but very localized gang that terrorize the Santa Ana and south Orange County areas. They have a particular fondness for

using motorboats and rowboats to voyage up the Santa Ana river on their raids. Very rarely they raid other strong gangs, using hit-and-run tactics since they haven't the firepower to engage in a stand-up fight. Reaver armaments are typical of most L.A. gangs, consisting of improvised bombs, melee weapons of all sorts and a few firearms.

Location: Brighton River Avenue, Fountain Valley, CA

Manpower: 40

Vehicles: Numerous civilian vehicles, several small boats

Sunset Beach Boys: An all-male gang, the Sunset Beach Boys make their livelihood fishing from the beach and spend most of their time acquiring tans and surfing. They live relatively well, scavenging the ruins and bothered by few other gangs. They have rigid entry requirements, one of which is the initiation rite of capturing one of the Seal Beach Girls and bringing her back for the Boys' amusement. The only women ever permitted within Beach Boy territory are those being held captive for their pleasure. Eventually these captive cease to amuse and are cut up for fish-bait.

When they raid the Sunset Beach Boys use their surfing talents to good effect, raiding other areas along the coastline from the sea. Almost every Boy is an expert at long-distance surf-swimming. Their weapons are mostly melee weapons but they have a fair amount of spring-loaded spearguns as well.

Location: Sunset Beach Fire Station, Sunset Beach, CA

Manpower: 25

Vehicles: Surfboards, several small boats

Seal Beach Girls: The Seal Beach Girls are an all-female gang holing up in the old Rockwell Intelligence Facility outside the U.S. Naval Weapons Station. They survive by hunting the wildlife that still occupies the wildlife refuge next to them.

The Girls are the sworn enemies of the Sunset Beach Boys; the only way to join the Girls is to bring one of the Boys' heads as initiation payment. The Girls are safe from large-scale attack, due to their heavy weapons they gleaned from the naval station's leavings: A pair of 105mm howitzers and ammunition. These guns are sited to attack anyone approaching their building. The rest of their armaments are meager, mostly melee weapons and bows.

The Seal Beach Girls are suspicious of men in general and react with hostility to them.

Location: Rockwell Intelligence Facility, Seal Beach, CA

Womanpower: 20

Reseda Banditos: A swift-moving nomad band that roams the upper reaches of Los Angeles, the Banditos got their name from their origin in Reseda. They move about the city in their old but well-maintained cars - every member of the gang is a mechanic of some sort - raiding and looting. They frequently clash with the Hollywooders, engaging in swift motor battles.

The Banditos use their cars as weapons. Their vehicles are equipped with spikes, concrete-filled bumpers, rams, and so on. They also mount spring or tension-fired bows and heavy crossbows on their vehicles, used to good effect against lightly-armored opposition. Personal weapons consist largely of melee weapons such as lug wrenches and crossbows. Firearms are extremely rare.

Location: Reseda and north-west Los Angeles area, CA

Manpower: 40

Vehicles: Numerous civilian vehicles, outfitted with "armor" and heavy crossbows

The Masked Riders: A mystery force operating throughout the I-15 approach to the L.A./Orange County area, the Masked Riders use horses rather than vehicles to get around. They always go masked and prefer to strike under the cover of darkness. Their weapons, while light, are always the best they can carry, including M-16s, hunting rifles, shotguns and grenade launchers. In order to extend their range of operation, each Rider has an extra horse on their excursions. In actuality the Masked Riders base out of the community of Oro Grande, providing the strength to drive other rural communities to the rule of "Mayor" Tyson.

Location: Oro Grande, CA

Manpower: 25

Vehicles: 70 horses

RURAL COMMUNITIES

San Gabriel: A small group of wilderness farmers that went to where the plants still grew, San Gabriel has grown to a steady community. The remoteness and relative inaccessibility of their community has contributed to the survival of the refugees from the dead city of Los Angeles.

The farmers and backwoodsmen of San Gabriel hunt, fish and work small plots of farmland to survive. They have rejected most 20th Century technology, living only with what they can use and maintain. They have very few firearms but are usually expert archers. Anyone who divests himself of technology is welcome to stay among them, but only if all technology beyond the purely mechanical - down to digital watches - is discarded.

Location: San Gabriel Reservoir, CA

Manpower: 60

Oro Grande: A fortified community along a country road connection to I-15. Strongly fortified and ruled by a communal "Mayor" who controls the distribution of all resources. It is also the secret home-base for the Masked Raiders. More information on Oro Grande is contained in the **Outside L.A.** chapter.

Location: Oro Grande, CA

Manpower: 120

Vehicles: 30 horses

Newberry: Newberry is an old trailer park in the middle of near-desert alongside I-15 to the west of Barstow. It survives by virtue of the trickle of water from the natural springs nearby and the alcohol manufacturing which allows the people of Newberry to trade fuel for weapons and other valuable supplies. More information on Newberry is contained in the **Outside L.A.** chapter.

Location: Newberry Springs, CA

Manpower: 35

Big Bear: A hunting community, Big Bear is built on the remains of the old skiing community. The people of Big Bear are notable for three things: Their paranoia, their woodcraft and their accuracy with their hunting weapons (rifles, bows and traps).

Location: Big Bear City, CA

Manpower: 48



OUTSIDE L.A.

Finding a single woman in the ruins of one of the greatest population centers of the U.S. It seems like an impossible task, especially in this age of chaos and upheaval. All we've got to go off of is a letter she mailed to Juan when the mails were still trying to run - especially military mail. The address says she was living in a little town outside Barstow, a place named Hodge. She said she was thinking seriously of moving to L.A. Where in L.A., she didn't say.

Okay, we know where she was. Maybe a neighbor knows where she went. Now all we have to do is find this place.

Although all appears devastated from the vantage point of the foothills, signs of civilization begin to appear: Abandoned vehicles, horse droppings, trash blowing at the side of the road. Over a steep hill a tilled field comes into view; crops are growing in the soil.

Wherever there is food there are guardians, and this is no exception. A pair of men watch the refugees narrowly from a dirt-banked bunker built into the middle of the field. Anyone trying to enter the field is menaced by an M-16 aimed at them.

The party may try to talk to these men. They won't fire on a single man waving a white flag, and will answer some simple questions if asked politely. They're from the farmers living in the Newberry fortress. No, the people of Newberry aren't interested in giving charity, but they are interested in trade for service or goods - particularly weapons and ammo. If the adventurers indicate an interest in trading with the fort, the guards give directions on how to find it. If the adventurers ask about Hodge, the town from where Mrs. Jimenez sent her letter, they can give directions.

Should someone start a battle with the guards, they are experienced NPCs and have M-16EZ rifles with two full clips. They hide in the bunker and try to snipe (aimed fire, one shot per aim action) at their attackers.

NEWBERRY FORTRESS

The former trailer-park of Newberry has been converted into a fortress. The trailers have been pulled into a circle and reinforced; there is an inner circle of occupied trailers inside the fort circle. Any visitors looking to trade are kept waiting by the gate; the leader of the Newberry park, an ancient but still physically formidable woman called "Moose." She is businesslike and brusque: "Whaddya got to trade? And whaddya want for it?" She will trade ethanol fuel (of which Newberry has a goodly amount) for weapons and ammo, bartering the weapons and ammo for their listed amounts and valuing the ethanol at \$5 per liter.

Newberry makes its living selling fuel to passersby like this. With the trade the little community of 40 people has enough weapons to fight off a company - M-16EZs are everywhere, as well as heavier weapons in the fortified trailer hulks.

After the characters are done trading with "Moose" they are no longer welcome in Newberry. Neither "Moose" nor any of the other citizens of Newberry know of Mrs. Jimenez, although they do know of Hodge.

HODGE

Mrs. Jimenez' letter was posted from Hodge. It's listed on the maps outside of L.A. and easy enough to find. There's not much left. It was once a small road-side community of perhaps two dozen houses and buildings. Makeshift defenses of barbed wire and junk still litter the country road that runs through it.

Hodge shows signs of having been attacked and destroyed. Each building shows bullet holes and several sport grenade blast breaches as well. All are clearly deserted, it appears. Whatever happened to the inhabitants and the town happened a couple of months ago.

Survivors: Any character who makes an ESY:RCN roll

noticed signs of habitation around one of the buildings. If they disturb the house or look into it they find the few inhabitants left, a family of four hiding in their house. This family is half-crazed from fear and hunger and suspect that the party is there to attack them. They cower in their house and Bill, the father, has a shotgun with 10 shells. He fires on anyone entering the house. Bill is a Novice NPC.

If the player-characters offer assistance or ask to parley Bill refuses to talk to them until they put their weapons away and he can cover them. When he has the upper hand (or thinks he has) he's almost reasonable.

About what happened to Hodge, he says: *We were bush-wacked! It was the Masked Riders that did it. They struck at night and shot us up; they had some sort of cannon that they used on our houses, just blasting people and buildings without mercy. We were doing pretty well up until then; we turned away four other gangs, including the L.A. scum. But the Masked Riders just outgunned us. Look around you, soldier-boys! This is what happened because of the war you started!*

If the adventurers ask what happened to the other survivors or Mrs. Jimenez he tells them: *The morning after the Masked Riders left the Oro Grande people came to see what happened; they heard the gunfire. They're pretty good people, I guess. They invited everyone left to come live with them, even old Mrs. Jimenez.* He grins and continues: *I'll bet you wonder why we didn't go, too. Well, what I raise and have is my own. Over in Oro Grande everything's thrown into the "community chest" and used by permission of their "Mayor." I didn't like it; what I have I own!*

The Fischer family is friendly enough after the adventurers' guns are put away. The whole family (Mrs. Fischer and their two children, a young teenage boy and a small girl) is in need of food and simple medical help. Mr. Fischer has nothing to trade except for a street map of L.A. (a rare item).

Mr. Fischer can give directions to Oro Grande.

ORO GRANDE

Oro Grande is easy to find with the proper directions, otherwise anyone looking for it has to search through small valley after small valley to find it.

Oro Grande's boundries are guarded by camouflaged lookouts hidden in draws, thickets, etc. These lookouts are hard to spot (DIF:RCN task) unless they are using their signal flags to communicate (AVG:RCN task).

The lookouts report their findings to other lookouts via signal flags. Each lookout is stationed where he can see two other lookout positions. They are not well-armed, having knives and other melee weapons rather than firearms.

Oro Grande has many tilled fields around it. These fields and the areas around them are patrolled by horse-patrols: A pair of experienced NPCs with a shotgun and an M-16EZ. Gunfire draws a rescue patrol of six veteran NPCs on horseback with flak vests, steel helmets, 3 M-16EZs, 2 shotguns and a .30-30 hunting rifle to engage and drive off the intruders.

When the party's vehicles are spotted rolling towards Oro Grande the lookouts signal the fact to the settlement. A horse-patrol is sent to meet the convoy and talk to them. Although the horsemen are ready and armed they do not fire on the party, telling them to halt and identify themselves. If

the adventurers wish to talk to whoever's in charge the horsemen escort the convoy to the settlement walls.

Anyone entering Oro Grande must leave his or her weapons behind, except for knives and similar tools. The machine-guns on the walls are trained on the adventurers' vehicles to enforce this. Aside from that limitation, the party is free - they are invited - to come inside.

Oro Grande is protected by 8' walls made of mounded dirt, obviously bulldozed into place. Ramparts line the top of the walls, protection for the settlement's defenders.

Within the walls are sheltered the buildings and houses of the commune. There are more buildings being built. Work still progresses on building #10 (see the Oro Grande map) as workmen strive to roof it before winter.

The people of Oro Grande are friendly but guarded; several men armed with revolvers accompany the adventurers to see Tyson.

MEETING CARL TYSON

The adventurers' first impression of Carl Tyson is that he's all business. Carl wants to get right to work, asking what the adventurers want of the people of Oro Grande. If asked about Mrs. Jimenez he has the following information: *"Anita Jimenez? Yes, she was here. A noble woman, very protective of her daughter and granddaughter. She left us after gang raiders kidnapped Alica and little Marcie, a month ago. She said she wanted to be with her children and left. She thought that the Rad Rats did it; we found their jackets on the two that we shot while pursuing them."*

If asked about the raiders or the Masked Riders: *"The Masked Riders don't bother us. We're too strong and ready for any attack and they're not stupid enough to attack us. The only people that dumb are the crazy gangs that still live in L.A. They don't attack our walls or defenses; they creep outside in the hills and grab people and produce from the fields. We lost Alica and Marcie that way - the gangs are always on the lookout for healthy women. And if we ever catch those gangs, they're dead."*

He invites them to stay around and rest after their long journey into the area. *"It's not safe to be out at night anyway. That's when the gangs prowl around the fields, trying to grab food."* If the adventurers wish to trade, he'll gladly exchange food for goods or services. Arms and ammo are worth twice value to Newberry. Equipment and medicines are also wanted items, as well as medical care - they are short on medics and medical supplies and there are ill people living there. They trade in alcohol (\$4/liter) and food (real food is \$2 per kg).

CARL TYSON



Carl Tyson is the NPC in charge of the Oro Grande communal farm. As the "Mayor" he makes the decisions regarding community policy and welfare. He has been a good "Mayor," for the commune has prospered and been able to withstand the infrequent attacks from L.A. bandits.

A former electrical engineer,

his experience with supervision enabled him to unite the people of Oro Grande into a cohesive unit and organize the defenses. He is responsible for the electrical generator that powers the few working appliances in Oro Grande.

Carl has a secret weapon: The Masked Riders, a commando unit made of his most loyal men. Their horses are stabled at a secret location a couple of miles from the commune. He uses the men as a tool to terrorize other farms and settlements into joining his growing commune, as well as having the men raid into L.A. and San Bernadino to recover valuable technology.

NPC Motivation Results: *Spade 9:* Tyson is obsessed with the idea of becoming the virtual king of the area, holding all of the people and their farms under his rule. *Clubs 5:* Tyson prefers violence as a tool over simple negotiation.

INSIDE ORO GRANDE

The adventurers are free to wander inside Oro Grande's walls, since their weapons are with their vehicles and the vehicles are under guard. Before darkness falls they are asked to drive their vehicles inside the walls for safety, but they are still not permitted to carry their guns. The guards are friendly but adamant on that point.

Oro Grande's stores of food and fuel are easy to find, locked up in their storage buildings. The stockpiles are quite large, probably the most food the PCs have seen in a long time. But they are not permitted into the storage sheds or the armory.

If adventurers wish to meet the people of Oro Grande or wander through the stables they are free to do so. Attitudes range from friendly to guarded; those most willing to talk are very supportive (one might say almost patriotic) about Oro Grande and its system of communal living. With the system, they say, they don't need to fear being without a tool or a weapon: If they need something they can get it from the "community chest." When they are finished with it the tool goes back.

There are those who feel differently about the situation, but they don't speak up in public. If the adventurers have a medic or medics treating Oro Grande's sick (each person treated counts as 3 kg of food or 30 liters of ethanol fuel in trade), some of the ill have different stories. They complain privately of their belongings and tools being "donated" to the community chest, never to be seen again. Medical supplies, they say, are a particular sore point - they weren't judged to be sick enough to need them.

The stables contain several horses and have room for many more. Characters with FRM skill can tell that there used to be many more horses stabled here, and within the last two weeks. The horses that are in the stables are in good health, but are workhorses and plowhorses. No matter what the adventurers offer in return the "Mayor" refuses to trade for horses.

NIGHT ATTACK

They told us the gangs never attacked the walls, that the defenses were too strong. Either they were lying heavily or the gangs decided to get bolder the very night we arrived.

That night Oro Grande comes under attack by gang snipers using bows and the cover of darkness. The wall gunners are confused by the lack of visible targets and fire from a distant sniper using a large rifle. In the meantime they're taking crossbow fire; any man who tries to search for the bowmen comes under fire from the rifle. If the adventurers wish to help they are allowed their weapons but not their vehicles - and even then they are watched closely by armed men behind the walls.

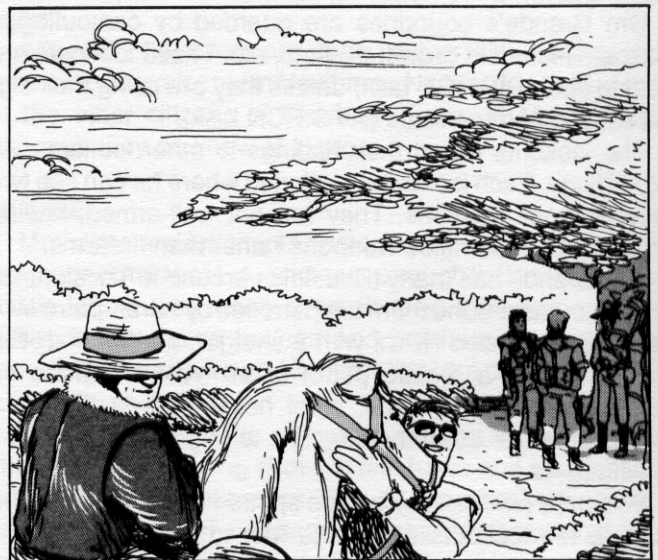
The snipers are well-camouflaged for night work but are quite visible in IR - PCs with IR goggles can see them. There are 5 bowmen spread in various pieces of cover at ranges of 30-60 meters outside the walls. They are experienced NPCs.

The sniper is another matter. He is hidden in a hill-notch overlooking Oro Grande at a range of 400 meters with a Barret Model 82 .50 cal. rifle and a 3x starlight scope. Spotting him on IR is a DIF:RCN task or an EASY task if he fires. Spotting him without IR is only possible as he fires (EASY:(INT or RCN) task). The sniper is sparing his ammunition, since he only has 4 shots total. He only fires at heavily-armed targets (people toting grenade-launchers, machine-guns or other heavy armament - like the player-characters) and is a veteran NPC. When he runs out of ammo he leaves to head back to L.A.

If any of the snipers are caught and interrogated they say that they were looking for the Masked Riders to pay them back for a raid. They found a place with horses and figured it was good enough. They're part of the Rad Rats gang from central L.A.

In the Morning: Tyson thanks the adventurers for any help they've given and offers them a place to stay if they want to join his communal settlement permanently. *"If you're determined to find Mrs. Jimenez,"* he says, *"you'll have to go into L.A. I'm sorry that that's all the help we can give you. And watch out for the gang rats. They're everywhere in the ruins."*

Should the adventurers wish to remain in Oro Grande they are welcome, their armament and equipment a welcome addition to Tyson's power.





Welcome to Los Angeles

The information obtained on the Rad Rats' location places their central hideout in Anaheim, at the Anaheim Convention Center - a good 190 kilometers away. The Rats that raided Oro Grande have a pair of cars, civilian four-doors with actual unleaded gasoline in their tanks - about 10 gallons apiece. The cars are in fairly sad shape but they'll still move. They have fresh oil in them in case the adventurers wish to scavenge the oil and other parts.

"Mayor" Dyson wants the cars and their fuel for Oro Grande if the commune forces discover the cars or the adventurers tell them of the vehicles.

HIGHWAY 15

Highway 15 is the best road to Los Angeles and Orange County. It is also the only practical way to get there from Oro Grande. The road is unused and barren, making for boring motoring along the highway. Barstow is an absolute ghost-town, totally deserted. At least the characters see no-one.

The trip down Highway 15 is a good time to recover from wounds, recover fatigue, brew alcohol fuel, and so on. Unless the characters encounter a Mexican recon patrol (a rare event) the trip is safe and uneventful.

FOREST FLIGHT

The highway goes through the San Bernadino National Forest, which is trying to reclaim the roadway. At the moment the highway is resisting the process.

Past Cajon the characters are spotted by a Raiders patrol. They can see the patrol with a successful DIF:RCN roll. The Raiders have a dune buggy on a rise a kilometer down the road, hidden in the foliage at the side of the road. At the first sighting the two Raiders start up the dune buggy and flee down the road at high speed (the buggy has been modified

to have a speed of 90/30) and over the rise-line, going out of sight. The driver has a WVD skill of 65.

If the characters shoot at and stop the dune buggy, go to **Devore #1**. If they don't stop it, go to **Devore #2**.

DEVORE #1

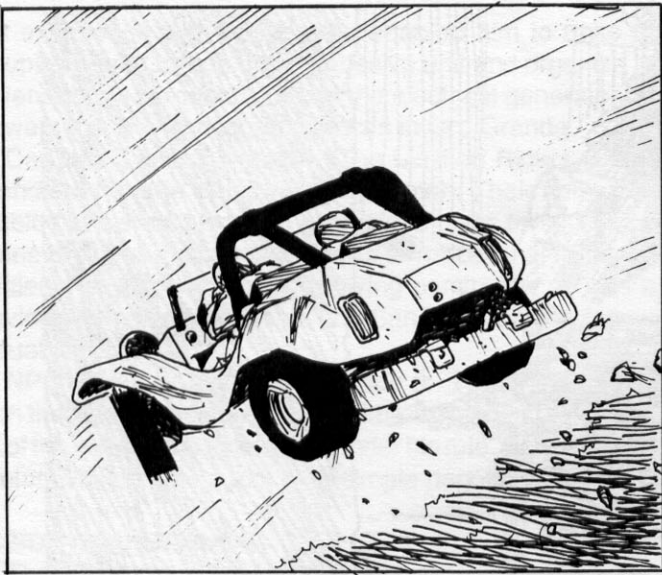
The characters' convoy comes up upon the town of Devore, at the junctions of Highways 15 and 215. The town is in fair shape, although most of buildings are falling into ruins. The streets are clear and some of the buildings are in good shape. People can be seen moving around the buildings, tending to vehicles and doing various tasks. Devore is inhabited.

And guarded. There are road-blocks made up of steel drums filled with concrete blocking the highway going into the town. Guards with rifles keep watch in strongpoints made up by more barrels.

If the characters wish to bypass the town it is possible, going on side-roads around the fortified town. The detour takes an hour longer than planned, with the Devore defenders watching the convoy swing past.

If the characters wish to talk to the guards to trade or ask permission to pass through, draw a card for the reaction: Diamonds or Hearts indicates that the guard fetches Simon Lecar for a parley, Clubs or Spades indicates that the frightened guard opens fire on the characters.

If the characters want to blast their way through, the concrete-and-drum roadblocks have 250 damage points per drum. Three have to be removed for small vehicles to pass, six for large vehicles. After clearing the roadblocks and the three AK-74-armed guards at the roadblocks the characters may roar through the center of Devore on the highway, right through the center of Raiders territory. Use the Devore map. The Raiders, caught by surprise, can only muster 4d6 men, experienced NPCs. Armament is as follows: Out of every 10 men 4 have AK-74 rifles, 2 have AKR submachineguns, 2 have 9mm pistols, 1 has a shotgun and 3 have .22 rifles. If



there are over 20 men, any men over 20 are an RPG-16 team, one RPG gunner and the rest loaders. The roadblocks at the other end of town are not in place, open enough to allow any vehicle to pass without incident.

Roadblock openings are narrow. A successful AVG:WVD (or TVD, depending on the type of vehicle being driven) roll is required to drive each vehicle between the drums unless the opening is twice as large as required (in other words, small vehicles passing through an opening large enough for large vehicles have no problem). Failure means that the vehicle has clipped a barrel with its side, causing a 20% chance of knocking off external stores - check separately for each item carried on that side of the vehicle (50% right side, 50% left side).

In the case of a parley Simon Lecar, the leader of the Raiders, comes to talk with the characters.

SIMON LECAR



Lecar is a former football player, a large man with a smiling countenance. He took control of the local gang when the nukes hit the city and rallied them behind the new name he chose for them: The L.A. Raiders, a tribute to his old team. By virtue of his natural leadership and street savvy Lecar took the Raiders on scavenging missions to the local Air Force bases, convinced that order in the city was dead and determined to survive despite the chaos. On one of these raids he acquired the 106mm recoilless rifle that is his pride and joy.

Lecar made an alliance with the Mexican Army and the local commander, Commandante Vasquez, when the Mexicans took over, promising to act as forward scouts for Force Yellow in return for support and arms.

Simon is a shrewd bargainer and quite charismatic, hiding his motives behind an outwardly friendly exterior.

NPC Motivation Results: *Spade Ace:* Charismatic. He is a natural leader, attracting a large following. *Club 7:* Lecar

is liable to use violence to achieve his aims.

REST STOP

Lecar is happy to trade. His people have plenty of methanol fuel and natural food - fuel barter price is \$5 per gallon; food barter price is \$3 per kilo. The Raiders make no hostile moves and keep their weapons carefully pointed away from the characters. They are cautious and don't say much, leaving the talking to Lecar.

Lecar is even happier to provide the characters with directions to the Rad Rats if asked. He'll point their location out on the adventurers' map, indicating the best way to get there. If the Rad Rats are mentioned, the Raiders laugh and joke among themselves.

During the talking and trading every attempt is made to ensure that the characters get away safely and swiftly - the key word being **away**. Once they are past a messenger is dispatched to Commandante Vasquez.

DEVORE #2

The characters' convoy comes up upon the town of Devore, at the junctions of Highways 15 and 215. The town is in fair shape, although most of buildings are falling into ruins. The streets are clear and some of the buildings are in good shape.

Forewarned by their patrol, the Raiders follow standard orders from Commandante Vasquez: Keep out of sight and observe the enemy, allowing him to pass safely through the city and the encampment. The roadblocks have been hastily removed; there are some signs of their removal (scrapes on the roadway, rust-spots where the barrels had been).

As the characters pass through the town on Highway 15, they feel uneasy (have them make DIF:RCN or INT rolls, simulating the feeling of "eyes on one's back." An Exceptional Success result means that the character has seen movement in a building). Sharp-eyed adventurers may spot suspicious movement in the buildings around them. If the adventurers open fire the situation devolves into a firefight as the spooked Raiders fire back to repulse the U.S. Army recon team (which is what they are convinced the characters are). If this happens use the armament roster from Devore #1; there are 25 armed Raiders lurking in the buildings. Raiders #21 and 22 are the RPG team; #23, 24 and 25 are a PK machinegun team.

PAST DEVORE

No matter what the outcome of the characters' passage through or around Devore the Raiders send a messenger off to Commandante Vasquez in Escondido, warning him that the dreaded U.S. Army recon thrust has arrived.

MOTORING TO ANAHEIM

Anaheim is another 95 kilometers southwest of Devore, a half-day's journey through the battered and often-blocked highways of Orange County.

The streets of the cities lie to either side of the highway, a menacing web of concrete canyons, burnt and deserted. Ashes still blow in the wind, choking the characters with their dryness.

The highway and other roads become blocked and cluttered with debris as the adventurers near Anaheim. Detours down side-streets are required to avoid these road-blocks.

The trip is not a pleasant one. Everywhere are reminders of the civilization that built the city. And there are distractions, the feeling of eyes on one's back - suspicious-looking shadows, debris blowing noisily in the wind, imagined movement. Simulate this by having the players make AVG:RCN rolls frequently. A successful roll allows the character to realize that there was no danger, that the shadow was cast by a piece of junk or the sound of a bolt cocking was just debris blowing in the wind, etc. Have them make these rolls perhaps once every 5 minutes, with the results being false alarms.

When the players are bored or tired of the high-tension situation have them make a DIF:RCN roll. Success means that they have seen shadows moving on the roof of a building they're passing beneath.

This is not another false alarm. There are four experienced NPCs on the roof with two molotov cocktails apiece. They throw the firebombs onto the characters and their vehicles immediately; the warning from the successful RCN roll enables vehicle drivers to try and dodge, an AVG:TVD or WVD roll (halving the molotov throw chance) and allows dismounted characters a chance to seek cover.

Molotov Cocktails

Cocktails are breakable containers (usually bottles) filled with flammable liquid and lit by a fuse. They are thrown like grenades but take a combat round to arm before throwing to light the fuse. They do deviate like grenades.

	<u>ROF</u>	<u>Mag</u>	<u>Dam</u>	<u>Arm</u>	<u>KDR</u>	<u>Burst</u>
Molotov	1	0	x1C	-	-	2

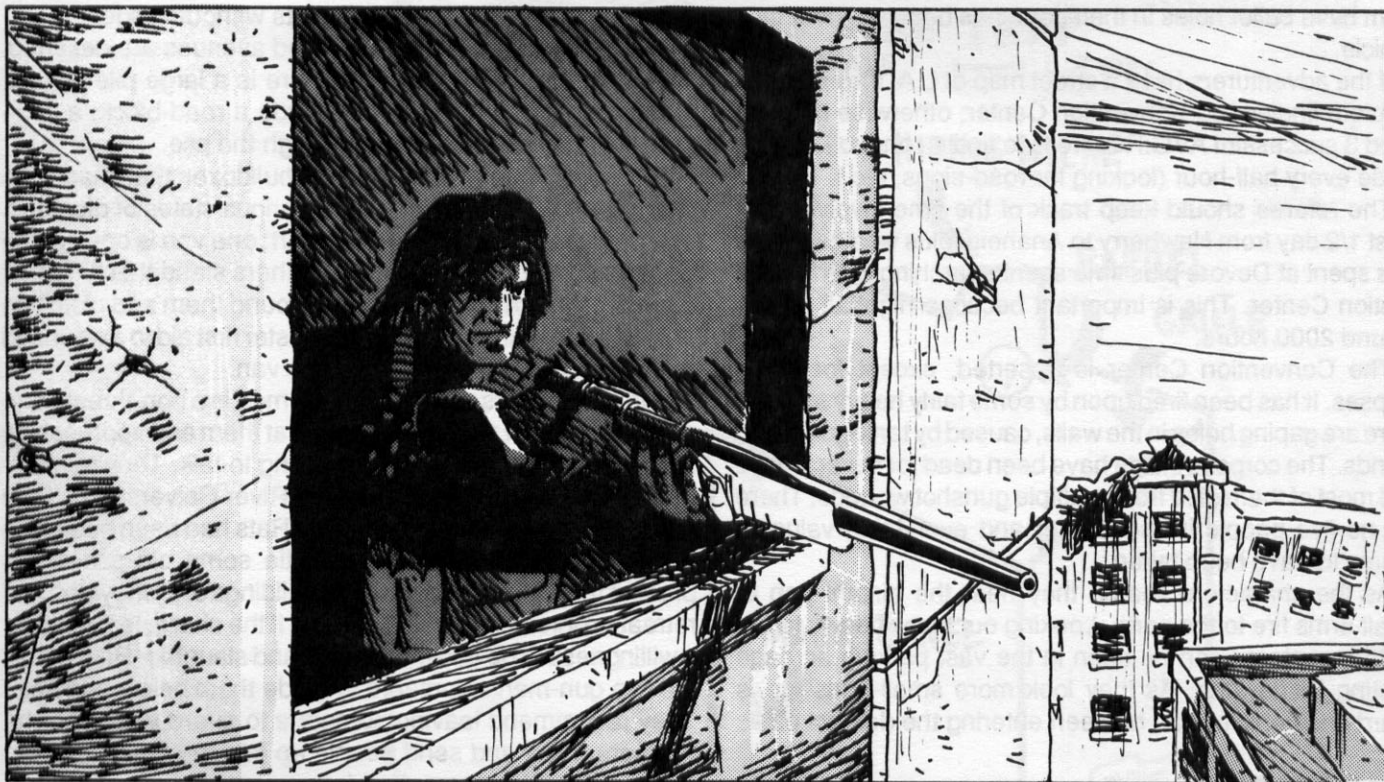
Flame weapons (except as noted in the basic rules or the *Heavy Weapons Guide*) which hit a person inflict damage on all body parts (divide the damage equally, rounding fractions down). The damage is equal to 4D6 times the the damage multiplier for the first 5-second round, and drops one die each subsequent round (but never below 1D6 times the damage multiplier). A person remains aflame until the fire burns out (1D6 30-second turns) or until extinguished.

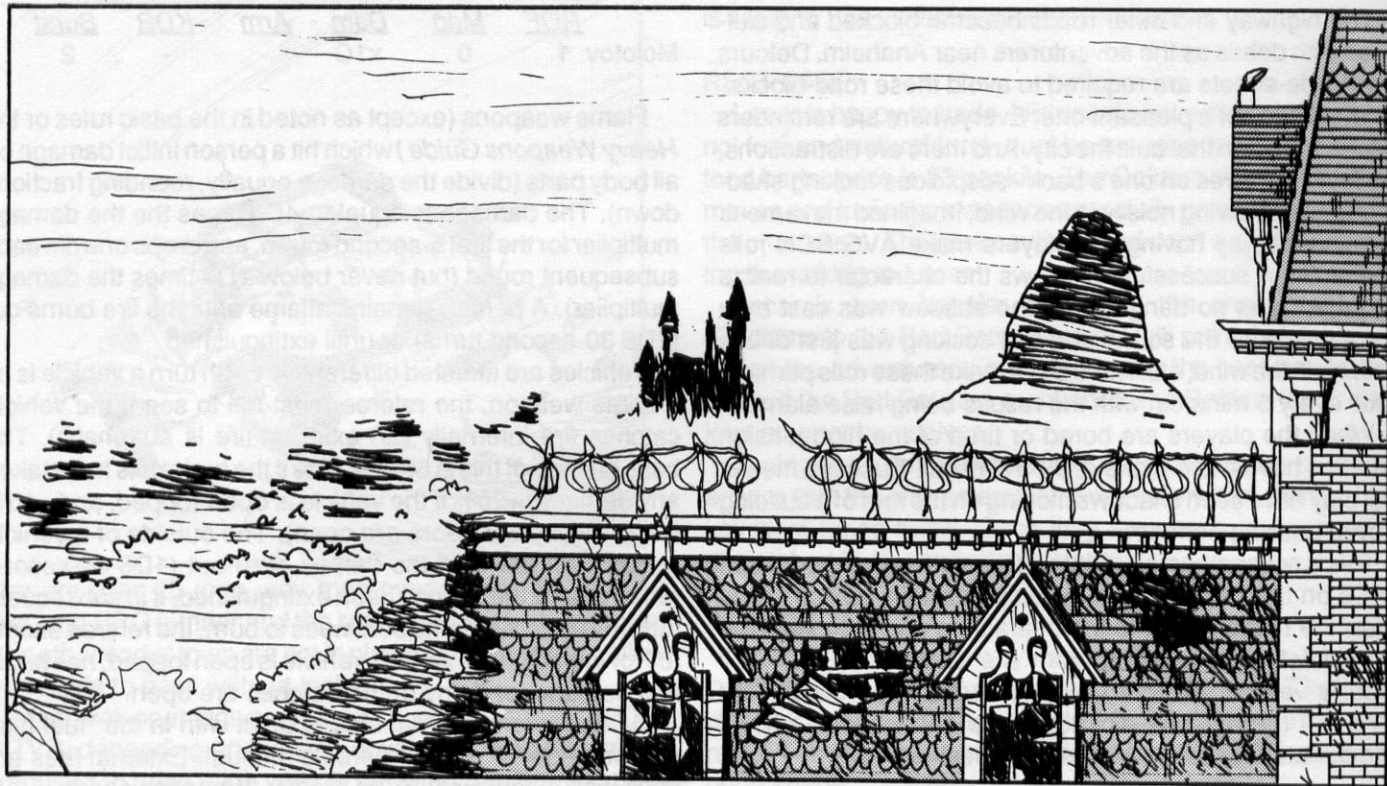
Vehicles are affected differently: Each turn a vehicle is by a flame weapon, the referee must roll to see if the vehicle catches fire internally (an external fire is automatic). The base chance of this is 60% (+10% if the fuel tanks have taken any damage, +20% if the vehicle is open-topped, and +10% if any hatches or doors are open). The outside of a vehicle remains on fire until the flames burn out (1D6 30-second turns) or until the fire has been extinguished. If in subsequent turns the external flame continues to burn, the referee should roll for interior fire only if the vehicle is open topped, has taken fuel damage, or if any of the hatches are open.

Damage from internal fires is dealt with in the "fuel hits" rule on page 10 of the referee's manual. External fires are dealt with extensively in the *Heavy Weapons Guide*.

Following their molotov attack the four NPCs flee. They were a gang trying to drive the intruding adventurers away from their turf.

There are no further encounters on the way to Anaheim, except for possible random encounters.





Rat's Nest

Strange new signs are seen as the adventurers enter Anaheim. The signs are crudely made but new and bear the spray-painted likeness of a comic rat. The signs are posted at the roadsides or spraypainted onto building walls. Most of them have bullet holes in them; one has been run over by a vehicle.

If the adventurers have a street map of L.A. they have no problem finding the Convention Center; otherwise they will need 3 successful AVG:RCN rolls to find it - one roll may be made every half-hour (looking for road-signs, etc.).

The referee should keep track of the time involved: At least 1/2 day from Newberry to Anaheim plus whatever time was spent at Devore plus time spent searching for the Convention Center. This is important because nightfall occurs around 2000 hours.

The Convention Center is deserted, except for some corpses. It has been fired upon by some fairly heavy artillery; there are gaping holes in the walls, caused by tank-gun-sized rounds. The corpses inside have been dead for several days and most of them died from multiple gunshot wounds. There are no live people in the Center and everything valuable seems to have been taken.

As the characters search they hear the distant pop of small-arms fire to the north. Looking out the windows to the north movement can be seen in the vast parking acreage fronting Disneyland. As they look more small-arms fire is heard and vehicles can be seen entering the defunct park.

FUN IN THE PARK

When I was a kid, I'd heard about that amusement park in

Anaheim and always wanted to visit it. But not like this.

It is clear that the Rad Rats are not in the Convention Center. There is gunfire going on in the park, though, and several cars are seen going there. It's a good bet that the Rad Rats are also in the park.

The vehicles disappear from sight, screened by the park's buildings. The adventurers can follow safely, crossing the cracked concrete of the parking lots without incident.

Inside the park the once crowded avenues are deserted. At the entrance to Main Street there is a large pile of junk, furniture and defunct cars that made a road-block; a large channel has been bulldozed through the pile.

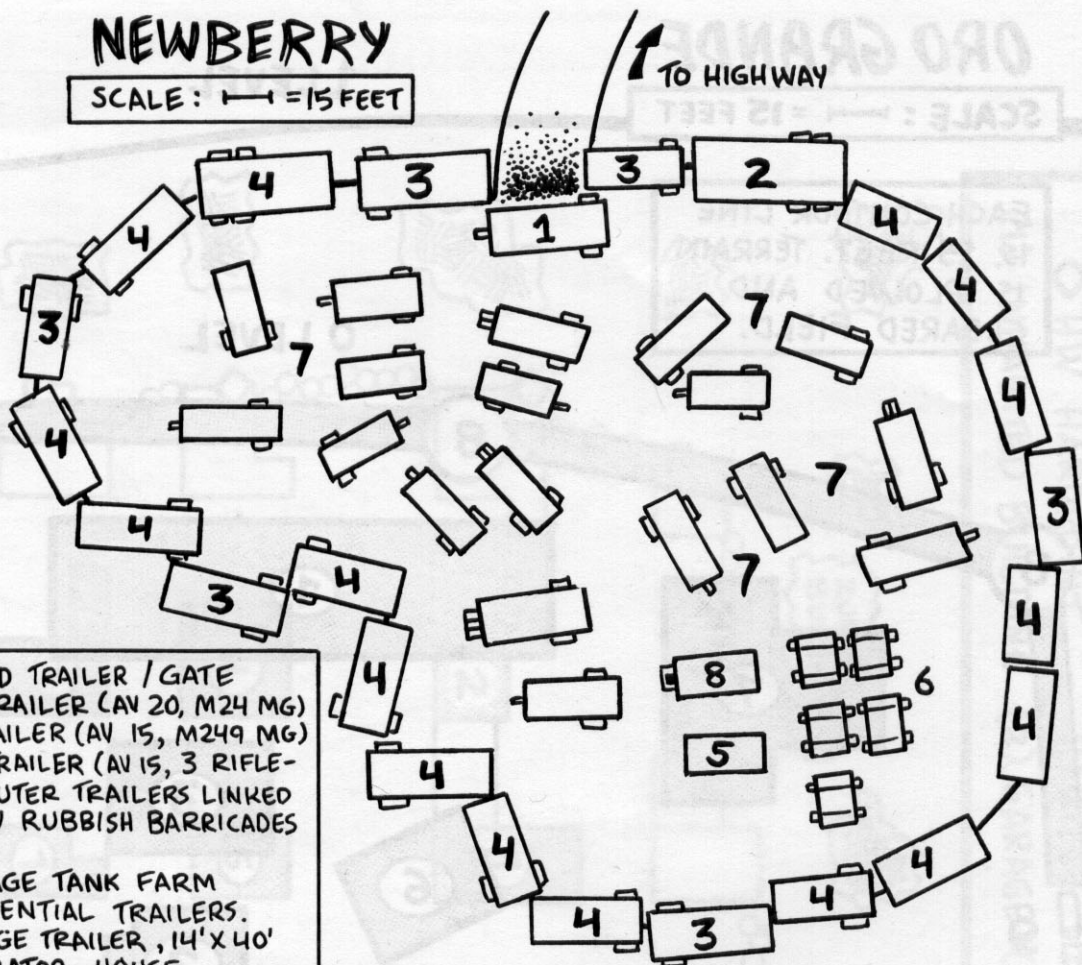
Further up Main Street is the bulldozer that made the channel and a half-dozen cars in various states of disrepair. The cars are empty for the most part; one van is open at the back and three men in tattered leathers stand there. Two of them are watching the buildings around them and clutching .22 rifles. The third is trying to administer first aid to a wounded man lying on a stretcher inside the van.

If the characters approach these men in a non-threatening manner - without pointing weapons at them and approaching slowly - the men are awed but willing to talk. They're members of a small gang, the Brighton River Reivers gang from the south. They heard that the Rad Rats had been beaten by the Raiders and came up to settle some old scores. At present the Rats are hiding in the buildings of Disneyland and retreating into the tunnels beneath. If the characters indicate a willingness to go into the tunnels and slaughter Rats one of the two gun-men volunteers to guide them below and help. They recommend leaving someone to guard vehicles - the Rats are tricky and send people up into the buildings from secret tunnel entrances to snipe.

If the characters roar into the area with every gun trained

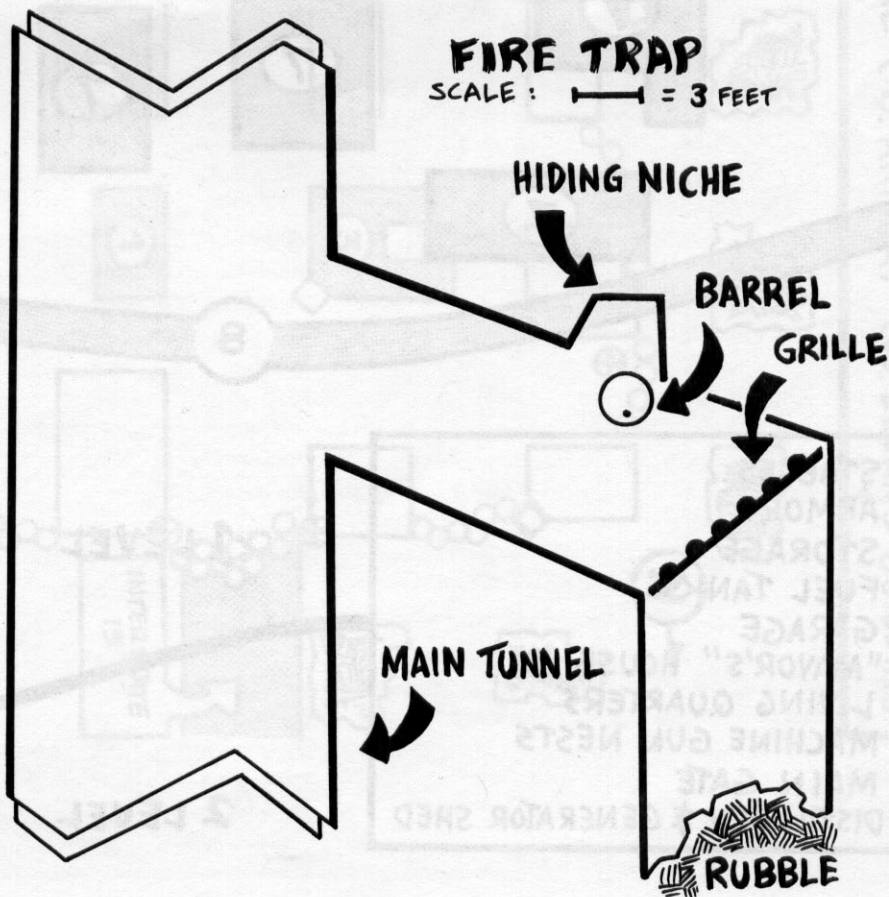
NEWBERRY

SCALE: 1" = 15 FEET



FIRE TRAP

SCALE: 1" = 3 FEET



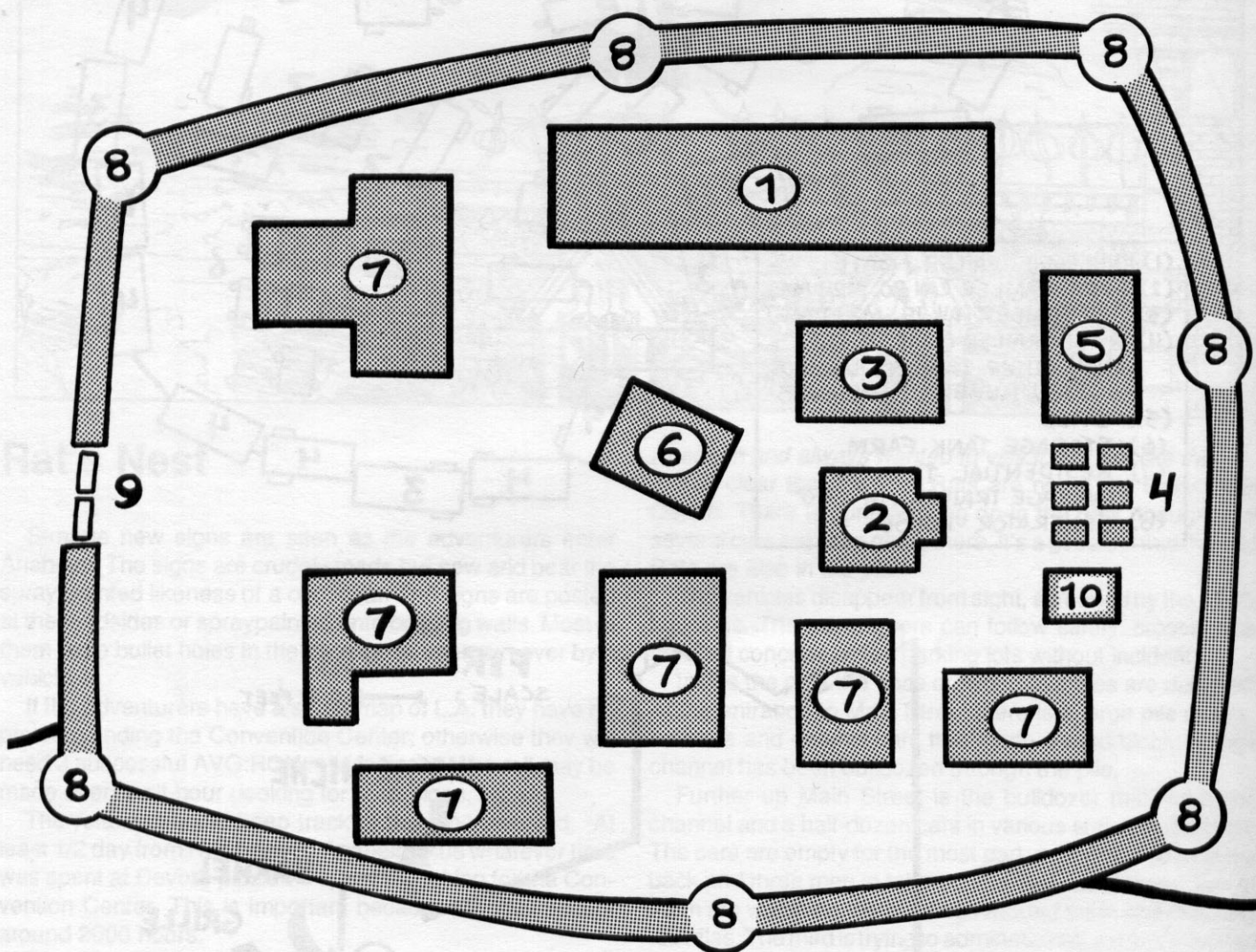
ORO GRANDE

SCALE : — = 15 FEET

1 LEVEL

EACH CONTOUR LINE IS 15 FEET. TERRAIN IS PLOWED AND CLEARED FIELD.

0 LEVEL



N →

- (1). STABLES
- (2). ARMORY
- (3). STORAGE
- (4). FUEL TANKS
- (5). GARAGE
- (6). "MAYOR'S" HOUSE
- (7). LIVING QUARTERS
- (8). MACHINE GUN NESTS
- (9). MAIN GATE
- (10). DISTILLERY & GENERATOR SHED

1 LEVEL

2 LEVEL

DEVORE

SCALE: 1" = 15 FEET

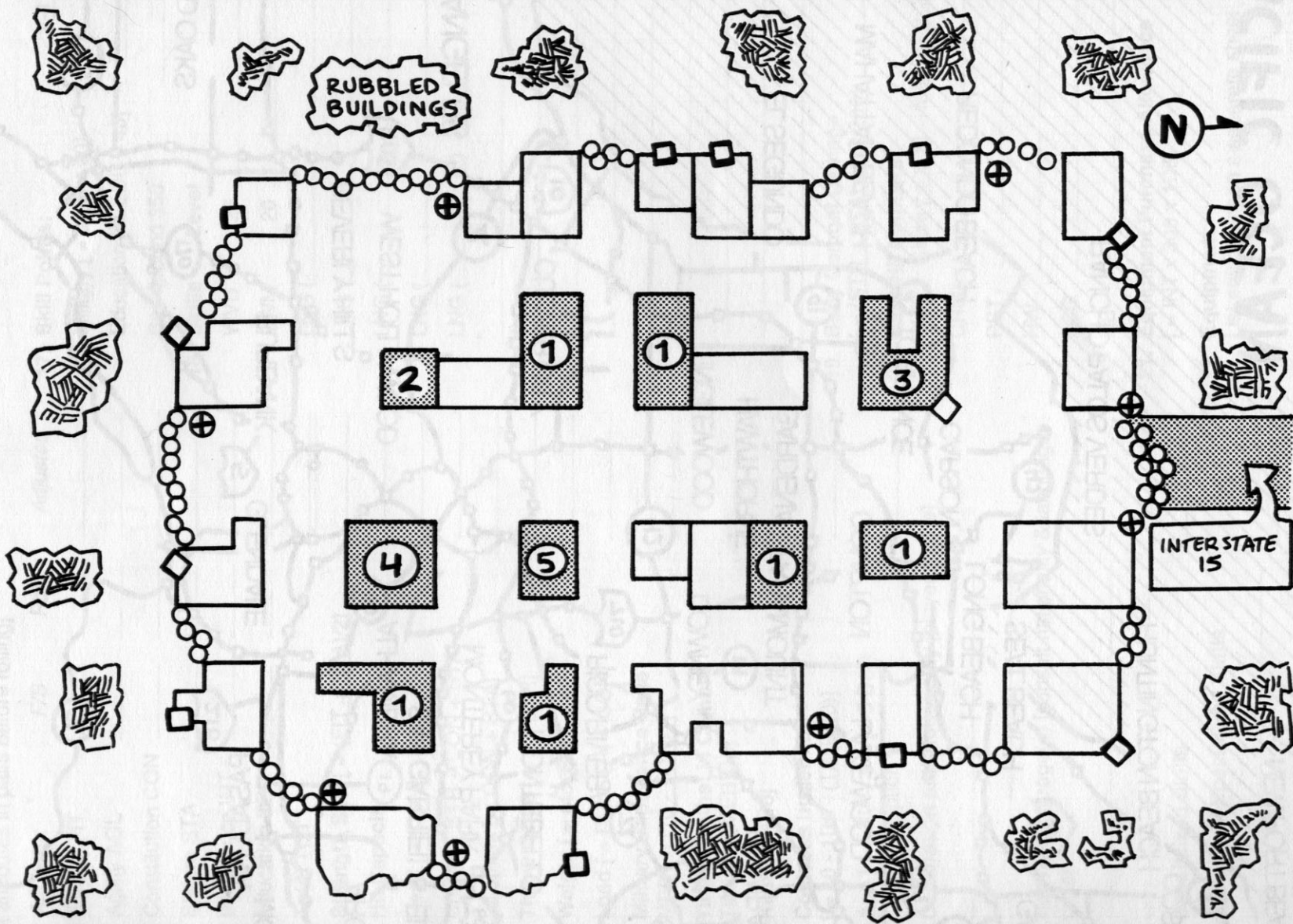
KEY: ○○○○ BARREL ROADBLOCK

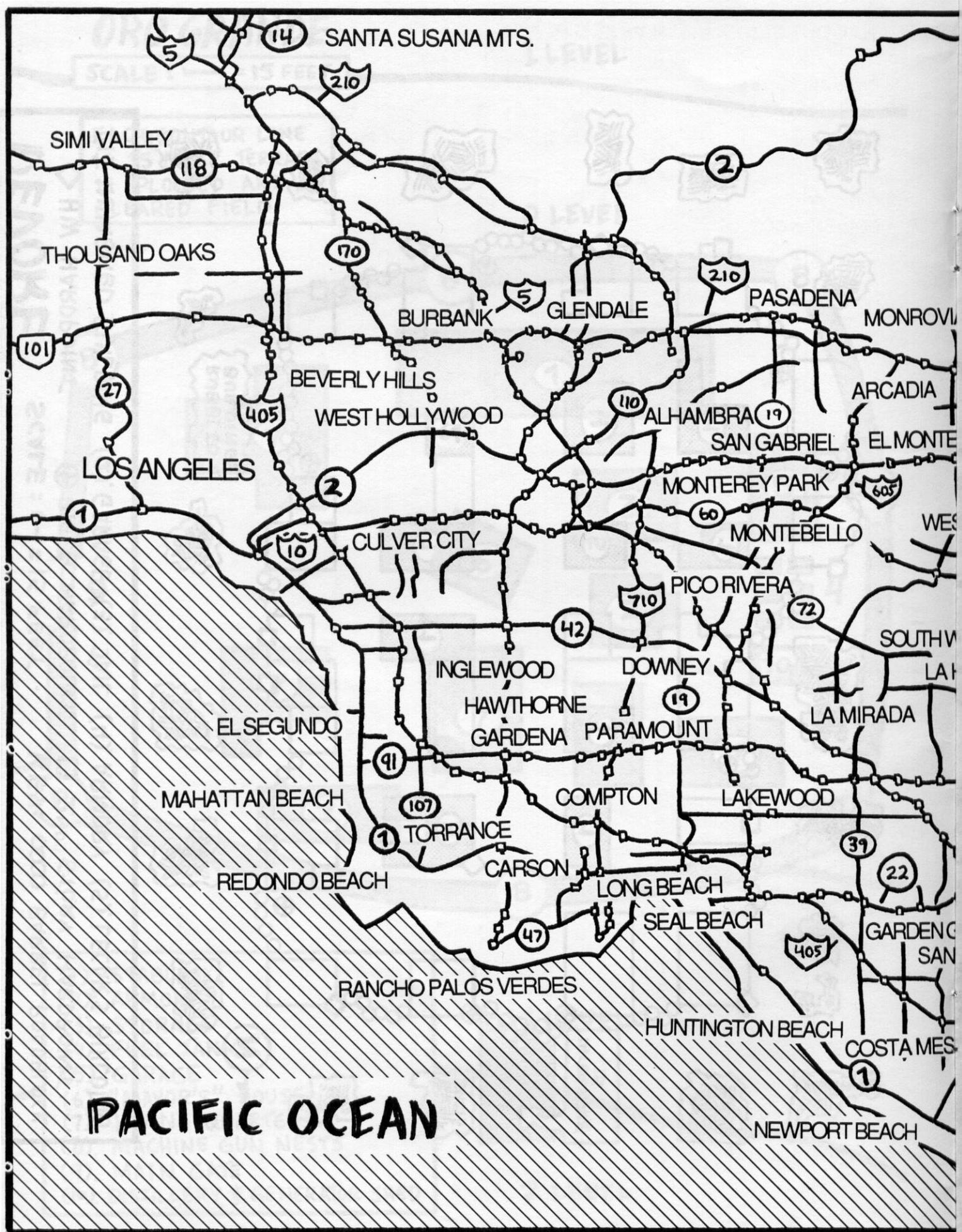
◇ HW HARDPOINT

⊕ RIFLE HARDPOINT

□ 2ND STORY HARDPOINT

(1). INHABITED BUILDING (2). GARAGE (3). JAIL (4). ARMORY (5). LECAR'S BUILDING





CHARACTER GENERATION WORKSHEET

1. **Basic Attributes** [= 4D6 - 4; roll 0 over; may favor or slight attributes in pairs before rolling]

Attribute	F/S	Roll	Adjusted
Fitness FIT	_____	_____	_____
Agility AGL	_____	_____	_____
Constitution CON	_____	_____	_____
Stature STA	_____	_____	_____
Intelligence INT	_____	_____	_____
Education EDU	_____	_____	_____

2. **Total TOT** _____

3. **Strength STR** [= (FIT + STA)/2] _____

4. **Hit Capacity** _____

Head [= CON] _____

Chest [= STR + CON + STA] _____

All others [= CON + STA] _____

5. **Throw range** [= 2 x STR] _____

6. **Weight** [= (4 x STA) + 40] _____

7. **Load** [= (2 x STR) + CON] _____

8. **Military Experience Base**

MEB [= (70 - TOT)/7] _____

9. **Time (Months) in Combat**

TIME [= (MEB)D6] _____

10. **Rads** [= 4D6] _____

11. **Coolness under Fire**

[= 10 - 1D6 - (TIME/10)] _____

12. **Age** [= EDU + 8 + (1-5 D6*)]

* Player's Option _____

13. **Occupation and Nationality** [player choice]

14. **Native Language(s)** [consult nationality & languages table]

15. **Specialized Skills** _____

16. **Benefits of Specialized Skills**

17. **Skill Points:**

Military [= MEB x 20] _____

Education [= EDU x 40] _____

Background 350 _____

18. **Skills Level**

WVD 25 _____

SWM 20 _____

LNG (_____) _____

LNG (_____) _____

LNG (_____) _____

LNG (_____) _____

LNG (_____) _____

19. **Body Combat Damage**

[= (STR + STA) x BC/200] _____

20. **Base Hit Numbers**

Skill Close [= x .6] Med. [= x .3] Long [= x .1]

CRM _____

PST _____

HW _____

LCG _____

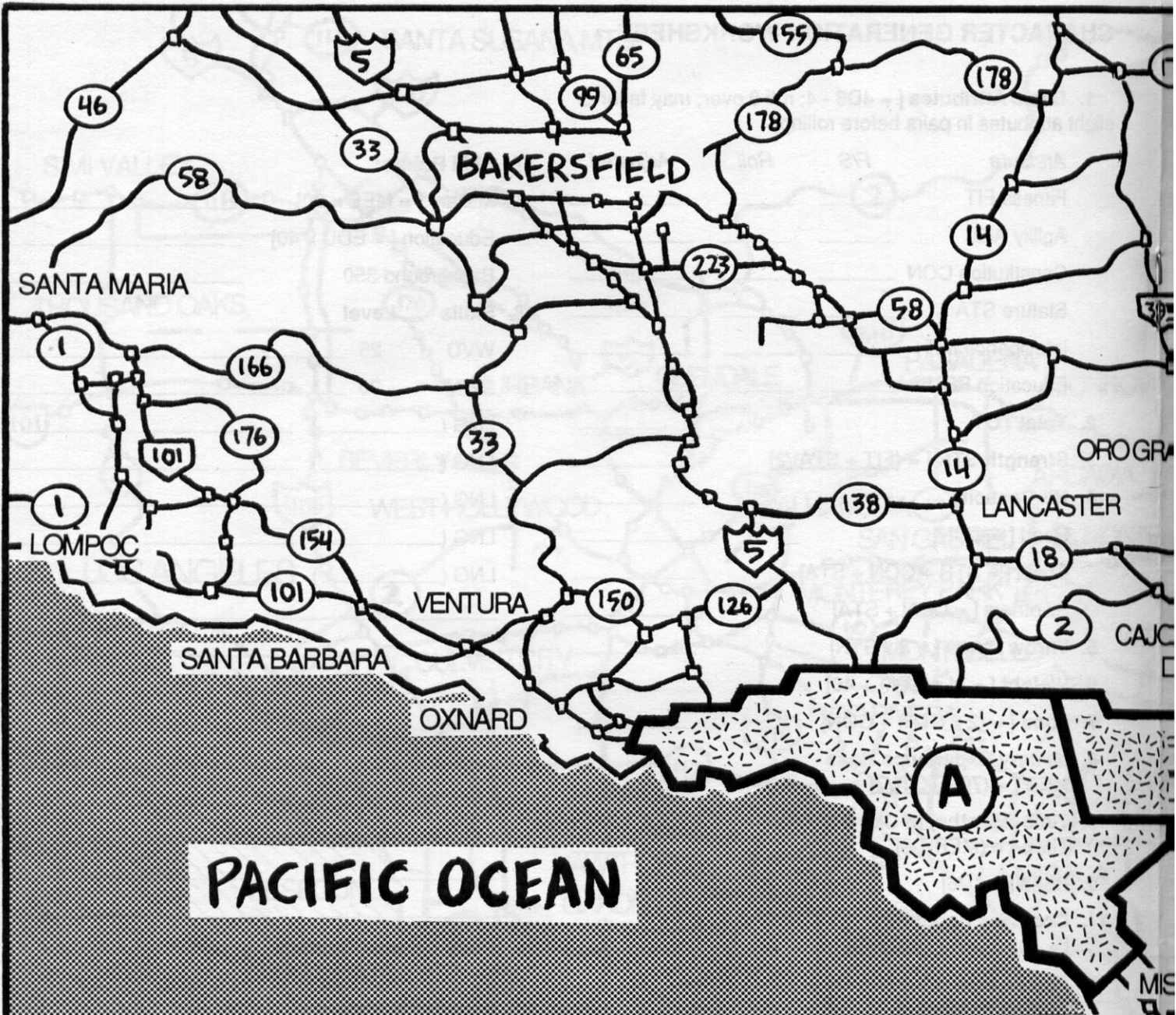
HB _____

21. **Equipment Purchase Allowance**

[= INT x 300 x 1D6] _____

22. **Equipment**

List equipment on a separate sheet



PACIFIC OCEAN

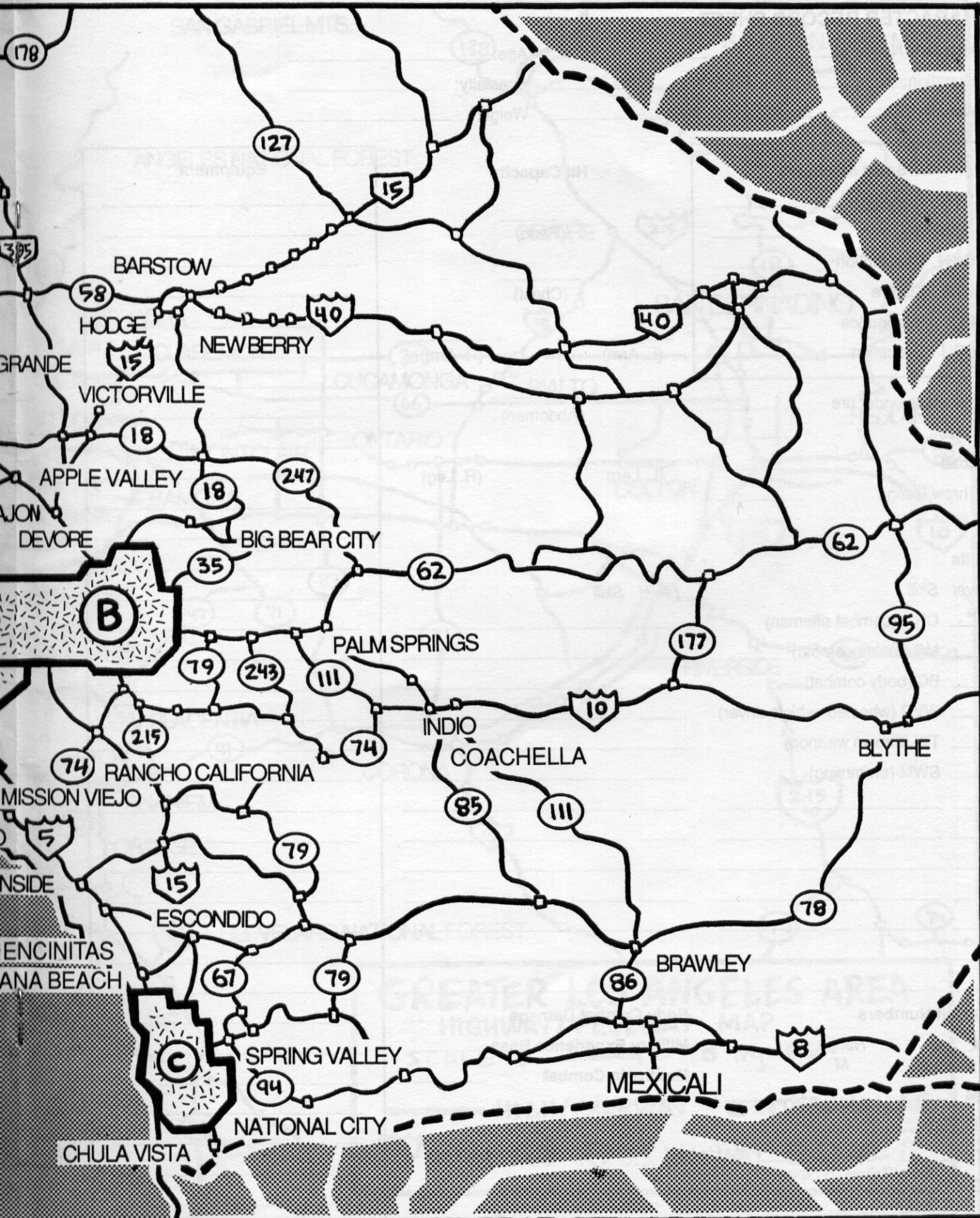
SOUTHERN CALIFORNIA

HIGHWAY / FREEWAY MAP

SCALE:  = 25 MILES

KEY: ○ LOCAL HIGHWAY
◡ STATE HIGHWAY ◡ INTERSTATE
— HIGHWAY ◻ INTERCHANGE

- (A). LOS ANGELES AREA
- (B). SAN BERNADINO AREA
- (C). SAN DIEGO AREA





AMUSEMENT PARK
TUNNEL MAP

SCALE:  = 25 YARDS

N

OLD WEST

THE SQUARE

MAIN STREET

FANTASY WORLD

FIRE TRAP

WOMENS' ROOM

BEAVER COUNTRY

WEIGHT
TRAP

LAND OF TOMORROW

NOTE:

PARK TUNNELS
ARE 5 YARDS WIDE
AND 4 YARDS TALL

HOLLYWOODERS HIDEOUT STUDIOS

SCALE: — = 15 FEET

KEY:  RUBBLE BARRICADES

1. ENTRANCE

2. SOUNDSTAGES

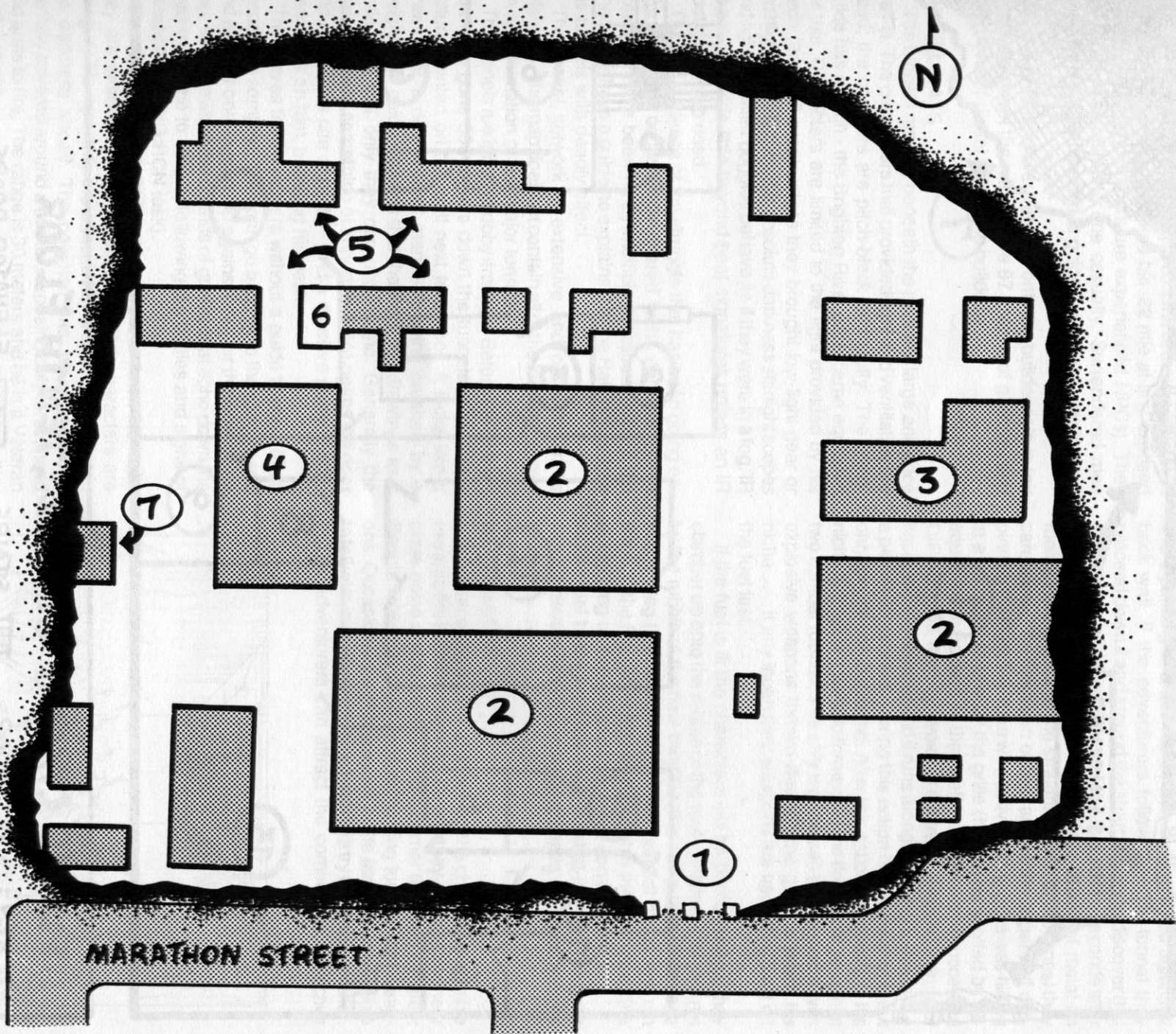
3. ADMINISTRATION

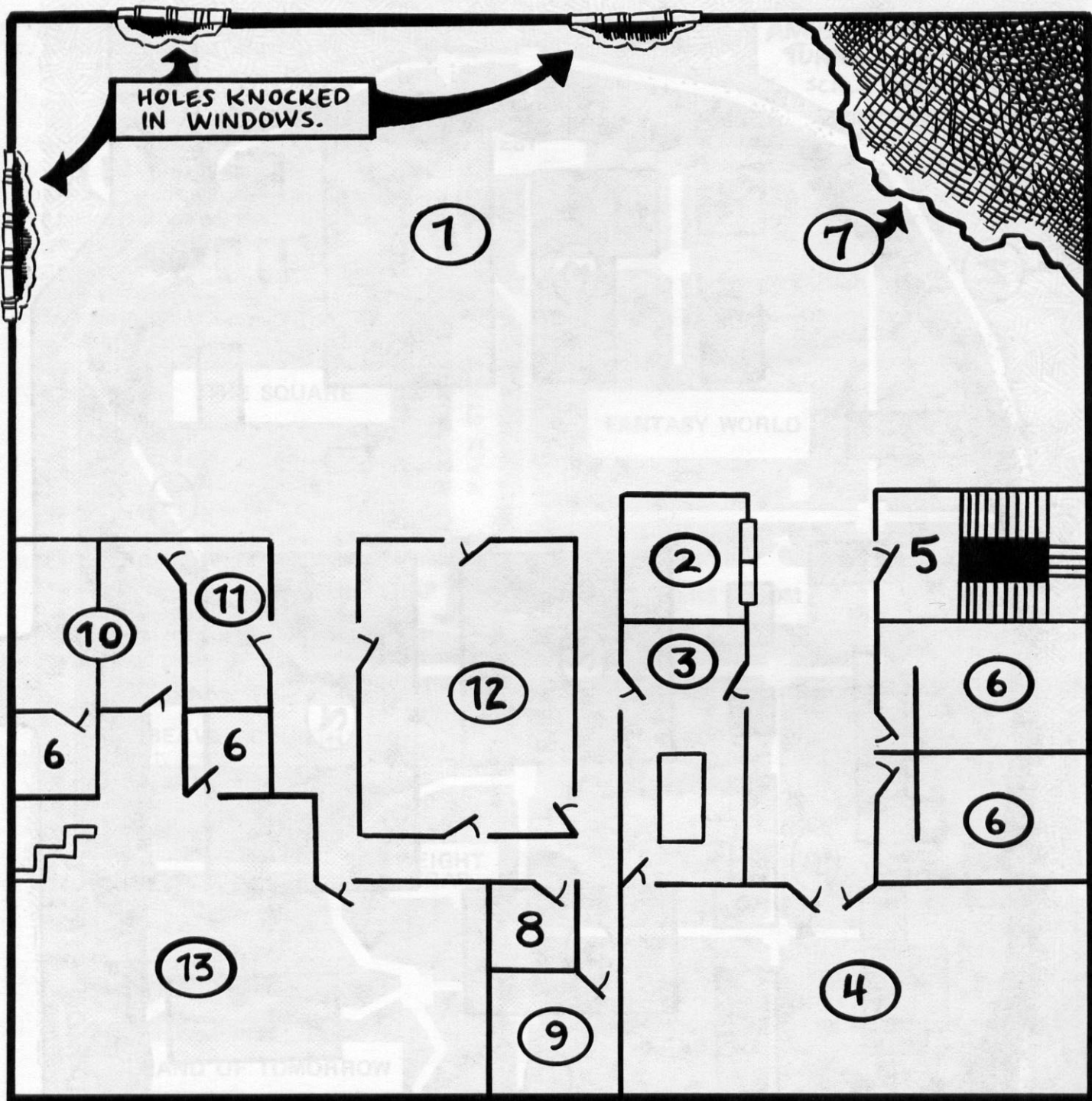
4. GARAGE

5. WILD WEST TOWN

6. SALOON

7. ALVAREZ'S ROOMS





FLYING CIRCUS HI-RISE, TENTH FLOOR

- KEY: DOOR STAIRS ELEVATOR DOORS
- | | | |
|--------------------------|----------------------|-------------------------------|
| 1. FIRE/COOKING SPITS | 6. BATHROOMS | 11. SECRETARY OFFICE |
| 2. ELEVATOR SHAFT | 7. PILE OF DESKS | 12. SECRETARY POOL |
| 3. CUTTING/BUTCHERY ROOM | 8. HOLDING ROOM | 13. EXECUTIVE CONFERENCE ROOM |
| 4. BONE DISPOSAL ROOM | 9. ? | |
| 5. STAIRS | 10. EXECUTIVE OFFICE | |

SCALE: 1" = THREE FEET

on the van the gang members panic. One of them runs to start the van up while the other fires his .22 rifle at any exposed targets (the gang members are experienced NPCs). They surrender after suffering one casualty. Surrendered men have to be well-persuaded to guide the adventurers into the tunnels.

Of the Brighton River vehicles only the bulldozer is in fair shape. Between them they have 87 gallons of gasoline and 50 gallons of diesel fuel in the bulldozer.

TUNNEL RATS

The tunnels running beneath the park are large and once well-lit. The generators that provided light and ventilation are dead; the corridors are pitch-black and stuffy. The gang-guide has a torch - the Brighton River gang came equipped for this. Characters are limited to the light provided by his torch (3m of lit area) unless they brought low-light gear or flashlights. Due to the near-absolute darkness starlight scopes and light-amplifier goggles behave as if they were in a fog. IR goggles provide little beyond heat signatures unless an IR spotlight is also used.

There is evidence of the struggle that has been going on: The tunnel is occasionally littered with corpses. Some appear to have been hit by multiple crossbow bolts; if the characters have a guide he explains that the Rats booby-trap the tunnels with deadly effect.

The tunnel network is extensive and confusing in its offshoots. The map does not contain all of the tunnels, merely an approximation of the major tunnels.

The tunnels are indeed booby-trapped. Before the characters have gone 500 meters down the tunnels they pass a picture painted on the wall next to a door. It looks like a drawing of a dog-headed man with being crushed by a weight. The guide explains that the Rats use drawings as a code, one that only they can understand. Generally the codes indicate something of importance. He opens the door and enters, his rifle at ready - and a massive piece of an I-beam falls on him, breaking his neck.

This leaves the characters without a guide to show them around the complex. They can go back up to the surface and find another one - a long trip against time - or they can go on their own, drawn to the sounds of gunfire that echo down the halls from time to time or following the bodies and signs of passage (an AVG:RCN task).

Encounters: As the characters wander down the halls, they are attacked by the defenders. If the characters are using visible light they are attacked by a Bowman hidden in the darkness ahead. The Bowman has 10 shots and is partially covered around a corner, exposing only torso, head and arms to fire. The range is 30 meters and he is a Veteran NPC with the bow. Characters using IR or light-intensifier goggles may spot him before he opens fire with a successful AVG:RCN or DIF:INT roll. He fires until he runs out of ammo or is wounded, whereupon he runs away.

Further down the tunnels a major side-track is reached; signs indicate that the side-track is well-travelled. There is a sign-painting on the wall to the side but it is obscured by debris; a successful DIF:RCN or INT roll is needed to see it.

It is a painting of a duck in a sailor-suit smashed against a brick wall. If the adventurers follow the side tunnel they proceed down it and around the sharp corner to discover that it is a dead end, blocked by roof collapse. A few seconds after they go around the corner there is the sound of metal on metal; looking back to the straight portion of the tunnel they can see a grille has been closed across the upper half of it, pinning them in. The man who activated the grille was hiding in a concealed niche by the grille (he can be spotted by IR-equipped characters as they walk past him with a successful DIF:RCN roll, thereby avoiding the trap). He spills a drum of liquid into the hallway and it runs along the floor - it smells like a petroleum product. During this action he can be shot at but only for one combat round. After this action he retreats to his niche and lights a torch to throw onto the floor. This takes him two combat rounds. The only way he can be stopped is with explosive weapons thrown through the grille to reach his niche . . . If any incendiary weapons are used they'll set off the fuel first.

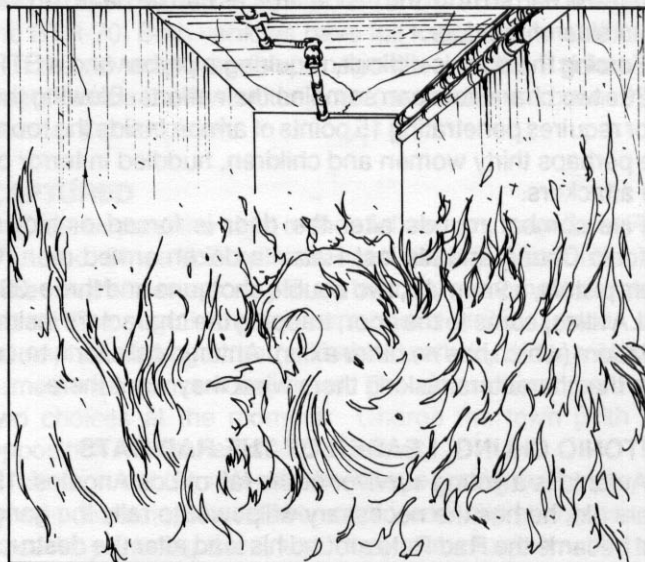
If the fuel is lit the characters will be burned unless they clamber up onto the rubble of the roof-collapse. If they're not by the rubble at the time they'll suffer 1d6 points of damage to each leg from fire damage every combat round they run through the fire. Any character caught in the fire has a 20% of catching on fire, checked once per combat round.

The fuel burns itself out in six combat rounds. The grille can be destroyed by one hand-grenade or similarly-sized explosive.

RAT RUMBLE

After escaping from the flame-trap the characters stumble towards the sounds of fighting. Finally they see light and hear close noise ahead. Just around a corner they find a melee: People locked in close combat, waving torches and weapons. Occasionally a gun goes off in the fray. It is impossible to tell who is on what side as 23 warriors try to kill one another.

The adventurers can attract the combatants' collective



attention with several gunshots (1 shot's worth) and order them to stop fighting. The NPCs will comply, as they don't have the armaments any player-characters carry. They aren't happy about being taken prisoner but are willing to answer any questions about Mrs. Jimenez (go to **Mrs. Jimenez**). If the characters leave the gang members let them go in peace.

The adventurers can shoot in among the melee, hitting essentially random targets. The majority of the combatants flee in terror; one produces a pipe-bomb, lights it with his torch (screened from notice by his fleeing fellows) and throws it at the characters. Adventurers who succeed at a DIF:RCN roll spot the bomber while he lights his bomb - he can be shot at but is a DIF target in the confused situation. The bomb goes off one combat round after he throws it. The bomb is a one-demolition-point bomb with a 6-meter knockdown and burst radius. The pipe provides fragmentation damage like a grenade, except that each fragment inflicts 2D6 hits within the burst radius and 1D6 hits within twice the burst radius.

Following the fleeing gang members, if the characters prefer to, is a pell-mell race through dark tunnels as they scatter off into side tunnels. Only characters laden with 1/4 or under their normal load can catch one of the lightly-equipped gang members. There is a 60% chance that any gang member caught is a Brighton River Riever and a 40% chance that a captured gang member is a Rad Rat. Brighton River Reivers can't tell the characters very much; they're just as lost as the characters. Rad Rats are hostile unless persuaded/ convinced that the characters aren't going to kill him/her immediately. A character succeeding at an AVG:INTERROG roll persuades the captive to tell them how to get to the surface, tell who the Rats' leader is, tell them about Mrs. Jimenez (see **Mrs. Jimenez**), guide the characters to meet with the leader and get them safe conduct through Rat traps.

If none of the fleeing Rats is caught, the characters can try and retrace their way to the surface or go on. If they go on they find another sign: A picture of a lady duck with three baseball-cap-wearing young boy ducks. The door beside it is heavy, metal and barred from the inside. Voices can be heard on the other side of the door.

Forcing the door is difficult, requiring a prybar and a STR of 30 - two characters can combine their efforts. Blowing the door requires penetrating 15 points of armor. Inside the room are perhaps thirty women and children, huddled in terror of the attackers.

Five combat rounds after the door is forced or blown Antonio Chung and his last Rats - a dozen armed men (6 9mm pistols, a 9mm Uzi, two double shotguns and three .30-30 LA rifles) come to the door, trapping the characters inside the room (which has no other exits). Antonio calls for a truce with the characters, asking them what they want there.

ANTONIO CHUNG, LEADER OF THE RAD RATS

Antonio is a young survivor of the fall of Los Angeles. 19 years old, he has the necessary willpower to rally the gang that became the Rad Rats around his lead after the destruction of the city. He is hardened by the violence that was a part of his life from childhood on the city streets, and smart

enough not to buy trouble he can't handle.

NPC Motivation Results: *Club 2:* Antonio is unimpressed by intimidation. *Spade King:* Antonio uses every wile in his command to fool people into doing his work for him.



MRS. JIMENEZ

When asked about Mrs. Jimenez, the Rats remember her. Yeah, she was the old lady that came to live with her daughter after they joined the Rats. She got sick and died within a month; they buried her in the cemetery up on Euclid and Orange. They gave her a crudely-made gravestone at her daughter's request.

Her daughter and granddaughter aren't with the Rats now. When the Raiders attacked the Rats the Raiders took the pair back with them.

If the characters speak to Antonio personally, he is most emphatic on the point that the Raiders took the Jimenez women when they destroyed the Rats. Now the Rats teeter on the brink of extinction, their ability to defend themselves largely destroyed by the Raiders. "If you want to save those two women," he tells them, "Go find the Raiders and talk to them. They were well-treated here; who knows what the Raiders will do to that little girl? Or her mother, for that matter." The remnants of the Rats with him (a dozen men and about thirty women and children) confirm his statement.

Any Rat can tell the characters where the Raiders are: Devore. That's where they hang out. More information on the Raiders they can't give, for they don't know much about the Raiders' organization or armaments. They do know that the Raiders have lots of guns and a cannon.

By the time the characters come out of the tunnels, the Brighton River Reavers have fled the area.



The Raiders of Devore

The characters remember Devore - especially if they went through it shooting the place up on their way to Anaheim. And now the Rad Rats insist that the L.A. Raiders have the two other Jimenez women, taken in the Raiders' attack on the Rats.

This time the Raiders are ready for visitors. They have put out sentries along the road to warn of any intruders; these sentries are at least 100m from the actual road, hiding under cover to watch the highway. If they see vehicles of any kind approaching Devore from the south they signal the town by firing three quick shots into the air, three times in succession (a total of nine rounds). The sentries are all deployed within a mile of Devore.

Characters trying to bull through Devore again find a nasty shock: The concrete roadblocks are fully in place at all entrances to the town and the wall hard-points are manned by trigger-happy gunners. Each circled hard-point is used by a rifleman armed with an AKMR rifle; the rifleman is protected from abdomen and leg hits by the barrels (Armor Value 250). Square hard-points are second story windows manned by AKM riflemen. These men are protected from leg and abdomen hits by the walls (Armor Value 25). Octagon hard-points are manned by an RPK74 team (70% of the time) or an RPG-16 team (30% of the time). Each team consists of two men, one gunner and a loader with 1d6 magazines/RPG rounds. The hard-points provide an Armor Value of 20 for abdomen and leg hits.

As a mobile defense force the Raiders have three "armored cars," actual civilian vehicles fitted with welded-on plates of armor; they have an Armor Value of 5 over all areas except suspension - the windshield "glacis" glass is enough to provide natural armor due to its slope and resiliency. These cars can carry up to five people and have weapons slits provided for firing without having to expose the crew.

They also have rudely-cut sun-roof hatches for a single gunner to fire from, enabling blow-back weapons such as RPGs to be used although this exposes the gunner except for the legs. These cars are manned by a driver and four riflemen (AKMR rifles).

Simon Lecar has his coveted 106mm recoilless-mounted pickup (3/4-ton truck) as a heavy weapon and Commandante Vasquez has motored up from Escondido to oversee the situation. Although he came in a war-prize limo he brought an PK MG-armed UAZ-469 and a BTR-70 along with him for escort. The eight troopers who came in the BTR-70 have 6 Ak-74s, an RPG-16 and an RPK74 with them. The Mexicans stay out of sight unless there is a vehicular breakthrough into the town.

If the adventurers have any tanks Commandante Vasquez brings his treasured T-72 with him and his BMP-B instead of the BTR-70. Both vehicles have full loads of ammunition.

If the adventurers wish to negotiate with the Raiders two negotiators are allowed; they can carry sidearms but nothing heavier than a pistol.

CAPTURED

Once beyond the sight of their fellows any negotiators are captured. Since U.S. helmets have integral .5 km radios the other characters are very likely to know of the next development: The negotiators are surrounded and disarmed - any attempts to fight get them killed instantly by the ten AKMR-armed men surrounding them. The other characters have two choices at the moment: Charge the town (with the opposition mentioned above) or wait.

Here on out the referee should speak only to the players whose characters have been captured of the events experienced by the captives, until they are reunited with their comrades.

The captives are taken to building #3 and imprisoned

there, relieved of all devices by a thorough if rough search. Thirty minutes later (if their fellows haven't already charged the town and rescued them - an unlikely scenario) Simon Lecar and Commandante Vasquez come to the cell to question the prisoners. Vasquez is particularly interested in the location, strength and invasion timetable of the unit the characters are scouting for. If the characters tell him he'll be happy. If they don't, he'll start getting angry.

Commandante Vasquez is a very frightened man at this time. He is certain that there will be an armed Milgov thrust into his area in the near future; the characters' appearance convinced him of it. He needs to know as much as he can so

COMMANDANTE JORGE VASQUEZ



Commandante Vasquez was an administrator before the war. He attained field command through officer attrition. He's not a very good field officer, too cautious and emotional to lead men into combat. He is comfortable with his safe position as the leader of Force Yellow, where he is not likely to have to commit his force to battle. In the meantime he keeps his troops well-supplied, using his administra-

tive talents to scrounge a very good life for them. Service at Escondido is an easy meal ticket.

The characters' coming to L.A. has un-nerved him greatly, convincing him that the long-dreaded U.S. thrust to regain southern California has finally occurred. He is reacting out of fear and self-preservation, wanting complete information on the location of the main body so he can send to the other Mexican forces and have them stop the invasion before he has to engage the enemy.

NPC Motivation Results: *Spade 2:* Vasquez likes his position of power and wants to maintain it. **Diamond Jack:** Vasquez is a coward who wants to avoid trouble if he doesn't have the upper hand.

SEARCH AND RESCUE

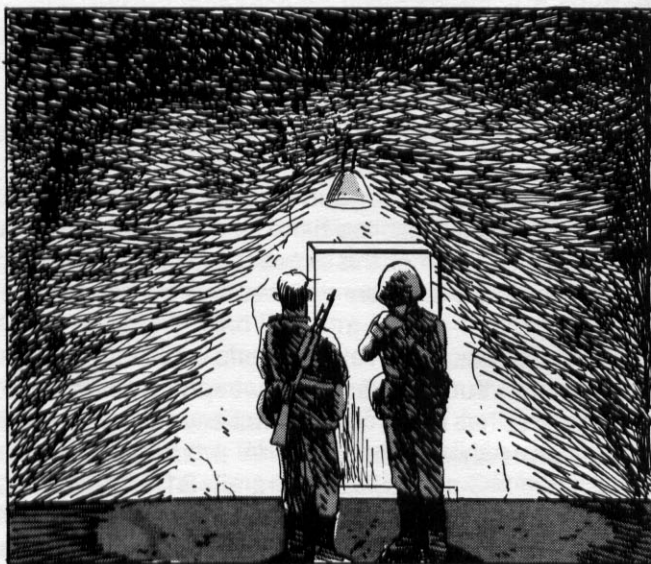
Sneaking around in an enemy camp in the dead of night. One of the least fun things I can think of, save being napalmbombed. One false move, one loud noise and you're surrounded by lots of people with guns. I wish some bright boy had invented an issue silencer for the M-16.

The characters outside the walls of Devore can blatantly attack the defenses of Devore to rescue their comrades (or the Jimenez women if their comrades haven't been captured) or they can wait until nightfall. So far they've seen no night-vision gear on the Raiders and few electric lights, meaning that any lighting would be torches or similarly inefficient methods, a perfect opportunity to sneak into the armed town rather than trying to crash into it.

Preparations for sneaking into Devore include lightening of loads. Characters slung with large amounts of heavy gear do not move silently - they tend to clank as they walk. Each character may not carry a load of more than 1/2 base load capacity to move with stealth and all items must be carried or fastened down: Ammunition clips secured in holders, grenades spaced so that they don't clink against one another, rifles unslung to prevent the metal parts of the sling from clicking, etc. Belted machinegun ammunition is out; it makes far too much racket. Only boxed machinegun ammo may be carried.

The actual sneaking is an AVG:RCN or DEX task. Sneaking rolls are made only when there is a danger of being detected (although the referee may ask for sneaking rolls at times of no danger merely to heighten suspense).

Buildings with strongpoints and rifle points are manned and the sentries are alert. Each rifle point has its riflemen and each strongpoint has its weapons crew. They detect the



he can send news to Forces Red and Green so they can move to stop the attack. The fact that the adventurers are independants means nothing to him - he refuses to believe them and is scared enough to stop at nothing to get the information he needs.

The characters are not, of course, a recon unit for an invasion. Commandante Vasquez insists that they are and won't hear otherwise. If the characters wish to avoid some painful experiences they can lie to Vasquez - any reasonable story will do. Vasquez wants unit designations, locations, commander names, equipments, timetables - the entire story. Characters can fabricate this with a successful AVG:INT roll. An Outstanding Success provides enough detail to the information to convince both Vasquez and Lecar immediately.

Lecar is suspicious otherwise. He doesn't believe that the characters are a recon force; why would they be asking about the Rad Rats and the Jimenez' if they were?

characters only if one of them fails his/her sneaking roll or one of them does something that isn't sneaking (like firing a gun, walking across the street in front of the sentries, etc.). If the sentries detect the characters they must check for **panic** individually; if any sentry is not **panicked** he sounds the alarm by shooting at the characters.

Each building marked as occupied in the map key probably contains Raiders or their dependants. There is a 90% chance that there is someone a building so marked if the characters want to search it. If there is someone in the building, roll 1D6: 1-4 = 1D6 + 1 women and children, asleep or unaware. 5 = As 1-4 but with two armed men as well. They are sleeping with their weapons. 6 = 1D6 + 1 sleeping women and children, two sleeping armed men and another armed man, wide awake.

Sleeping or unaware people notice the characters only if one or more of them fails his/her sneaking roll. If sleeping people detect the characters and wake, they are treated as being **panicked** for that round. Wide awake people detect the characters if they fail a DIF:RCN or DEX roll, due to the close quarters. Armed men are experienced NPCs; those detecting the characters must still roll for **panic** as usual due to the surprise. If the characters do not silence any people who detected them within this panic period the alarm will be raised - women and children scream and armed men try to attack. NPCs may be silenced in many ways: They may be killed in melee, knocked out or threatened with destruction if they try to raise the alarm. If the adventurers point their weapons at panicked people and tell them to stay quiet, roll 2D6. Only on a roll of 12 will anyone disobey. The NPCs stay silent only until the adventurers leave. If they are to be kept silent, the adventurers had better bind and gag them.

Outside in the streets there are occasional sentries that pass: Each turn that the adventurers spend outside a building roll 1D6. On a 6 a sentry passes within sight and hearing of the characters. He detects the characters only if one of them fails his/her sneaking roll. If he does detect the characters he must check for **panic** as usual. If he doesn't panic or survives the panic period he shoots at the adventurers and thus raises the alarm.

Raising the alarm brings 1D6 armed men running to the alarm two turns after the alarm is raised followed by 1D6 armed men per turn thereafter. Lighting is poor but they have plenty of ammunition.

The characters will raise the alarm themselves if they fire any non-silenced weapons.

Only three buildings in the town appear to be guarded. #3 has a pair of guards standing outside of the door and is unlit. #4 has one guard standing outside the door but is lit (there are five more guards inside the room beyond the door). There are three cars outfitted with makeshift armor parked outside. #5 has two guards in Mexican uniform standing outside in the torchlight. A large car and a UAZ-469 with post-mounted PK machinegun are parked nearby. There are a BTR-70 (or BMP and T-72, depending on whether the characters have a tank) and a recoilless-mounted pickup parked behind the building.

#3 is the prison where the captured characters are being held (if any characters have been captured).

#4 is the armory, containing 23 AKMRs, an RPG-16, an RPK-74, 57 clips of 5.45 B ammo, fifteen RPG rounds, three boxes of 25 hand grenades apiece (two boxes of frag and one box of smoke), thirty 106mm HEAT rounds and ten boxes of loose 5.45 B ammo. It is also the "ready-room" for the troops who man one of the "armored cars." They are on stand-by, waiting for a situation to develop. At present they are entertaining themselves with various games of chance.

#5 is the building where Lecar and Vasquez are sleeping. Inside the door is the room where ten of Vasquez' eleven troopers are sleeping. Lecar is sleeping inside a second-story room with the door bolted and the windows shuttered; he sleeps with an Ingram submachinegun. Vasquez is sleeping in another room down the hall. There is a trooper on guard outside the door. Vasquez is sleeping alone.

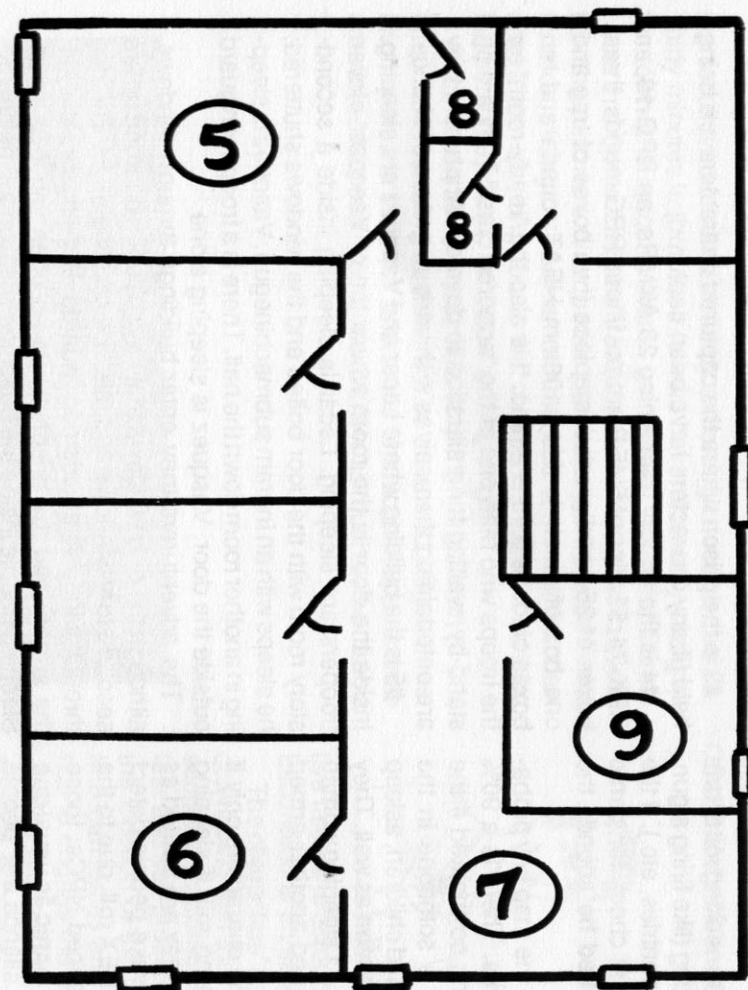
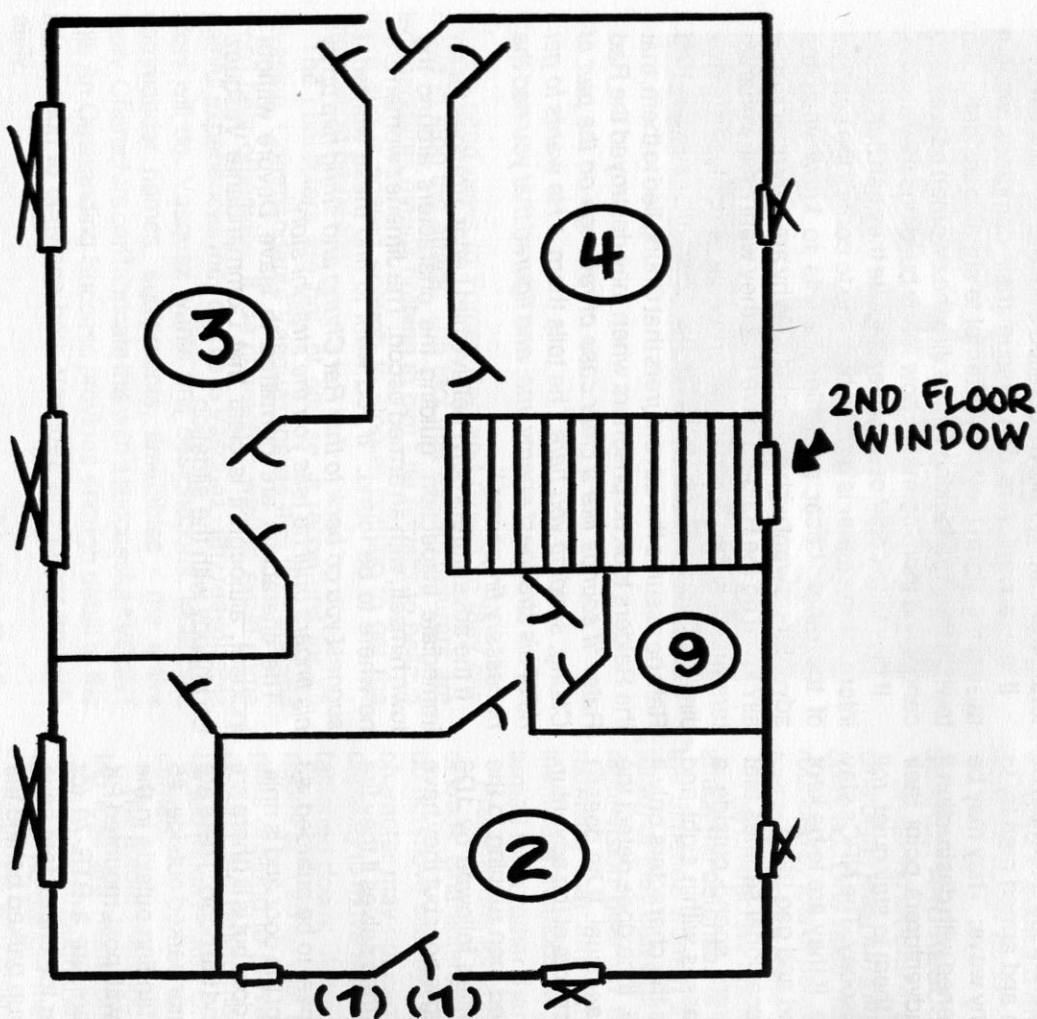
The adventurers may enter buildings through windows, although the only windows that haven't been boarded up are second-story windows and must be climbed up to. Entering through windows avoids door guards. Buildings #3 and #4, the armory and the prison, have no open windows at all. Sleeping people inside the buildings wake only if the characters fail sneaking rolls as detailed above.

If the adventurers can rescue their comrades without raising the alarm they may attempt to sneak back out of the town. If they are looking for the Jimenez women as well they cannot find them no matter how many buildings they search.

If they take Lecar or Vasquez captive they can bargain for information - either is a good hostage to control the conduct of the other. Lecar particularly wants to know what the adventurers want with the Raiders. Why are they attacking at all? What do the Raiders have that they want? If the characters mention the Jimenez women Lecar is confused. What Jimenez women? When told of the accusations of the Rad Rats he assures the adventurers that Chung lied to them, that the Raiders took no prisoners when they destroyed the Rad Rats. *"It sounds like a clear case of revenge on the part of Chung, sending you here,"* he tells them. *"He wants to get rid of his strongest enemy, me, and figured that you had the necessary firepower."*

If the adventurers don't believe him Lecar arranges for an immediate inspection, guiding the characters around the town himself, with an armed escort. The Jimenez women are no-where to be found. *"If you want to find these women, I suggest you go back to that Rat Chung and string him up by his fingers until he tells you the straight story."*

The characters are permitted to leave Devore without incident, although it is clear that Commandante Vasquez isn't happy with the situation.

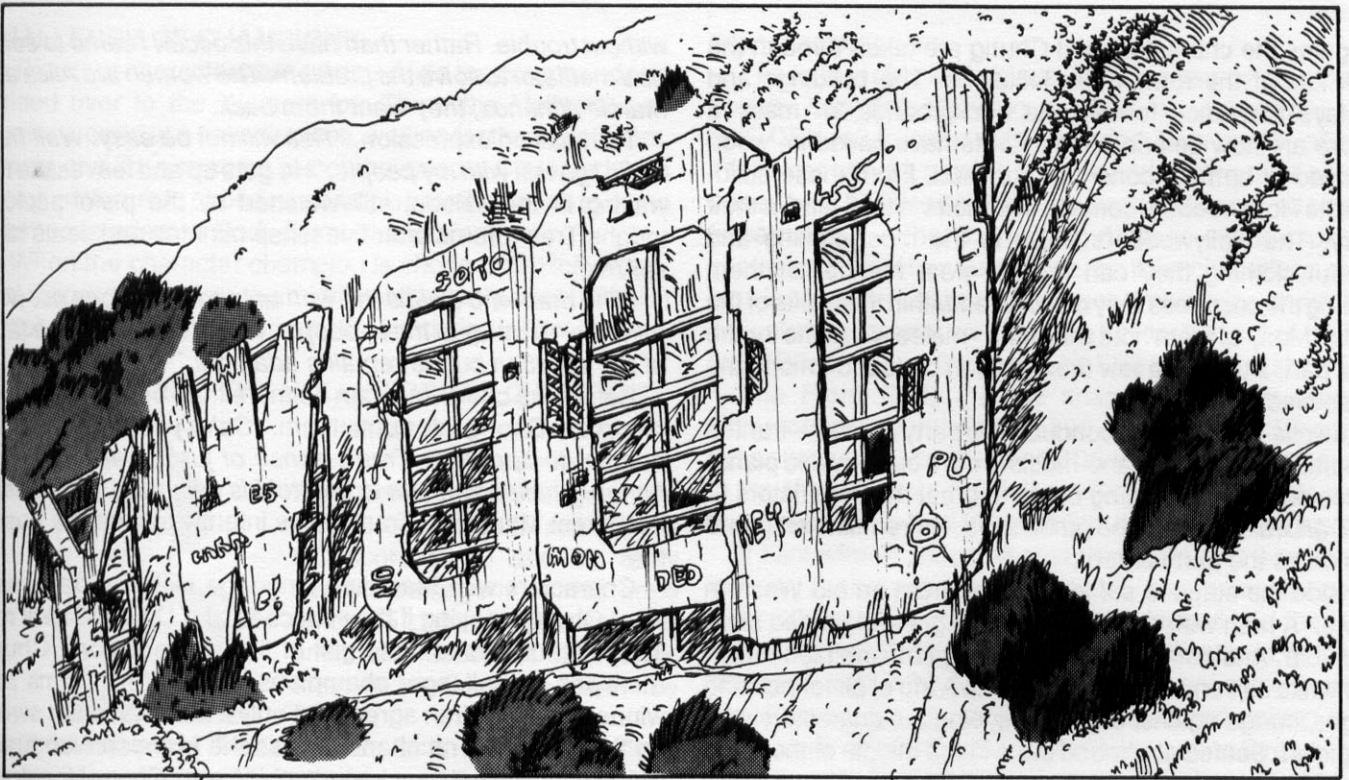


BUILDING IN DEVORE

SCALE  = 3 FEET

KEY:  DOOR  WINDOW  BOARDED UP WINDOW  STAIRS

- | | | |
|--|---------------------------------|--------------------|
| (1). MEXICAN GUARDS | (4). KITCHEN | (7). MEXICAN GUARD |
| (2). SLEEPING MEXICAN TROOPS. (5 OF THEM) | (5). SIMON LELAR'S ROOM | (8). CLOSETS |
| (3). SLEEPING MEXICAN TROOPS. (ALL THE OTHER CREW) | (6). LOMMAN DANTE VASQUEZ' ROOM | (9). RESTROOMS |



Hollywood-Bound

This place is fantastic. First we go to Disneyland, now Hollywood. Did they ever make anything real here in L.A.?

Convinced by Lecar that the Raiders have had nothing to do with the Jimenez women the characters return to Disneyland to speak to Antonio Chung. Main Street beyond the gates to Disneyland is deserted; only trash moves, blowing in the wind. The characters must go into the tunnels below to find Chung again.

Once in the tunnels the characters wander for a while until they find a Rad Rat. The Rat is waiting concealed, a tunnel guardian. Characters wearing IR goggles spot him immediately; characters without IR goggles require a DIF:RCN or INT roll to spot him. If the adventurers call to him and explain their business he comes out of hiding and takes them to Chung.

CHUNG'S DEAL

When the adventurers are ushered in to see Antonio, he is waiting for them with an answer to Lecar's accusations: *"He is right. I lost my head. I was so bitter about what the Raiders had done with us, and then you arrived, a perfect tool for my revenge. Or so you seemed at the time. I have thought on what I told you, on what I tried to do to you, and I am sorry. To make amends, let me lead you to the people who really have Alica and Marcie Jimenez - the gang of Hollywood."*

"You see, before the Raiders came, we were strong - strong enough to send men north to punish the Masked Riders and the people who support them and their raids into our territory. We had no sooner sent our men than the Raiders came. They shot our place with their great cannon, blowing holes in the walls and killing many. Then they

stormed us firing machineguns and hurling bombs, while all we had to fight with were bows and a few guns. They killed everyone they met, not taking any prisoners. The slaughtered all like cattle and we withdrew through the sewers to the safety of the tunnels below. Deprived of their sport the Raiders withdrew, taking everything of value that they could and cutting throats as they went.

"That did not end our torment. Instead, the news spread that we were weak and our enemies descended on us like vultures, intent on picking the flesh from the bones of the Raiders' kill. The first attack was made by the Hollywooders. They rolled up Main Street in their big cars and came into the tunnels to take what they could. We were still tending our wounded after the Raiders' attack and were caught unawares. They killed a few more people and took many women. Among them were the two Jimenez', the woman and her little girl. So you see, I know the Hollywooders have them. And I will go with you to help you rescue them."

Chung insists on guiding the adventurers to Hollywood, even volunteering to go unarmed if necessary. He claims to know the leader of the Hollywooders, to know where they are and how to talk to them.

THE STAGE IS SET

Chung proves faithful to his word, guiding the adventurers unerringly to Hollywood and the Paramount Studios, where the Hollywooders hold sway. The fence around the studio lots is largely intact and the wall is strung with nastily-barbed wire to keep trespassers out. The gates are guarded by a couple of M16-wielding Hollywooders behind a barricade of junk and metal. Chung walks up to them and demands to see Tran. *"We must talk,"* he tells them. *"It is a matter that concerns the survival of his people."* The guards let Chung in. Up to two of the characters may accompany him if they wish. Inside

the gates the characters and Chung are taken through the back lots of the former film locations. The buildings and displays that once formed the backgrounds for many a picture are now deteriorating: Roofs have caved in, wood decayed or burned, concrete crumbled. From these buildings the Hollywooders come to see their visitors, clad in their finery. The Hollywooders dress in the most striking and colorful clothing they can find, a great number of them utilizing the costumes they discovered within the vaults of the studio. Many of them hold weapons - melee weapons for the most part, although a few firearms can be found among the assembled.

The rifle-armed guide conducts the party to a false-fronted saloon. The sound of piano-music (from a badly-tuned piano) tinkles out of the swinging doors to greet the negotiators.

"Tran waits inside," the guide says. He remains on guard outside as the party enters.

Inside the stage is set for a scene from an old Western movie: A man with a mohawk, wearing a torn striped shirt, tends bar. Another man is playing the piano, resplendant in dirty white suit and tattered sneakers. A trio of pistol-packing toughs lounge against one wall, eyeing the characters with suspicion. Seated at a round table in the middle of the room is an oriental gentleman in Mandarin robes and hat. "Eddie Tran," Chung whispers. "The leader of the Hollywooders. I can deal with him. Just leave the talking to me."

EDDIE TRAN



Eddie Tran is the leader of the Hollywooders. He has risen to this position through careful planning and foresight, goading his predecessors into leading suicidal attacks that result in their elimination. He is calm, self-assured and quiet no matter what happens around him. To act any less in control would

betray his weakness and get him killed by stronger gang members.

Eddie does not trust Antonio Chung but is willing to use him as a tool.

NPC Motivation Results: *Spade 9:* Eddie is moved by the desire to retain his strong position and expand the reach of the Hollywooders. He spends much of his life plotting for this goal. *Diamond Jack:* Eddie is a secret coward, avoiding personal violence at all costs.

NEGOTIATIONS

Tran signals for the party to be seated; a pretty woman dressed in a French maid's outfit brings glasses and liquor for refreshments. Once all have been served, Tran looks to Chung and asks: "You said you had news of a matter regarding our survival. What is it?"

"There has been a crime committed," Chung tells him, indicating the adventurers. "These people have come for a woman and her child that your people captured from mine. As your guards have no doubt told you, they have enough power to destroy what remains of the Rad Rats and your gang

without trouble. Rather than have this occur, I came to serve as a mediator to solve the problem. The women are Alica and Marcie Jimenez; they want them back."

Tran has no expression. "This will not be easy. Wait here while I go talk with my people." He gets up and leaves the trio waiting in the saloon, still watched by the pistol-packing toughs. Tran returns after five tense minutes and seats himself.

"The man who claims the woman and child does not wish to render them up to these people. I have explained the facts of the situation but he remains adamant."

Before the characters can do more than begin to threaten or protest Chung interrupts them. "Calm yourselves. I shall attempt to appeal to Tran's sense of justice and personal honor - challenging him to control his own men." He lapses into street Mandarin; Tran listens intently to what he has to say.

Characters with Mandarin language skill can determine what Chung's saying if they succeed at a DIF:LNG skill roll. They can understand the gist of the conversation: Chung mentions a challenge, champions, laying down arms and winner-take-all. Tran agrees but only if the characters swear on their honor. If no character has the Mandarin language skill or fails the roll they know nothing until Chung speaks to



them again.

"I have arranged a compromise. Tran agrees to have a member of your people battle a member of his people in hand-to-hand combat for the custody of the women. The winner gets them; the loser dies. It is the best way I could think of to avoid many deaths here and the great danger to yourselves and the women. Do you swear on your honor that you will abide by this decision? If not there will be trouble." Chung continues to try to persuade the characters until they give in and give their word of honor.

CHALLENGE OF CHAMPIONS

The other characters are admitted into the compound and guided over to the Western lot. There the Hollywooders cluster around at a safe distance, waiting for the negotiators, Chung and Tran to come out of the saloon. Chung advises the adventurers to choose a champion for the match to come - someone adept at Body Combat is preferable.

When the character champion is chosen the Hollywooders' man steps out into the middle of the dusty street. Clad in chaps and old cowboy leathers, the champion is Flint Alvarez.

FLINT ALVEREZ, THE HOLLYWOODER CHAMPION



Flint is one of the best martial artists among the Hollywooders. He's definitely the largest. His STR is 16 and his STA is 17. His BC score is 60 and his body combat damage is 10. His head takes 15 points of damage, his limbs and abdomen 32 and his torso 48. His Coolness Under Fire is 2.

NPC Motivation Results: *Club Jack:* Flint enjoys killing people. He prefers to kill slowly, in as painful a fashion as he manage. Because of this, sometimes he toys with his opponents rather than finishing them off immediately. *Diamond Queen:* Flint lusts after pretty women, like Alica Jimenez.

Tran tells the Hollywooders that the characters are challenging them to a winner-take-all fight. At this several of the gang members leave to return shortly driving cars slowly through the crowd; the crowd piles weapons - mostly hand-weapons and other melee weapons - onto the roofs and hoods. The cars stop at the inner edges of the crowd. Tran looks to the characters and says, "*We have laid our weapons down. We wait for you to do the same.*" Chung assures the characters that this is a formality, like the contestants going into battle with only their clothing - no armor or weapons. He tells them to put down their weapons or the whole crowd could rush them.

Chung's Plan is to trick the characters into getting into a fight with the Hollywooders through deception. If the Hollywooders lose they give their weapons and vehicles to the characters, weakening them critically. If the characters lose their weapons and vehicles are forfeit to the Hollywooders, according to the deal he worked out with Tran! Of course, the characters will resist this - especially since Chung deliberately didn't mention the deal to them - and the fight that develops will wipe out most of the Hollywooders. In the meantime, Chung sneaks off during the commotion, unless someone is detailed to stick to him at all times.

THE FIGHT

The contestants face each other wearing only their clothing. No weapons or armor are permitted, only hands and feet. Flint refuses to bring the Jimenez women out unless he is defeated, in which case he won't care anymore. Tran verifies that Flint has them and they will be given to the characters if

their champion wins.

The fight is dirty and vicious. Flint uses every dirty trick he knows, including throwing dirt into his opponent's eyes (DIF:DEX roll to avoid being blinded for a round, allowing Flint a free attack), playing possum and spitting. If he gets the upper hand he hits specifically at wounded areas, attempting to cause pain rather than killing damage. He is especially contemptuous of female opponents; if the characters' champion is a woman he spends so much time jeering and making sexual slurs that the woman may hit him first 1/3 of the time (roll 1D6; on a 1 or 2 she can hit Flint before he strikes).

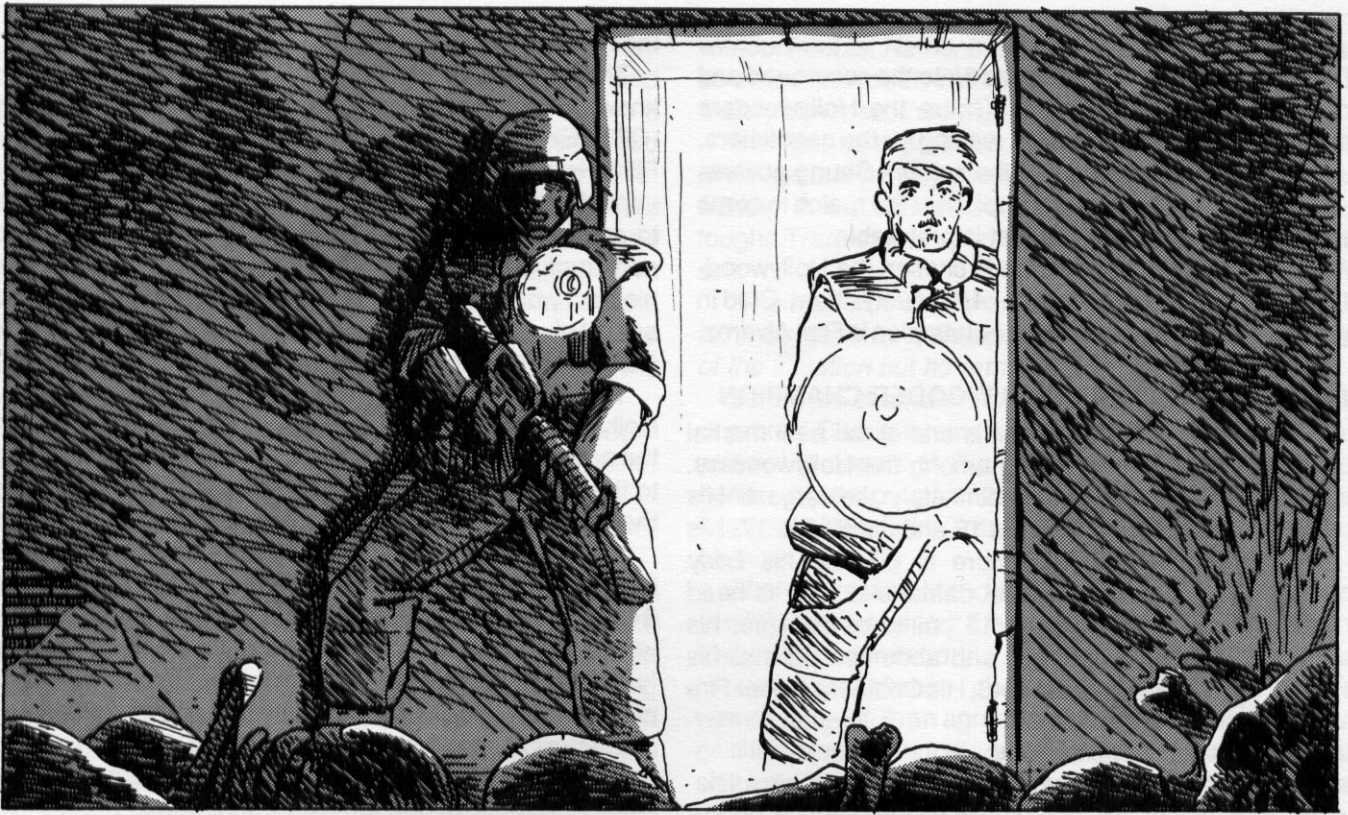
The Fight Ends: If the characters' fighter wins the Hollywooders offer their cars and arms - one car for each of the adventurers' vehicles and 3D6 melee weapons per car - to the characters as rightful winnings. If the characters give the spoils back to the Hollywooders this earns their gratitude.

If Flint wins Tran insists that the characters pay up their losses: Their weapons and vehicles, as previously agreed. If the adventurers refuse Tran is displeased and the Hollywooders start taking up their weapons to use them. At the first hostile move the Hollywooders charge, engaging in melee combat after the first round that they spend getting to the characters. There are 25 Hollywooders; up to three can engage a single character each round. The character can only block attacks from one attacker each round.

The Hollywooders count as experienced NPCs in melee combat and have knives, machetes and hatchets. They fight until 10 of them are put out of action. After that they flee.

THE FLYING CIRCUS ARRIVES

The members of the cannibal gang the Flying Circus sneak into the studio grounds during the duel and kidnap the Jimenez women. Several more sneak in and try to grab other members of the Hollywooders for a snack; their appearance causes a panic and alarm following the fight. The Flying Circusers run away, cackling madly, not caring if they're shot in the process. The first ones took Alica and Marcie with them.



Confusion in the Rad-Zone

The Flying Circusers have struck the Hollywooders and carried away the Jimenez women, the very people the characters are trying to save. The first Circusers on the scene grabbed them and fled, leaving their rad-diseased fellows to face the fury of both the adventurers and the Hollywooders.

The only things that other gangs know about the Flying Circusers are that they are completely crazy, cannibalistic and live in the old Watts district of the city, an even more dangerous part of Los Angeles than it used to be - Watts received a great deal of fallout from the nuclear fires that destroyed the refineries in El Segundo, Torrance, Carson and Wilmington. The entire district is dangerous from the radio-active dust. Only extremely heavy dust areas cause 1D6 Rads per ten minutes of exposure; being in Watts causes 1D6 Rads per hour plus the usual random consumption of radioactive materials per day. At this rate people lingering in the area usually absorb a lethal dose of radiation within two weeks at most. The Flying Circus has a very high "turnover" rate.

Wearing breath masks or gas masks negates the 1D6 Rads per hour. Characters with a MED skill of 50 or more know this; so do characters with a NWH skill of 25 or more.

FINDING THE FLYING CIRCUSERS

The Circusers who escaped with Alica and Marcie have already fled the studios in their car and following them without help is practically impossible. The Hollywooders know nothing about the locations and hangouts of the Circusers in the forbidding Watts district, for no-one raids there - it would be a waste of time and life. The place is so radioactive that the

Circusers are expected to die in short order anyway.

The best way to locate the Circusers is to have directions . . . Preferably from one of the Circusers. The problem is that they are an extremely loose-knit gang, consisting of lots of small groups that occasionally get together to go out and raid their neighbors for food and other supplies. Circusers from one group often know little or nothing about the other groups in the gang, so taking random Circusers for questioning is a fruitless activity. Still, the adventurers should be encouraged to interrogate any prisoners that they capture.

THE FOUND PRISONER

The disappearance of the Jimenez women is discovered only on searching the quarters of Flint Alverez. There are signs of a struggle in the room: Items smashed, his furniture toppled, everything in disarray, a wretched excuse for a man bleeding quietly on the floor from a cut on his scalp.

This man is Ras, a Circuser who got knocked out in the fight with the Jimenez women. The other Circusers left him behind to die, believing that his wound was more serious than it actually is. He sustained a flesh wound that looks bad, nothing more.

When awakened Ras is terrified, certain that the characters are going to kill him. He begs them to spare his life - such as it is - and promises to do anything he can in return. If asked about the fight where he got wounded he protests that he didn't want to do it; they made him come along. They crept into the studios and into Alverez' rooms, looking for people, and found the woman and the girl. The other four members of his group sent him in first: He went in the door and someone hit him on the head. That was the last thing that he remembers about it.

If asked about the group of Circusers he was with, Ras tells

the adventurers that only four of them came with him; there are another six back at their lair in Watts. *"They probably left me here because there isn't enough meat on the two women for all of them; I was just another hungry mouth. Do you have any food? I'm not a cannibal, really! I couldn't bring myself to eat . . . People. I haven't eaten for three days . . ."*

Ras is true to his word: If the adventurers spare his life he'll do whatever they ask, within reason. If they give him food he wants to stay with them, a willing companion.

He'll even lead them to the group lair in Watts.

RAS

Ras is a new member of the Flying Circus. He was driven from his mid-city gang when he started losing his hair to accumulated radiation; they were afraid he was diseased. He had no-where else to go but the Flying Circus.

Ras is small and weak but wise in the ways of scrounging (SCR 60) as well as the ways of the city. He loathes the idea of cannibalism, preferring to starve rather than eating human flesh. He prefers canned goods whenever he can find them, but the other Circusers won't let him go searching for food, insisting that he eat humans or nothing at all.

Ras is a Veteran NPC, but has no combat skills.

NPC Motivation Results: *Heart 2:* Ras is pathetically friendly when he's not frightened, desperate for friends. *Diamond Jack:* Ras is a consummate coward, fleeing from danger and very adept at getting out of harm's way. If danger threatens he hides behind whatever or whomever looks strongest.

VENTURING INTO WATTS

"Watts was always a dangerous place, a neighborhood of fear. No-one ever thought it could get worse. It did."

The streets of Watts are more than half-rubbed and are mostly blocked by fallen masonry, hulks of cars and other improvised or unintended roadblocks. Only with careful searching can the characters find a torturous, twisting path through the roads capable of driving vehicles through, and only small vehicles can pass (nothing larger than 2 tons). Ras isn't much help with this; he never tried to drive a car through the area. The trip through the streets takes a long time, since the adventurers are slowed to an effective speed of 5 mph by the clutter.

Over an hour after the characters left the Hollywooders' studios they sight the high-rise where Ras says the group he was with lives. A car in decent condition (it looks like it would still run) is parked outside and there is smoke drifting out of a window on the tenth floor. *"You'd better hurry if you want to save them. The rest of them were hungry, too,"* Ras tells the characters.

URBAN RESCUE

The entryways to the high-rise are half-collapsed and narrow, blocking people from entering with more than 20 kg of equipment and making it a hard job for characters with STA of 15 or more to fit through in any case.

The first floor of the high-rise is deserted, the hallways strewn with rubble that makes moving silently difficult



(DIF:RCN or DEX). Ras says that the Circusers here live on the upper floors. He won't go up - if the characters insist he cowers in fear, whimpering and totally useless.

The elevator is stuck in its shaft on the third floor, making the stairs the only way up. If the adventurers force the elevator doors on any floor but the third all they find is a dark, empty shaft.

For the most part, the stairs are clear. A good thing, too, for there is no light at all in the stairwell save that allowed in by open or torn-down doors at the landings. Apply lighting modifiers as if at night. Stealthy movement is possible on the stairs (AVG:RCN or DEX roll).

Lighting on the floors is good because of the windows letting in light from the outside (unless the characters are moving in the building at night). All of the floors are cluttered with junk until the characters reach the seventh floor and higher.

The way up the stairs is unopposed until the fifth floor. At the fifth floor landing is a single Flying Circuser, greedily eating on a piece of singed, bloody meat. If the adventurers have approached stealthily (successful Stealth rolls) then he is surprised on the landing as the characters come up the stairs - treat the meeting as a surprise on both parts unless the adventurers see him first with IR goggles or a thermal imager. The adventurers are ambushed if they fail to approach stealthily. They may spot his ambush first with a successful DIF:RCN roll from someone wearing IR goggles.

He attacks with a butcher knife, closing with his opponents before they can fire and engaging them in melee. Although he is only an experienced NPC he has a Coolness Under Fire of 2 - he's crazy.

Examination of the meat he was eating proves little. Characters with MED 50+ can tell that it is human flesh; those with MED 75+ can tell that the meat is part of a buttock.

THE TRAP

Floors past the seventh show signs of having been lived in but are presently deserted. As they approach the tenth floor they hear sounds of voices if they did not fire any unsilenced guns. If they fired unsilenced guns or made other exceptionally loud noises on any floor they hear nothing.

If exceptionally loud noise (gunfire, explosions, etc.) was made on any other floor the Circusers are lying in wait for the intruders, ready with their trap. They have a deadfall rigged on the stairway. It is made of old metal desks pounded into a rough ball to be rolled down the stairs at their attackers. It has a 90% chance of hitting anyone on the last leg of the stairs up to the tenth floor unless possible victims dive into the stairwell to grab onto the bannister below or jump down to the stairs below (a DIF:DEX roll. Failure indicates that the character fell down, sustaining 4D6 damage to a random location, no armor multiplier, meaning that armor doesn't help). People hit by the ball are knocked down and sustain 3D6 damage, no armor multiplier.

Immediately following the deadfall the nine Circusers run down the stairs to attack. One of them has a double-barreled shotgun with five shells, the others have melee weapons (two spears, three knives, one cleaver - counted as an axe - and two clubs). The shotgunner is a veteran NPC, four of the others are experienced NPCs and the other four are novice NPCs. Despite this, all have Coolness Under Fire ratings of 2 because they're crazy. They melee the adventurers until all of one side are killed.

{ART NOTES: 1/6-page illustration of diseased people in tattered remnants of clothing roasting chunks of meat on the ends of sticks held over a bonfire in the middle of a huge room.}

THE FEAST

If the adventurers approached stealthily without gunfire, explosions and shouting they emerge from the stairwell to the sounds of conversation off to their right. They can smell cooking pork and the air has a hanging haze of smoke in it, enough to obscure long-range vision.

If they go to their right they can see a large bonfire burning about fifteen meters in front of them. Six people are sitting or standing around the fire, roasting meat over it on sticks. They do not see the characters unless the characters try to attract their attention. Should the characters do this the Circusers fling down their dinners, grab their weapons (the shotgun, the cleaver, the clubs, one spear and one knife) and attempt to rush the characters. The shotgunner is a veteran NPC, the knife-wielder is a novice NPC and the others are experienced NPCs. If the characters decide to avoid the six dinner-roasters and sneak away they automatically succeed.

Examination of the meat the feasters were roasting by anyone with MED 25+ confirms that the pieces are human flesh. Characters with MED 50+ can identify them as parts of a mature woman.

EXPLORING THE TENTH FLOOR

Here I thought I'd seen it all. Nuclear war, savagery of every sort, people killed, people dying, brutality beyond imagination.

This is the worst. I may be sick.

Referee note: Ignore all encounters with the Circusers if the Circusers were all killed on the stairwell. If they weren't any gunfire or loud noises alerts the other Circusers who converge on the sound to kill the intruders.

Going to their left after leaving the stairwell leads the characters to other rooms and away from the fire. Rooms #6 are empty, old bathrooms. Room #4 is a large room with closed doors. Looking in the characters find the floor littered with bones and pieces of human skeletons. It stinks of decay.

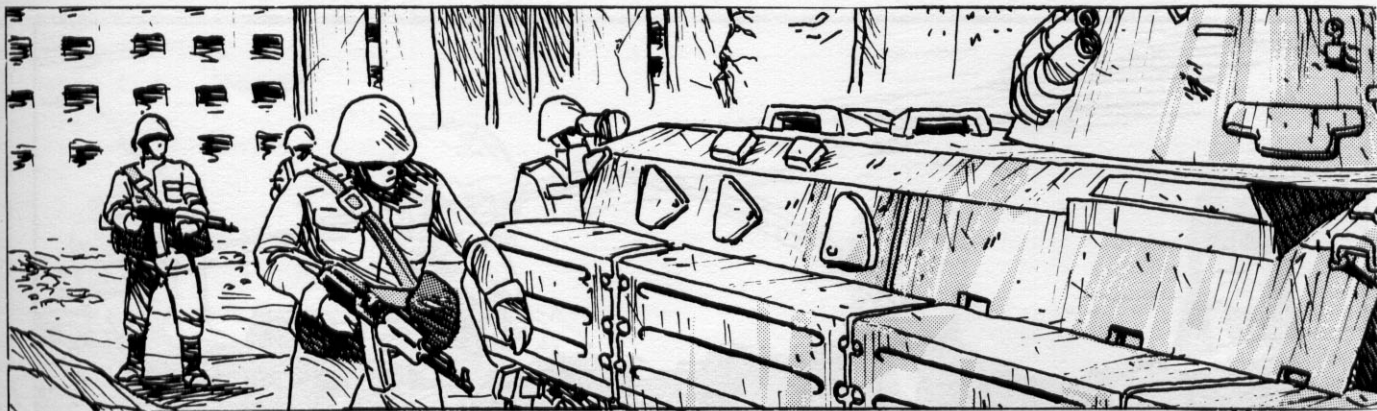
Room #3 is an old kitchen. A Circuser armed with a knife is working at the cutting table by torchlight, carving at what remains of a woman's corpse. He is surprised when the adventurers come in. He is a novice NPC. Careful examination of a set of woman's clothing tossed aside in the room reveals a set of ID and credit cards for an Alica Jimenez. The blood on the clothing is still fresh.

Room #9 is locked but voices can be heard inside. Breaking or picking the door-lock (which requires a crow-bar or similar pry-bar and STR 12+. The lock can be picked with a successful AVG:LP roll), the characters can enter. Inside are a diseased and half-starved man and women eating on a hunk of meat. They are surprised but attack the characters with a spear and a knife immediately afterwards. They are novice NPCs.

Room #8 is also locked. The sound of someone crying can be heard within. Opening the door is similar to opening Room #9. Inside is a young girl, perhaps eleven years old. She has jet-black hair and brown eyes and is crying. She answers to questions in Spanish and says she's Marcie Jimenez. She wants to know where her mother is.

LEAVING WATTS

The characters' activities have begun to attract attention. Ras is frantic, waiting in the vehicle the adventurers left outside (if they arrived in a vehicle at all). He says that all the noise will attract other Flying Circusers, like vultures to a fresh kill. And the characters don't have enough bullets to kill all of them. He counsils immediate retreat.



Battleground Los Angeles

After leaving the troubled and twisted streets of Watts the characters have no-where to go in Los Angeles but out. They will probably have to stop and camp for a time to brew enough alcohol to take them out of the Los Angeles/Orange County area.

They are being sought by several groups at the present, groups searching the city to find them. The Mexicans of Force Yellow and the L.A. Raiders find them first.

FORCE YELLOW ATTACKS

Commandante Vasquez has brought out his heavy artillery, so to speak. If the characters have any tanks (LAV-75s count as tanks) Vasquez has brought along his T-72 tank to counterbalance the U.S. tank(s). Otherwise he merely has his BMP-B, a BTR-70, two UAZ-469s and two civilian cars. All Mexican vehicles haul full crews, full ammunition loads and full complements of troops.

The Raiders are also backing the attack at the "request" of Commandante Vasquez. Lecar would rather not do battle with U.S. military forces but has three of his "armored cars" (see **The Raiders of Devore** for a full description) with their crews and his recoilless-carrying pickup along to assist the search-and-destroy mission.

The referee decides whether the characters are found on the move or in camp. When they are found, roll 1D6 to determine the nature of the party that found them:

- 1 = Mexican UAZ-469 with PK MG
- 2 = Mexican civilian car with 4 crew
- 3 = Raiders "armored car" with crew
- 4 = BTR-70
- 5 = Mexican civilian car
- 6 = BMP-B

All troops, both Mexican and Raiders, are armed with the following mix per five men: 1 pump shotgun, 3 AKMRs and 1 AKR. Forces less than five men lose the shotgunner. Mexicans and Raiders are experienced NPCs.

Once the fight is begun, the unengaged forces will start to converge on the battle. Each combat turn one of the other vehicles makes an appearance. Roll 2D6. On a 9+ the vehicle appearing that turn is an armored vehicle (BTR-70, BMP-B, T-72) or Lecar's pickup. Otherwise the vehicle arriv-

ing to reinforce the initial contact unit is one of the civilian cars or UAZ-469s. A straight roll of 12 indicates that Commandante Vasquez or Simon Lecar has showed up at the battleground.

The Mexicans fight until they lose three vehicles (BTR-70s and the BMP-B count as two vehicles apiece; the T-72 counts as three). They check morale when they have lost three vehicles, rolling 2D6. A roll of 10+ indicates that they retreat. Each time they lose a vehicle afterwards they check morale again, adding 1 point to the die roll for every vehicle (or equivalent) lost over three. A roll of 12+ indicates that they rout, fleeing the area.

The Raiders fight until they receive five casualties. After five casualties they check morale every time they suffer another casualty (only once per combat turn maximum). A roll of 8+ on 2D6 indicates that they withdraw from the battlefield, bloodied.

COMMANDERS

Commandante Vasquez is a dubious leader but his men respect his authority. He can stop a troop retreat if he is in the area of retreating troops on a roll of 10+ on 2D6. If he is killed the Mexicans and the Raiders retreat immediately.

Simon Lecar is leading his men personally. They will not withdraw as long as he is on the scene. If he is killed roll 1D6. On a 1-4 the Raiders withdraw. On a 5-6 the Raiders berserk, charging the characters and attacking until the Raiders or the adventurers are dead.

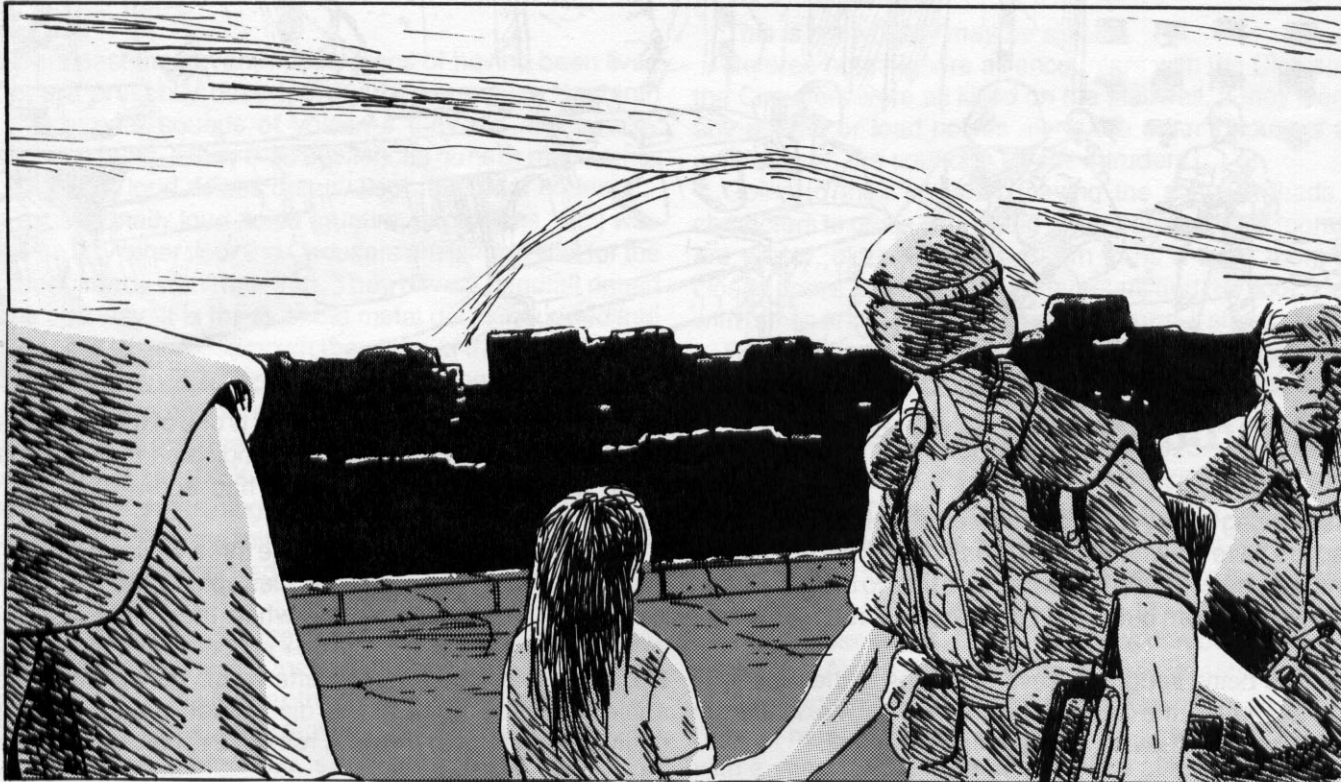
THE BATTLEFIELD

The battle is fought in the narrow confines of the streets of L.A. The referee is encouraged to have the Raiders go into buildings and snipe from the windows. The Mexicans prefer to remain close to their vehicles, using them as cover and fire support.

THE CAVALRY ARRIVES

Roll 1D6 every turn of combat. On a roll of 6 the forces of the Masked Riders intervene. They followed the sound of guns.

The Masked Riders have six men, veteran NPCs all. They have four M-16s with underslung M-203 grenade-launchers, an M-249 and one man carrying an Uzi SMG and an RPG-16 with four rounds. They arrive on horseback at rear of the Mexican/Raider forces.



Resolution

After Marcie Jimenez is rescued from the Circusers and the adventurers have defeated or escaped the Mexican/Raider attack there is little to hold the characters to Los Angeles. Their mission of honor is finished, burnt in the ashes of the dead city. They have several options open to them now.

THE MASKED RIDERS' OFFER

The leader of the Masked Riders that intervened in the combat approaches the adventurers and asks to speak with them. When he takes off his mask they recognize him as one of Carl Tyson's assistants from Oro Grande. He reveals to them that the Masked Riders are the secret weapon of Oro Grande, their main defense against the gangs and other aggressors. They are secret so they can operate with impunity from the Mexican occupation forces.

He tells them of Tyson's plan to unite the communities of southern California under one rule - his rule - and offers the party important places in the new government if they want to help.

"You seemed like decent people, so Carl sent us after you to guard your rear. Your expertise and equipment are too valuable to allow in gang hands. Join us and help us restore order to the state!"

If the adventurers refuse the proposal, the lieutenant accepts their refusal and emphasizes that the proposal is still open any time they'd like to return.

JOINING MILGOV

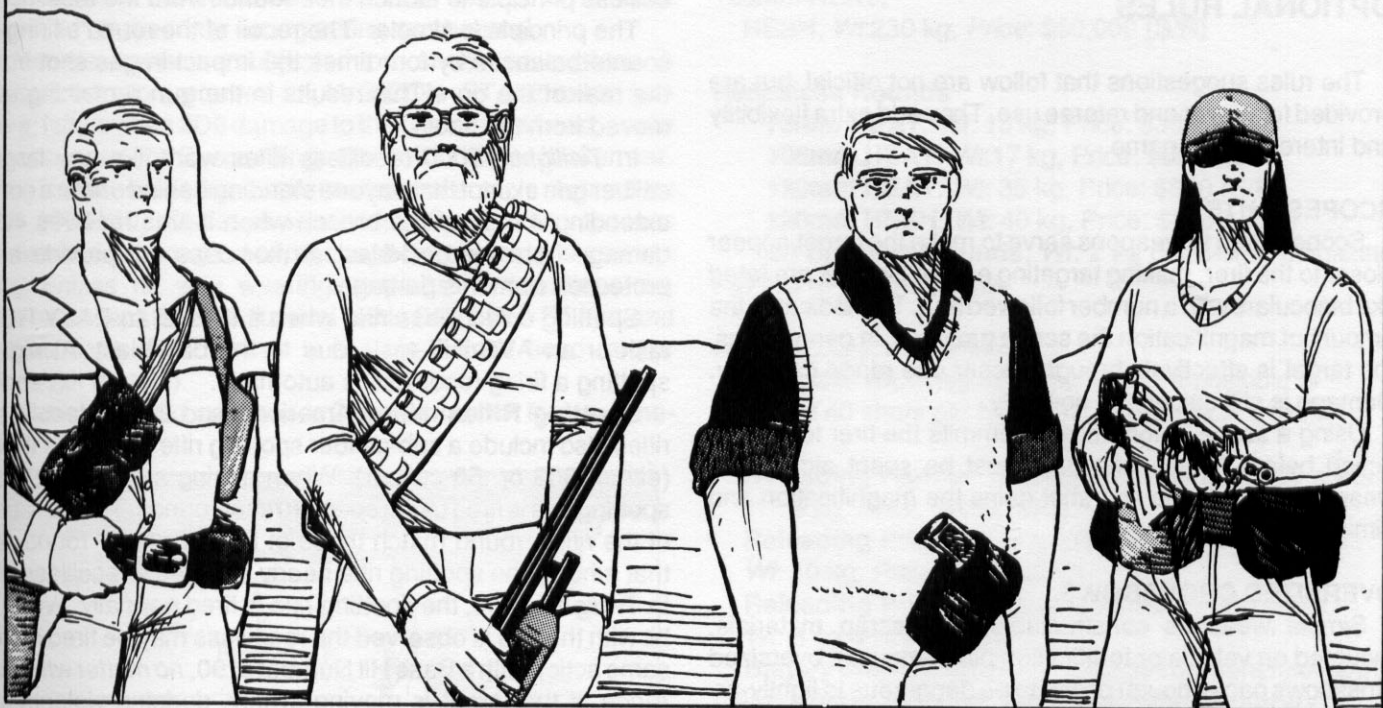
The adventurers may strike out north to link up with the Milgov units around Bakersfield and further upstate. To accomplish this they must run the patrol lines of the strong Mexican forces encamped opposite the Milgov units, risking discovery and possible large-scale warfare if the other Mexican commanders panic like Commandante Vasquez did.

LEAVING THE STATE

The characters may choose to leave California altogether. Their best exit route would be to retrace the way they came in, via I-15 to Las Vegas. The risks would be minimal, infrequent patrols from Force Green at Mojave. Of course, they would be leaving to return to the poor survival situation of the American Desert . . .

OTHER ALTERNATIVES

The characters may decide on alternate plans after the Los Angeles affair is finished. They could decide to strike south into Mexican territory, a very risky but totally unexpected venture. They could remain in the Los Angeles/Orange County area as a sort of super-gang. They could join up with one of the already existing gangs or deliberately move to attack one of the Mexican occupation forces . . . Anything is possible and they are the masters of their destiny.



APPENDIX I: CIVILIAN CHARACTERS IN *TWILIGHT: 2000*

The rules suggestions that follow are not official, but are provided for player and referee use. They add xtra flexibility and interest to the game.

Civilians outnumber soldiers in the U.S. by a staggering ratio. Many of these civvies are as resourceful, dynamic and driven as the soldiery. Up until this time, the prospect of civilians that fight alongside the soldier-boys has been neglected. Rules for civilian player-characters are included here to rectify the situation. After all, there are a **lot** more civvies than there are troops!

CHARACTER GENERATION

Basic attributes are rolled and recorded normally. **Military Experience Base** is determined in the same way, but instead of subtracting the basic attribute total from 120 the total is subtracted from 70. **Time in Combat** is calculated normally - the months in combat represents the amount of time that the character has been fighting since the destruction of order in the U.S. Those characters with over 15 months of combat time are old Vietnam veterans or mid-90's mercenaries.

Coolness Under Fire is determined normally.

Rads are determined randomly. Roll 4d6 for the amount of radiation the character has absorbed in the nuclear war and its aftermath.

Age is largely a matter of choice with civilians. Education and experience modify this choice: Age is equal to the character's EDU plus 8 plus the result of a dice roll - the number of dice rolled can range from 1 to 5, at the player's option.

Language is English. Some characters may be bi-lingual

(the most common second language is Spanish); this is represented by buying the language at 1/2 normal price (the character must have a solid bi-lingual background).

SKILLS AND SPECIALTIES

Civilians receive Education and Background skill points. They do receive Military skill points, but fewer than soldiers, for obvious reasons. Each civilian character receives 350 Background skill points, EDU times 40 in Education skill points and Military Experience Base times 20 in Military skill points.

Civilians have only one starting skill: WVD25. All other skills must be purchased. Military skills (those skills with only an *M* by them) may be purchased using Background points, at double the cost. Background and Education skills are at regular cost.

Specialties: Civilians usually out-do their military counterparts in certain specialized skills, thanks to more intensive training and experience. Two related skills bought with Background or Education skill points may be chosen as Specializations and bought at 1/2 price.

These two skills must be related in some fashion. For instance, ACM and MEC, or MNE and MTL, SCD and SWM, etc. This represents the character's occupation. Specialty skills may be bought to a level over 80.

FINISHING THE CHARACTER

Base Hit Numbers and Body Combat Damage are calculated normally. **Equipment** is aquired differently for civilians. They do not have an equipment allowance but have to "buy" their gear. They receive their INT times 1d6 times \$300 to buy equipment, thus representing the scavenging through which they picked up their gear. Use price modifiers as noted in the **Plot** section of this book.

APPENDIX II: OPTIONAL RULES

The rules suggestions that follow are not official, but are provided for player and referee use. They add extra flexibility and interest to the game.

SCOPESIGHTS

Scopes fitted to weapons serve to make the target appear closer to the firer, making targeting easier. Scopes are rated like binoculars with a number followed by x. This indicates the amount of magnification the scope provides. In game terms, the target is effectively brought closer one range category. Damage is still calculated normally.

Using a scope automatically commits the firer to an Aim action before firing - one turn must be spent aiming the weapon and only the first shot gains the magnification and aiming advantages.

OVERSIZED CROSSBOWS

Simple weapons constructable from scrap materials, mounted on vehicle or fortification pintel mounts, oversized crossbows pack enough power to be dangerous to lightly-armored targets. They mount cranks or other mechanical devices to draw and cock them, accounting for their long loading time.

Oversized Crossbow: *Ammo:* bolts, *Wt:* 20 kg, *Price:* \$1000 (S/S).

SHOTGUN UNDER-RIFLE MOUNTS

During the late '80s certain military security units adopted the habit of mounting a stock-less sawed-off pump shotgun beneath the barrel of their M-16s in place of the M-203 grenade launcher. The shotgun and mounting adds 4 kg to the M-16's weight; the shotgun is a standard pump shotgun except that its range increment is 20, not 40. The shotgun and mounting cost \$450 (S/R).

M17 GRENADE LAUNCHER

The M17 grenade launcher is a compromise between the M203 and the Mk19. It is a lightweight automatic 40mm grenade launcher firing the same rounds as the M203/HK69 from a 12-round drum. It is normally fired from a tripod (NLT) but may be fired by hand without a mount. It is a clumsy weapon to fire this way, halving the firer's HW skill.

The ILLUM and CHEM rounds may not be loaded into the drum, as they are too long. They must be fed into the receiver individually in the same way rounds are loaded into the M203/HK69.

M17: A light automatic grenade launcher. *Ammo:* 40mm grenades, *Wt:* 12 kg, *Mag:* 12, *Price:* \$3500 (S/R).

RECOILLESS RIFLES

The recoilless rifle has been a valuable infantry heavy-weapon since the Korean War; the TOW and most other

infantry anti-tank rocket and missile launchers use the recoilless principle to launch their rounds from the tube.

The principle is simple: The recoil of the round's firing is counterbalanced by four times the impact in gas shot from the rear of the gun. This results in the gun remaining unmoved from the shot.

In *Twilight: 2000* recoilless rifles work like any large-caliber gun except that anyone standing behind one in a cone extending 4 m from the breech when it fires receives 4D6 damage from the backblast. Armor does not provide any protection from this damage.

Spotting a recoilless rifle when it fires is an EASY:RCN task or an AVG:INT task, due to the backblast. At night, spotting a firing recoilless is automatic.

Spotting Rifles: Many American and British recoilless rifles also include a sub-caliber spotting rifle alongside them (either .303 or .50 caliber). When aiming at the target the spotting rifle is fired using special tracer rounds. The ballistics of the rifle's round match those of the recoilless' round, so that a hit by the spotting rifle nearly ensures a recoilless hit. In *Twilight: 2000*, the spotting rifle is fired normally. When a hit with the rifle is observed the recoilless may be fired in the same action with a Base Hit Number of 90, *no matter what the range*. If the target is moving swiftly, dodging violently or partially obscured by smoke or dust the Base Hit Number is halved as usual (to 45).

Squash-Head (HESH) Ammunition: A very deadly round developed by the British in WW II, HESH consists of a large charge of plastique that flattens on the skin of its target and detonates a split-second later, sending a shock-wave through the target. The effects are devastating: Usually the inner face of the target is exploded inwards; armor "scabs" are flung off of armor and chunks are knocked off of concrete and masonry, moving at high speed. In addition vehicles are subjected to the shock-wave, literally ringing the vehicle with the impact. Tracks are snapped apart, vision blocks are cracked, delicate machinery (such as pistons and turbine vanes) are knocked out of alignment, all electronics (except solid-state and shock-mounted items) are destroyed via snapped wires and shattered microchips.

Vehicle crew must endure the hypersonic shock as the wave breaks eardrums at best (if the crew is protected) and kills via cerebral hemorrhage at worst.

The HESH round's low usage is due to its poor ballistics and low chances of the direct hit needed.

In *Twilight: 2000*, use the following rules for HESH rounds: All Base Hit Numbers are halved when firing them. When a HESH round hits a solid target it destroys 1/10 of the armor's protection rating if it achieves half-penetration (the HESH damage roll is equal to or greater than 1/2 the target area's armor) and destroys 1/4 of the armor's rating if penetration is achieved.

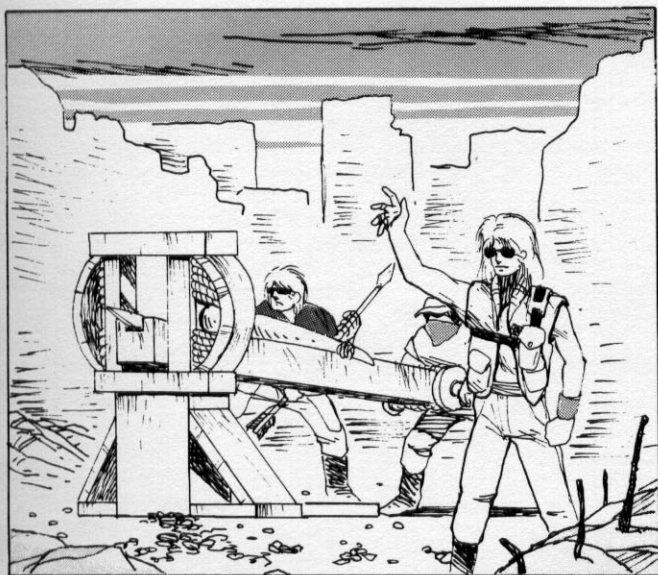
Any HESH hit has 9 chances in 10 of damaging engines, suspension, vision devices and electronics (unless solid-state or shock-mounted, in which case the chance of damage is 1 in 10).

Hits attack anyone hiding behind the armor hit (or the whole vehicle crew). Half-penetrations attack with a 4D6 (short-range) attack; full penetrations attack with a 4D6+16

attack. Both attacks have a Base Hit Number of 80 (no modifications allowed). This simulates the armor material knocked off the inner facing acting as shrapnel.

Vehicle crews are subjected to a shock-wave attack. A half-penetration requires an $\text{AVG}(\text{CON}+\text{STA})/2$ roll to survive; failure does 2D6 damage to the character's head; armor does not protect. Succeeding at the roll indicates broken eardrums unless wearing earplugs; the character is stunned for 10 - $(\text{CON}/10)$ phases in either case. Outstanding success indicates no damage at all, although the character's ears will ring unless he was wearing earplugs. Penetrations are similar except that the survival roll is $\text{DIF}(\text{CON}+\text{STA})/2$ and failure does 4D6 damage to the character's head (armor does not protect).

Vehicles with composite or Chobham armor treat a pene-



tration as a half-penetration and a half-penetration as no penetration except as regards equipment breakage. Equipment has only a 5 in 10 chance of being damaged by the shock-wave.

Recoilless Rifles

SPG9: The standard recoilless gun of the Warsaw Pact. It has a permanent tripod mount which folds up for transport. *Ammo:* 73mm HEAT, *Wt:* 60 kg, *Price:* \$25,000 (R/C).

106mm: The old and widely distributed U.S. recoilless rifle of the late 20th Century, this gun requires a tripod mount to fire it. It may be mounted in any vehicle with an open bed (even a jeep, a pickup or a HMMWV) and fired from that position. It includes a .50 cal spotting rifle that uses .50 cal ammunition. The spotting rifle needs special tracer rounds to be effective when used with the recoilless. *Ammo:* 106mm HEAT,

Wt: 126 kg, *Price:* \$30,000 (S/R).

120mm WOMBAT: A larger and newer recoilless adopted from the British in the 1980s, the WOMBAT is as easily used and mounted as the old M40A1 106mm. It fires HESH as well

as HEAT rounds and has a .50 cal spotting rifle. *Ammo:* 120mm HEAT,

HESH, Wt: 230 kg, *Price:* \$60,000 (S/R).

Recoilless Rounds

73mm HEAT: *Wt:* 10 kg, *Price:* \$300 (R/S).

106mm HEAT: *Wt:* 17 kg, *Price:* \$600 (S/R).

120mm HEAT: *Wt:* 35 kg, *Price:* \$800 (S/R).

120mm HESH: *Wt:* 40 kg, *Price:* \$1000 (S/R).

.50 Spotting Rounds: *Wt:* 2 kg per 3-shot magazine, *Price:* \$10 per magazine.

ADDITIONAL EQUIPMENT

Reloader Kit: This machine makes it possible to reload 40 shots per hour. *Wt:* 10 kg, *Price:* \$1000 (S/S).

Reloading Powder: Enough propellant for 350 shots. *Wt:* 5 kg, *Price:* \$150 (C/C).

Reloading Primers: Enough primers for 350 shots. *Wt:* 10 kg, *Price:* \$250 (C/C).

Reloading Bullets: Enough bullets for 350 shots. *Wt:* 3 kg, *Price:* \$25 (V/V).

Battery Charger: Charges batteries from generator power. Generator not included. *Wt:* 1 kg, *Price:* \$100 (V/V).

ADDITIONAL VISION DEVICES

Scope: *Wt:* .25 kg, *Price:* \$300 (S/S).

Light Intensifier Goggles: *Wt:* .5 kg, *Price:* \$1800 (S/S).

Recoilless Rifles

Type	Rnd	Rng	Dam	Arm	KDR	Burst
73mm	HEAT	250	x20C	-	2.5	5
	ROF: 1					
	Mag: 0					
106mm	HEAT	350	x25C	-	5	15
	ROF: 1					
	Mag: 0					
120mm	HEAT	450	x30C	-	5	10
	ROF: 1 HESH	70	x30C	5	5	25
	Mag: 0					

Spotting Rifle

Type	ROF	Mag	Rng	Dam	Arm
.50 cal	1	7	200	6	-

Grenade Launchers

Type	Rnd	Rng	Dam	Arm	KDR	Burst	IFR
M17	HE	100	x10C	x10	5	10	400
	ROF: 2 HEDP	100	x10C	x2	2.5	5	400
	Mag: 12 CHEM	100	x1C	x10	-	5	400
ILLUM	100	-	-	-	100	400	

Oversized Crossbows

Type	ROF	Mag/Rng/Dam/Arm
Heavy crossbow	1	(5) / 50 / 5 / -

City of Angels

Ever since the world as we knew it ended, people have been saying that chivalry is dead — they've been saying it for a long time anyway, but this time they're sure. No one does anything for any motive except survival. Dog-eat-dog, survival of the fittest, might makes right... I've heard all those cliches and more. And I refuse to conform to them. Lieutenant Jimenez wanted me to take his St. Christopher's medal to his folks in L.A. No reward, no treasure at the end of the road. Just a favor to a friend, that's all. I promised I'd do it, and I will.

City of Angels is a module for use with GDW's World War III role-playing game, **Twilight: 2000**. The adventure takes place near the blasted ruins of the Los Angeles area of Southern California. The story revolves around the obligation of one of the players to an old commanding officer. Living up to his promise thrusts him, along with his companions, into a journey through the hardest hit areas of the nuclear exchange of World War III. The group must contend with all the harsh realities of post-holocaust life, complicated by rival gangs warring over territories in what was once known as the *City of Angels*.

Information presented in this module includes source material and maps for the L.A. and Orange County areas, an overview of Southern California, and optional rules which include civilian character generation.

City of Angels can be run on its own, or can be easily adapted to fit an existing campaign.

Design: Craig Sheeley

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