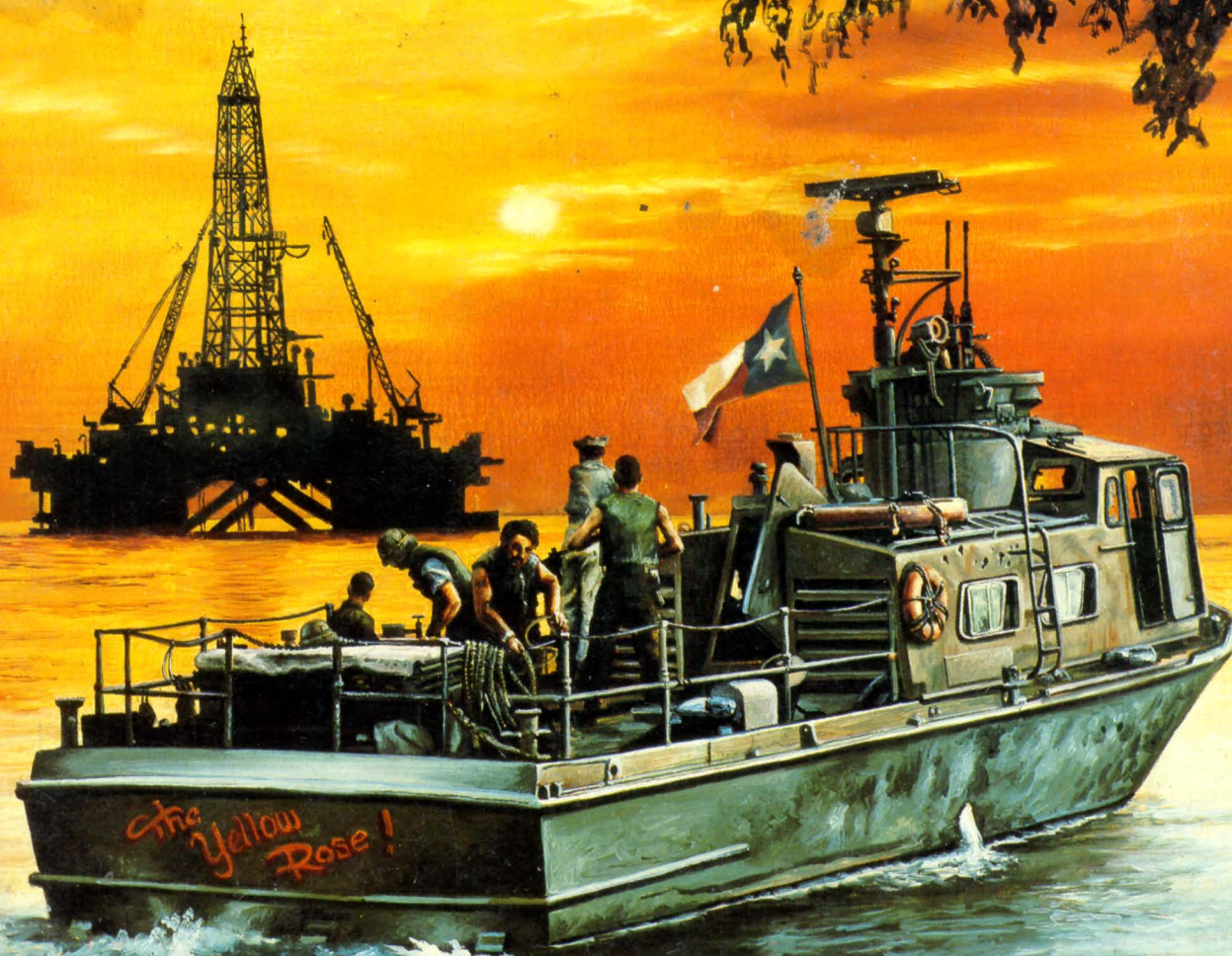


Red Star ★ Lone Star ★

Series Module

'Twilight: 2000'™



Game Designers' Workshop

Red Star Lone Star

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Red Star/Lone Star

Home.

That's a simple word, but for us, it had meanings and emotions far beyond any dictionary definition. For us, it meant the end of a bloody campaign and a tortuous journey. It was stateside...freedom... family...and "oh God, I'm alive, I made it through." It was tears and relief and worry for those left behind and sorrow for the buddies overseas who bought a plot of bloody earth and stayed there.

Old Tex, he was higher than any of us when he found out the ship was going to drop us off on the Texas coast. None of us had heard much about what had been going on stateside while we were trading potshots with T-80s and dodging tac nukes, but there'd been rumors. Houston had been hit, so it was said, and Tex was desperate with worry for his family. I swear, if that Brazilian freighter that brought us across (an aging rustbucket called the Sao Sebastiao) had moved any slower, Tex would've jumped overboard and made the crossing on his own.

For the rest of us, Texas meant friendly people speaking English, the U. S. of A., folks we knew, safety, companionship, decent plumbing, clean clothes and a hot bath, in a word-civilization. Oh, sure, we'd all heard stories about how bad things were back in the States. Why, there were even rumors that Texas had been invaded by the Russkies, but we dismissed that as one of the wilder stories floating around. Texas? That was home. Home!

Right?

INTRODUCTION

Red Star/Lone Star is a game module for use with GDW's World War III role-playing game. *Twilight: 2000*. The story follows the adventures of a group of American soldiers along the Texas gulf coast late in the year 2000. The information presented in this module will allow the *Twilight: 2000* referee to create a complete campaign in southeastern Texas lasting many weeks or months. This campaign will take the characters from Port Lavaca, north of the ruins of Corpus Christi, to Brownsville at the extreme southern tip of the state. Details are given for villages, towns, cities, and regions throughout the area.

Numerous separate adventures along the way can be created from the information provided. Referees are welcome to use this information to spin-off adventures and campaigns of their own.

This module booklet contains the following material:

This introductory chapter.

Descriptions of towns, villages, regions, forces and encounters in the general area between San Antonio, Port Lavaca, and Brownsville, with encounter and rumor tables for each. These descriptions allow the players to choose their own route during the course of the adventure.

A list of several organizations and forces vying for control of Texas.

A map of southern Texas.

Maps of the environs of Brownsville and Corpus Christi.

The plans for Gulfwind Forty, an offshore oil platform which may figure in the adventure.

Several alternate subplots and plot twists to the main adventure. The referee can use these either as diversions during the course of the campaign, as short, independent scenarios, or as starting points for the referee's own scenarios or campaigns.

REFEREE'S NOTES

This game module is designed to be used by the referee. Narrative sections describing scenes from the characters' points of view are included to add additional color and detail to the referee's narrative as he describes the situation to the players. These narrative sections may be read to the players by the referee, or they may be read by the players themselves, but all other sections of this booklet are for use by the referee only. Narrative sections are set apart in italics for easy recognition.

Referees who intend to conduct more adventures in Texas should acquire a good map (or maps) of the area. A bookstore or stationary store should be able to provide a number of maps or road atlases (the *Rand McNally Road Atlas* is one commonly available example).

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



The Adventure Plot

CHARACTER BACKGROUNDS

The characters in this campaign may be drawn from several sources. They may be U.S. soldiers returning home from overseas (in particular, they will probably be members of the 5th Division, recently evacuated from Europe), or they may be survivors of U.S. military units stranded in eastern Texas during any of several recent military campaigns. It is suggested that the characters be from outside the region of southern Texas, to keep them from knowing too much about the area.

Characters who have been in Texas for some time will be aware of the local situation. Those who have only recently arrived from overseas, however, will be surprised to learn that south Texas is effectively no longer part of the United States. With an on-going *Twilight: 2000* campaign, the referee may have to tailor the beginning of *Red Star/Lone Star* to fit the current game situation. Characters hailing from Texas will be coming home. Characters from other parts of the country may find themselves stopping in Texas as part of a journey elsewhere.

Unless otherwise dictated by the referee, and depending on the events of previous *Twilight: 2000* adventures, characters returning from overseas will have crossed the Atlantic by means of Task Force 34, the European evacuation fleet dealt with in *Going Home*. At Norfolk Virginia, the players are presumed to have boarded the *Sao Sebastiao*, a Brazilian schooner carrying timber and cotton, and smuggling arms and drugs (part of a shaky Caribbean/middle-Atlantic trade network).

There are several reasons why the player characters may have boarded the *Sebastiao*. They may have simply wanted to escape the repressive life of the U.S. Military Government's enclave in eastern Virginia. They may have a specific reason for wanting to go to Texas (one of the characters might be from Texas, like the character Tex in the narrative sections). They may want to go to Texas as a means of getting to some other area. The characters may have boarded the *Sebastiao* with another

destination in mind, but any transportation at this time will be chancy at best, and passengers will often have little or no say in their ship's destination after it sails.

The referee and the players should determine a mutually satisfactory means by which the characters arrive in Port Lavaca, Texas, where the adventure begins. This may vary considerably depending on previous events in the campaign (exactly how the players got out of Poland, for instance).

CONDITIONS IN SOUTH TEXAS

Red Star/Lone Star takes place in the southern portion of Texas, in an area bounded by the gulf coast between Brownsville at the southern tip of the state north to Port Lavaca, the cities of San Antonio and Laredo, and the Rio Grande. The terrain of this southern third of Texas' coastal plain is low and rolling. The area near the coast is sandy and semitropical, marked by long, open beaches and occasional swamps and forests. Farther inland are scattered woods and vast ranch lands.

Until the fall of 1998, cotton was the most important crop in the area, and many of the largest cotton fields remain in a near-wild, untended state. Those farmers who continued to harvest cotton found either that they were cut off from their markets in the rest of the United States, or that their crops were requisitioned by military forces and governments (Mexican and American), and there is now little active cotton cultivation. Some cotton is harvested and traded at Port Lavaca (with vessels such as the *Sao Sebastiao*) for machine parts, timber, and textiles.

Cattle are raised on most of the area ranches, but in smaller numbers than before the war. Cattle herds are prime targets for both military forces and marauder bands, and the ranchers have banded into paramilitary cooperatives for mutual defense and protection. Many ranches also raise horses, which are prized in the vast, open spaces of Texas (especially so now that gasoline and spare parts for vehicles have become scarce).

Corpus Christi was once the state's fourth-largest port with recreation as its most important industry; but it was targeted for destruction because of the oilfields and refineries to the west.

An important feature of the Gulf Coast is the Intracoastal Waterway, a sheltered, navigable channel running along the coast all the way from Port Arthur in the north to Brownsville in the south. Since the war, parts of the channel north of Matagorda, including canals near Freeport and Port Arthur, have been closed; but south of Matagorda Bay the waterway is completely open, protected from the open Gulf of Mexico by a chain of long, slender islands.

The characters begin play of *Red Star/Lone Star* in Port Lavaca, a town about 60 miles north of Corpus Christi and the principal port on the Texas gulf coast now that Houston and Port Arthur have been destroyed. Though shipping worldwide has been disrupted by the war, small ocean-going craft still carry on a measure of trade in and out of Port Lavaca, and there is traffic along the Intracoastal Waterway. If the player characters have just arrived in Texas from overseas, they will probably have disembarked at Port Lavaca from a small Brazilian schooner.

CONDUCT OF THE ADVENTURE

As with other *Twilight: 2000* modules, *Red Star/Lone Star* is played as a continuing narrative unfolded through interactions between the referee and the players. The material in the *Red Star/Lone Star* module booklet is designed to help the referee create and develop situations during the course of play.

Throughout this adventure, the referee will use the map of the south Texas coast to determine how far the characters travel and what encounter tables to use. For convenience, each general area where the characters *might* travel is discussed and described in a separate chapter.

Note that the characters are not required to visit all of these areas. The entire south Texas region is described to allow the players to determine for themselves what routes to take to accomplish their mission, and to allow the referee greater latitude in developing one or more campaigns in south Texas.

The referee may allow one or more of the player characters some special information regarding this part of Texas, particularly if the character is from the area. (Note that one of the soldiers in the fictional narrative portions of this booklet is called Tex, and comes from Houston.) In general, however, the referee should *not* allow the players to have advance knowledge of a given area, and even characters born and raised in Texas will know little more than the overall geography of the area. Each area description gives information which will be generally available to the characters. Specific information—such as what sort of government is in control of a certain town—should be left for the player characters to discover for themselves.

EVENTS AND ENCOUNTERS

General Encounter Tables: During this adventure, the characters will encounter various non-player characters or be subjected to more or less random events such as storms or bandit attacks. Each area has a general encounter table specific to that area. In general, unless otherwise directed, the referee should roll on the area's general encounter table once each four-hour period while the characters are travelling in that area, and once each day if they are at rest. The events, and how they will affect the characters, are described in the encounter description section following each table.

Some encounters are standard and will always be the same. These are:

Animal: The characters encounter animals. Determine the results of this encounter as follows: Roll 2D6 for type of animal,

a result of ≤ 3 is Peccary; 4-5 is Dog; 6-8 is Game; 9-10 is Grazer; ≥ 11 is Fowl. Bears and boars do not occur.

Peccaries: Peccaries are a smaller relative of the domestic pig, sometimes called wild pigs. Their characteristics are: *Meat:* 1 D6 x5 kg, *Move:* 10/20/60, *# Appearing:* 1 D6, *Hits:* 15, *Attack:* 60%, *Hit #:* 40, *Damage:* 2D6, *Stature:* 6.

Grazer: The characteristics of grazers are per the animal data chart of the *Referee's Charts*.

Dog: The characteristics of dogs are per the animal data chart of the *Referee's Charts*. If less than four are encountered, the referee may describe them as coyotes instead (coyotes have a stature of 2 instead of 3).

Game: The characteristics of game are per the animal data chart of the *Referee's Charts*.

Fowl: The characteristics of fowl are per the animal data chart of the *Referee's charts*.

Other animals may be encountered in Texas (such as the famous armadillo), but these encounters have no effect on the adventure, and are omitted for simplicity or subsumed in other categories at the referee's option.

Characters can also specifically hunt for food (regardless of encounter rolls) by using their RCN skill per page 13 of the *Referee's Manual*.

Danger! A special encounter which the referee should tailor to the circumstances of the encounter. Usually, this will mean an encounter with a dangerous animal. In Texas, along the Gulf Coast, this could be any of the four poisonous snakes (coral snakes, rattlesnakes, copperheads, and water moccasins), or it could refer to scorpions, centipedes, or to packs of wild dogs. If the party is exploring a deserted building, the encounter could refer to the collapse of rotten flooring. Other possibilities could include flash floods, prairie fires, landslides, or a water source contaminated by radiation or disease. When this encounter table result turns up, the referee may defer implementing it until later in the day. For example, a scorpion may be introduced to the adventure by having it crawl into a character's boot while he is sleeping that night.

Abandoned Vehicle: The characters come across a car, truck, or army vehicle abandoned some time ago. It will not be operable, but characters with SCR skill may be able to salvage small parts (hoses, wire, clamps and fittings) which can be used by the party.

Local Encounter Tables: Towns, villages, and certain geographical features or sites have their own local encounter tables. These supersede the area's general encounter table, but apply only to that particular location. Unless otherwise directed, only one roll is made on each local encounter table when the characters first approach that town or site. While the characters are there, no rolls are made on the general encounter table.

NPC SKILL/EXPERIENCE LEVELS

It is strongly recommended that the referee allocate experience levels among any NPCs which are encountered according to the following percentages.

Type:	Elite	Veteran	Experienced	Novice
Soviets	10%	20%	40%	30%
Marauders	—	10%	40%	50%
Troops	—	20%	40%	40%
Civilians		10%	30%	60%
Refugees	—	—	20%	80%
Texas Rangers	20%	50%	40%	

RUMORS AND INTELLIGENCE

During the course of the adventure, the characters may pick up numerous rumors or pieces of information as the result of encounters with non-player characters, interrogations of prisoners, or their own observations and investigations. Some of these will be mandated by particular events or encounters. Others will be acquired through chance by periodic rolls on the rumor table given for a particular area. The referee is responsible for passing these rumors on to the characters as part of the unfolding narrative...for example, as news heard in a bar, or given to them by a talkative fisherman, merchant, or farmer.

Some rumors or pieces of intelligence will be true. Some will be false or exaggerations. Some may be true or false at the referee's discretion, and depending on the situation at the time.

HOMEcoming IN PORT LAVACA

"What the hell do you mean Texas ain't part of America anymore?"

The news had caught us all flat-footed, but I thought Tex was going to bring the place down around the bar keep's ears. Texas...not in the U.S.? What the hell had happened?

One of the first things you learn when you join the army is not to believe 95% of everything you hear...and disregard the rest as rumor. Now we were being told by a bartender in Port Lavaca that the wildest of the stories we'd heard overseas was true. Apparently, while things were going to pieces in the States in '98, the flow of immigrants across the border from Mexico had turned into a flood. Local National Guard and militia units had panicked and opened fire. The Mexican Army intervened... helped out by the Soviet "Division Cuba," whose commander had decided he made entirely too tempting a nuclear target where he was and had hired out to the Mexicans in exchange for passage out of Cuba.

Yes, the rumors were correct. There were Russians in Texas, in San Antonio, with a large American population to protect them from people with itchy nuclear trigger fingers.

So we were all at loose ends now. Tex had just found out about Houston and was in a bad, bad way. The rest of us...damn, we were all down. Just when we thought we'd made it back home, we find we're still hundreds of clicks behind enemy lines, with home just a memory far, far away.

That was when we met Jeff Ortega.

He shouldered up to the bar where we were searching for answers inside dark brown bottles of home brew. "You boys just got back, eh? I saw you coming off the Sebastiao."

There wasn't a lot to say to that.

"Pretty rough over there, I guess."

There wasn't a lot we could say to that, either.

"Listen...I work for a guy who needs men...goodmen...and he needs'em fast. He's the wealthiest man in these parts, and he'll pay you well if you'll sign on with him."

I looked the man up and down. He was small and dark, a Mexican-American, well-dressed and soft-spoken. I was more interested in the pair of beefy cowboy-types who watched the conversation from across the room. Bodyguards?

"Yeah?" I growled. "Wealthy? With what...dollars? Or pesos?" We all laughed at that. We'd heard greenbacks were worthless in the States. Down here they'd be valuable as toilet paper, and little else. Just about the only thing more worthless than a dollar right then was a peso.

Ortega's dark face flushed, and he scowled. "Go ahead and

laugh. Mr. Kingsly can pay you in just about any coin you care to name. Penicillin? Ammo? Or..." He paused, thoughtful. "Or, how about horses?"

We all leaned forward then, suddenly quiet, suddenly attentive. In country like Texas, with whatever passed for the United States still 400 miles north and then some, horses would be worth their weight in gold.

"Tell us more, Mr. Ortega." I said. "You interest us."

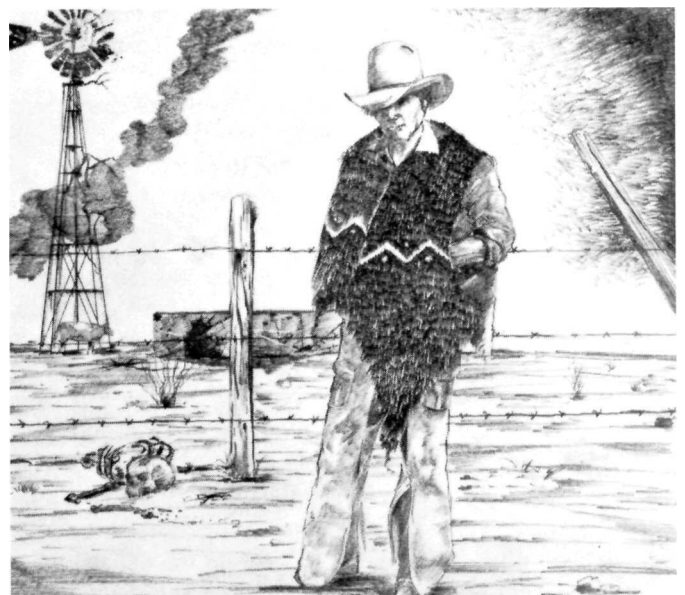
REFEREE'S NOTES: A RAID BY NIGHT

Jeff Ortega is the right-hand man for William "Texas Bill" Kingsly, a rancher with a large spread at the head of Lavaca Bay. He has been directed by Kingsly to find a group of trained soldiers with weapons and bring them to the Kingsly Ranch. Ortega has heard that a band of soldiers had just arrived at the port, and has come looking for them. He offers the characters ammunition and drugs if they will come out to the ranch and talk to his boss, "Texas Bill."

If the characters accept Ortega's offer, he will lead them to a battered, methanol-fueled Ford pick-up, and drive them and Ortega's two cowboy bodyguards across the Lavaca Bay Bridge to the town of Point Comfort, then north to his employer's ranch.

The Kingsly Ranch covers 200 acres on Lavaca Bay north of Point Comfort. Bill Kingsly raises horses, and the characters are told that his wealth is based on the horses which he barter for drugs, weapons, and supplies throughout east Texas. The ranch is a small mansion surrounded by green pasture grazed by extensive herds of horses. The characters note that there are lots of ranch hands about, most armed with M16s, sporting rifles, or shotguns, and that security around the ranch is tight. The ancient pick-up is stopped three times by guards who wave them through when they recognize Ortega.

Kingsly himself is a tall, white-haired man in his mid-fifties with a genuine smile but a worried manner. He is the picture of a prosperous, pre-war Texas rancher, with a white suit (well, off-white, these days), string tie, stetson hat and boots. He uses a gold-headed cane to get about and walks with a heavy limp, the result, he says, of a booby-trap fragment thirty years before in 'Nam. He welcomes the characters to his veranda where pistol-carrying servants bring food and drink, and he tells them his story.



The Kingsly family has long been a powerful name in the area, and the ranch goes back four generations to just after the Civil War. It is owned and worked by William Kingsly, his younger brother Thomas J. "T.J." Kingsly, and his son William Robert (or "Bill Bob") Kingsly. The ranch is successful by post-war standards. Kingsly's horses are sought after throughout southern and central Texas, and he trades them for those supplies which he cannot raise or manufacture on the ranch. Kingsly himself is prominent in the South Texas Grange, a powerful association of ranchers and farmers which—though its members are scattered widely between San Antonio, Freeport, and Laredo—acts as a defense cooperative, with local grangers banding together for mutual protection and support.

Ten days ago, in the middle of the night, a band of at least fifteen men invaded the Kingsly ranch. Four of the ranch hands at the gate had their throats cut before they could give an alarm. The invaders, wearing black clothes and watch caps, carrying automatic weapons and using commando-style tactics, seemed to know exactly where to go. They penetrated to the mansion, killed two more guards, and broke into the bedroom of Bill Bob Kingsly and his wife, Kathy Jean.

A shout and gunfire awakened the household. There was a pitched battle in front of the house, in which two of the invaders were killed. The rest fled in an unmarked truck, taking Bill Bob and Kathy Jean with them.

Kingsly had assumed that a ransom note would be forthcoming. It has been ten days now, however, and no communication has been received from the kidnappers. Kingsly has enemies—all wealthy men do—but he doesn't believe any of them who would simply murder his son and daughter-in-law in cold blood.

But why no demands? No threats? What has happened to them?

THE MISSION

The abductors were last seen fleeing south on Highway 35, towards the ruins of Corpus Christi. Kingsly has had hands searching in that direction for them, but so far the searchers have returned empty-handed. Kingsly has recently decided to hire a party of trained soldiers to track down Bill Bob and Kathy Jean and their abductors. He specifically wanted to hire troops newly arrived from overseas because they were less likely to have had contact with Kingsly's enemies—specifically with the dreaded Texian Legion.

Two of Kingsly's people will go along with the characters, empowered to act in Kingsly's name—Jeff Ortega, and Kingsly's brother T.J. They will decide what to do once the abductors are found—negotiate with the kidnappers or attempt a rescue. The characters will provide manpower and firepower, protect Ortega and Kingsly during the journey, and back them up during negotiations—as well as provide a combat assault force should that be necessary to rescue the prisoners. William Kingsly will provide the entire party with horses (one for each man, complete with tack, plus several pack horses for the expedition at large), with supplies for the expedition. Kingsly can provide some weapons (limited to M16s, a few Uzi SMGs, about 100 shots of ammunition for each weapon, and a pair of hand grenades for each character) should the characters be in need of them. If the player's party is small, Kingsly can be assumed to have hired a few other NPCs to beef-up the expedition.

If the characters have their own vehicles and plentiful fuel (there are several stills on Kingsly's ranch, but no promise of

fuel farther south) they may use them instead of horses.

Kingsly will be generous in rewarding the characters if they are successful. They may keep the horses and supplies regardless of whether they find his son or not (obviously, since the characters could simply make off with them and never return). The nature of any further reward is left to the referee's discretion, and may be bargained for between the players and the referee before the start of the expedition. Kingsly will be willing to offer anything in his power for his son's safe return, including more horses, land, positions on Kingsly's ranch or with the South Texas Grange, food, medicine, arms and ammo, or almost anything else the referee considers appropriate. Don't let them have too much (Kingsly can't get M1 tanks or F18 fighters).

The size and nature of the reward are left to the referee. Ideally, the outcome of the adventure—with the characters signing on to work for Kingsly, or whatever—should lead the characters smoothly and naturally into their next adventure.

THE EXPEDITION

We reined up in front of the ranch house, where Texas Bill waited on the porch. "You boys are my last hope," he said. There were tears in his eyes.

"We'll do our best, sir," I said. "If they can be found, we'll find'em. And we'll bring them home."

I motioned with my hand, feeling conspicuously like a cavalry captain in some old-time western and stifling an impulse to shout "For'ard...ho!" In columns of two and raising a cloud of yellow dust, we wheeled about and urged our mounts south.

As our column trotted through the ranch's front gate, I wondered if I shouldn't have kept my big mouth shut. The more I thought about it, the more I was sure we'd been nuts to take this mission on. I mean...think about it! Two people hidden somewhere in Texas, and we didn't even know if they were alive or dead. Those didn't amount to long odds.

They amounted to suicide.

PREPARING THE EXPEDITION

One of the player characters should be designated as military commander of the expedition before play begins. This character will probably—though not necessarily—be the character with the highest military rank, most combat experience, or both. Since there may be some question as to whether the characters are still in the U.S. Army at this point, the leader may be selected by any mutually-agreed upon means, such as rank, a die roll, an election, or the referee's decision.

Jeff Ortega and T. J. Kingsly are in overall command of the expedition, but neither man has military experience—which is what the player characters were hired to provide. They lead the mission in Texas Bill Kingsly's name, and they can advise the characters about local conditions and geography, but the characters may determine what equipment and weapons they will carry. The player designated as military commander must decide how to implement Ortega's and Kingsly's instructions, and be responsible for the unit's disposition and security.

Kingsly can provide a few M16s, .45 caliber pistols, 9mm Uzi submachine guns, and other small arms, as well as ammunition. Kingsly can provide other equipment upon request, including tents, kerosene or rechargeable battery-powered lamps, sleeping bags, knives, compasses, first aid kits, and other basic survival and camping gear. Also (at the referee's discretion), Kingsly can provide a few homemade plastic explosive charges.

The players may have access to the game map of south Texas included in this booklet, representing Ortega and Mendoza's knowledge of geography.

The referee should use his judgment in the amount of equipment he allows the players to receive. Kingsly is willing to go to any expense to rescue his son and daughter-in-law, but even he cannot afford to send huge amounts of valuable equipment south with a band of strangers, and there are limits to the amount of equipment a horse can carry.

All that is known about the kidnap victims' whereabouts is that they and their abductors were last seen heading south towards Corpus Christi on Highway 35. All plans made to track them will have to be based on this information. Kingsly is able to tell the group that there are still plenty of people living in the area north of the Nueces River—mostly farmers, ranchers, residents of small towns and villages, and several thousands of refugees and homeless living in makeshift camps. Corpus Christi is known to be in ruins, and San Antonio is known to be occupied by Russian soldiers. Conditions south of the Nueces are mostly unknown.

COMPLETING THE MISSION

The kidnapped Kingslys are the original goal of this adventure. The characters are being paid to rescue them and return them to Port Lavaca.

When the characters arrive in Brownsville, and at any given time after that, Bill Bob and his wife may be in any of a number of different places. Roll 2D6 for location: 2-5 = Brownsville, military barracks; 6 = Brownsville City Hall; 7 = Port Isabel, dockside barracks; 8 = Port Isabel, Pumping Station 3; 9-12 = Gulfwind Forty.

The referee may choose one of these locations deliberately rather than rolling on this table, especially if he needs an excuse to get the characters out to Gulfwind Forty.

Bill Bob and Kathy Jean are always together. If they become separated, neither Bill Bob nor Kathy Jean will leave without the other, and each will use every means possible to break away from would-be rescuers to go back and search for the other—unless convinced that the other will indeed be rescued.

The two are always under guard by 1D6+3 marauders armed with M16s and shotguns. There are no specific orders to kill the prisoners if they are threatened, but the referee should consider the possibility that a battle-maddened marauder might try to kill them out of spite.

ENDING THE ADVENTURE

Red Star/Lone Star can be played with various goals. The most important goal, of course, is the rescue of Bill Bob and Kathy Jean Kingsly. If the characters successfully rescue the couple, the adventure ends when they return them to the Kingsly ranch.

A more difficult (and more ambitious) resolution might occur if the Soviets destroy the *La Familia*/marauder forces in Brownsville and are then forced to retreat to San Antonio. The characters might choose to remain in Port Isabel and begin pumping oil, while sending Ortega or others north to Port Lavaca with word of what has happened. Texas Bill Kingsly would be very interested to know that there is an oil reserve available in the Brownsville area; such reserves would help the South Texas Grange establish itself as the unquestioned leader in the recovery of the Gulf Coast. Within a year, the Lone Star Republic would be established, with Texas Bill as its president (not that this would be the end of the republic's problems).

The characters would have to hold Gulfwind Forty and Port Isabel for 2D6+3 days for word to get back to Port Lavaca, and another 2D6+5 days for a relief expedition to be organized and sent to the Rio Grande. During that time, the characters might be under attack by *Constitucionales*, FRMP, and *Federales* forces all trying to capture the oil for themselves. The Soviets might reorganize themselves and return. The Jim Hogg Irregulars and other minor forces might try to muscle in on Brownsville's sudden prosperity, possibly by forming short-lived alliances with other interested groups. If the characters (and whatever allies they have won for themselves during the adventure) are able to hold out until Kingsly's reinforcements arrive, they will find that enough men will arrive to crush any attacking force and save the oil platform and refinery for the Grange.

A third option is to destroy the oil and its source. The characters may decide that it is better to destroy the well than let marauders or the Soviets dominate south Texas.

The pumping station can be destroyed with explosive charges, an AVG:CBE task. Gulfwind Forty can be destroyed as an ESY:CBE task. The destruction of the oil rig will release a mammoth oil spill across Padre Island—a testament to mankind's waste and stupidity as stark as the ruins of Corpus Christi.

Still another option would be for the characters to ally themselves with Mexican forces (other than those of Hernandez, which for all practical purposes have deserted). The pumping station and oil rig could be turned over to the Mexicans for safe keeping, possibly after negotiating an agreement with the Mexicans to share it with the Grange.

A later Mexican refusal to share (or the rout of the Mexican garrison by a second Russian attack) could be the subject of future adventures set in southern Texas and northern Mexico.

FURTHER ADVENTURES IN SOUTHERN TEXAS

Red Star/Lone Star is designed to provide the *Twilight: 2000* referee with material for numerous additional adventures in southern Texas. Encounters and problems which arose during the course of this adventure may well suggest other adventures. Some possibilities are:

If the South Texas Grange becomes a powerful force by controlling a source of oil, there will still be a long, hard fight before it can become the Lone Star Republic envisioned by Kingsly. The adventurers may be kept on by Kingsly as elite troops for special operations against various marauder bands, especially those of Rodriguez and his successors in Kingsville and the racist Jim Hogg Irregulars. Then too, there are always the Soviets...

The characters may decide to go after the Soviets, who are being unmercifully harassed by American guerrillas in and around San Antonio.

The Texian Legion will be causing trouble for the Grange for some time to come. The characters may be hired to run covert missions into Texian territory.

T.J. Kingsly is working against his brother. If his involvement in the kidnapping was *not* discovered during the course of the adventure, and if he survived, he will still be around to work against Texas Bill. This could lead to an adventure of intrigue and mystery, with the characters having to uncover the traitor at the Kingsly Ranch and discover a plot to kill the future president of the Lone Star Republic.

Whatever happens, the Soviets will continue to be a threat in the region around San Antonio. The referee is encouraged to adapt the information given in *Red Star/Lone Star* to create on-going *Twilight: 2000* campaigns of his own.

People and Organizations

THE NON-PLAYER CHARACTERS

The following NPCs will be encountered at the beginning of the adventure. Two of them, T.J. Kingsly and Jeff Ortega, will accompany the player characters on the expedition. Two more, Mendoza and Colton, may accompany the party, at the referee's discretion. Texas Bill Kingsly will not accompany the party, but he is included here because he may be involved directly in the adventure later on.

WILLIAM ROBERT KINGSLEY, SR.

"Texas Bill" Kingsly returned from Viet Nam in 1973 and took over his father's horse-raising ranch in Jackson County at the head of Lavaca Bay. He is friendly and good-natured, with the almost traditional easy manner of the stereotypical wealthy Texas rancher. He is 50 years old, but very active, spending much of each day in the saddle supervising the ranch. When not riding, he walks with a pronounced limp, and with the aid of a gold-headed cane. Under his expert management, his 200-acre ranch has prospered during troubled times, and he continues to raise horses which his crews sell or barter throughout east Texas.



The ranch supports a small population of perhaps 50 ranch hands and their families. Many of these people were friends of the Kingsly family who came to him during the collapse of government and law. They represent a wide range of talents and experience, and—for the most part—are devoted to him.

Kingsly is one of the leading members of the South Texas Grange, a rancher/farmer cooperative with members throughout south Texas. The Grange has become powerful and has attracted the unwanted attention of both the Texian Legion and various Mexican army bands and pseudo-governments. Both have tried to destroy the Grange on several occasions. It is for this reason that Kingsly hired outsiders to help him; there is too great a chance that people he knows—even loyal members of his extended ranch "family"—have been reached by powerful enemies. Newcomers will be neutral in this power struggle.

Kingsly speaks Spanish (90%). He has equestrian skill (EQ) of 70%. He is devoted to his family, the people under his protection, the Grange, and the ranch, in that order. His genuine love for his son and daughter-in-law have prompted him to hire the characters. It will be obvious to the characters as they talk with him that his concern for Bill Bob's and Kathy Jean's safety is genuine, and that he is not trying to set them up with any type of elaborate hoax or ruse. He is a *Veteran* NPC.

NPC Motivation Results: *Heart Queen:* Love (in this case, his love for his son); *Heart 4:* Fellowship, expressing itself as amiability, cooperation, and talkativeness.

WILLIAM ROBERT KINGSLEY, JR.

Texas Bill's son is 26 years old, and the older Kingsly's pride

and joy. Before the war, Kingsly Jr. was a petrochemical engineer working for Baystar Petroleum, supervising equipment installation and maintenance on off-shore rigs, land wells, and refineries all along the Gulf Coast. When the war began, he brought his wife to the Kingsly ranch and has worked there building the family business.

He is friendly and bright and is known by most acquaintances as "Bill Bob." He is tall, hard, and lean, and has kept in shape working on the ranch.

Kingsly Jr. is an excellent engineer. He built the several methane stills on the ranch, and he recently began work to restart an abandoned oil well on the ranch property in order to produce small amounts of crude, and to rig a crude refinery to produce gasoline from the recovered oil.

He has skill with machinery (MCH) of 50%. He also has some skill in handling small boats (SBH 20%), a little chemistry (CHM 10%), and can ride (EQ 80%). He is devoted to his wife Kathy Jean, whom he loves very much. He is an *Experienced* NPC.

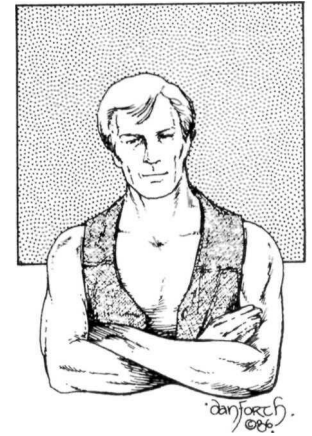
NPC Motivation Results: *Heart Jack:* Wisdom, good judgment and sound advice; *Club 2:* Violence, at this level, he is not intimidated by violence, and is willing to use it, if necessary.

KATHY JEAN KINGSLEY

Kathy Jean is 24. She married Bill Bob just before the war began. She met him in Houston while they both worked for Baystar Petroleum. She was a recently-graduated chemist working in Baystar's Houston lab. She has a practical field skill in chemistry (CHM) of 30%, and can ride (EQ) with a skill level of 90%.

Kathy Jean is extremely pretty, slender, with long blond hair and blue eyes. She is very much in love with her husband and will do anything to keep him safe. She is a *Novice* NPC.

NPC Motivation Results: *Diamond Ace:* Generosity, to an extent that is often excessive; *Heart Jack:* Wisdom, good judgment and sound advice.



THOMAS J. KINGSLEY

Texas Bill's younger brother is 48 years old, short, stocky, and black-haired. He ran a marina in Galveston before the war, but escaped the nuking of Galveston-Houston and came to live with Texas Bill on the ranch. In conversations with T.J., he seems reserved and not nearly as outgoing as his older brother. The player characters may get the idea that T.J. does not think that hiring them was a good idea. He is openly contemptuous of Mexicans and Mexican-Americans, whom he calls "wet-backs" and other derogatory terms. There is a veiled hostility—an armed truce—between T.J. and Ortega and Mendoza.

He has considerable skill handling small boats (SBH 70%). He

speaks Spanish (50%), and rides (EQ) 60%. He is a *Novice NPC*.

Referee's Note: Unknown to the player characters, T.J. Kingsly was the inside man in the kidnapping of his nephew. He conceived the plan with the abductors and told them how to find Bill Bob.

The full plot against William Kingsly is revealed in the section entitled *The Plan* (see page 43). T.J. Kingsly intends to share in the power the success of the plan will bring and to gain a measure of revenge over his brother.

He has long been jealous of his brother. While Texas Bill was serving in Viet Nam, T.J. was a draft-dodger in Canada. He returned with the presidential amnesty...only to find that their father had written him out of his will and left the ranch solely to Texas Bill. When his brother extended the invitation for T.J. to come stay at the ranch, he accepted, but the humiliation damaged his pride, and he has been secretly plotting revenge ever since.

The younger Kingsly has secret connections with the Texian Legion, which hopes to use him to undermine the power of the South Texas Grange in the Victoria—Port Lavaca region. Kingsly himself is dedicated to the Legion only in so far as it will help him win that which he wants: vengeance, power, and the inheritance which he believes was stolen from him.

NPC Motivation Results: *Spade Queen:* Ruthless, as demonstrated by the fact that he has arranged for his own nephew to be kidnapped; *Club Queen:* Stubborn, especially when concerned with what he feels is rightfully his.

JEFFORTEGA

Ortega is a Mexican-American, third-generation son of Mexican immigrants. Born and raised in Austin, he went to work as William Kingsly Sr.'s business manager five years before the war. Since the war, he has been Kingsly's principal trouble-shooter and right-hand man. Ortega is loyal, and dedicated to Texas Bill Kingsly—who has become more friend than boss over the years.

Ortega is 38 years old, well-educated, and soft-spoken. He has a computer skill level (CMP) of 60%, though he doesn't get to apply that skill any longer. He is completely fluent in both English and Spanish. He can ride (EQ) with a skill level of 50%. He is an *Experienced NPC*.

NPC Motivation Results: *Club 8:* Violence, tempered, in his case, by the high fellowship level (a good fellow to have beside you in a fight); *Hearts 7:* Fellowship, expressing itself as a loyalty to friends and a concern for the unfortunate.

HERNANDO MENDOZA

Mendoza is one of Kingsly's ranch hands. Born and raised in the Coahuila district of northern Mexico, he came illegally into



the United States ten years ago and found a job with Kingsly, who did not question his background. He has been a fiercely loyal worker on Kingsly's payroll ever since.

He reads and writes poorly, and speaks broken English (40%), but he is a good mechanic (60%). He can ride (EQ) with a skill level of 30%. He is a *Veteran NPC*.

He is also devoted to Kathy Jean Kingsly. If he joins the party, he will be unflagging in his determination to find and rescue the two abducted Kingslys. The player characters may wonder at his apparently foolhardy eagerness to push ahead.

NPC Motivation Results: *Heart Queen:* Love, expressed as extreme devotion to his employer's daughter-in-law; *Club Jack:* Stubbornness, manifesting itself as the single-minded pursuit of a goal...in this case the rescue of Kathy Jean Kingsly.

FRED C. COLTON

Colton is one of the recent arrivals at the ranch, a refugee from Houston. He is 42 years old, small and slight, and says little. He is a helicopter pilot (RWP) with a skill level of 60%. He can also pilot motorboats and small craft (SBH) with a skill level of 70%. He is an excellent shot. He can't ride, and must use his AGI in attempts to perform dangerous or tricky maneuvers on horseback.

Referee's Note: Although it will not be readily apparent, Colton is one of T.J. Kingsly's men, and will support the younger Kingsly in any showdown that might develop. If he is included on the expedition, it will be because T.J. Kingsly expressly arranged it.

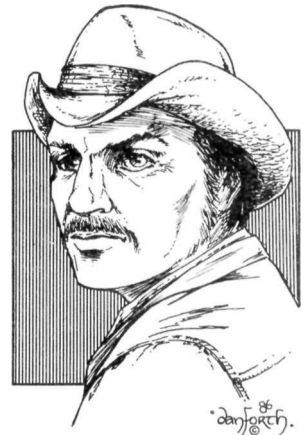
Like T.J., he has connections with the Texian Legion and is working to overthrow the Grange and other anti-Legion forces in east Texas. He is an *Experienced NPC*.

NPC Motivation Results: *Spade King:* Deceitful. Colton serves no man but himself, and may even betray T.J. Kingsly if the situation would gain him anything. *Spade 7:* Power, in this case Colton wants a position of sizeable authority within the Texian Legion, and feels this scheme of T.J. Kingsly's is the best way for him to get it.

COLONEL VASILY I. SERGOV

Colonel Vasily Ivanovich Sergov was originally from Leningrad, and had only just become acclimatized to the climate of Cuba when he was moved to southern Texas. He finds the extremes between the hot summers and the cold winters very hard to take. An early entry in his diary reads, "The summers are too dry, the insects carry pistols, and the people are uniformly hostile. I have found the purgatory *Babushka* used to threaten me with when I was naughty."

Sergov has given up on fighting the war, especially for a



government that seems to have abandoned him. The only reason Sergov remains in uniform is that he knows that is the only way to retain discipline, and that discipline is the only way the division can survive. He is a *Veteran NPC*.

NPC Motivation Results: *Club Ace:* War leader, and an especially good one at that. *Hearts 5:* Duty, in this case a strong feeling of duty to his men and to his commander. He no longer feels any sense of loyalty to the Soviet government...his sole motivation is to do what he has to to get himself and subordinates home.

MAJOR-GENERAL KONSTANTIN S. FEMEROV

As commander of the Soviet Division Cuba, Konstantin Semionovich Femerov has reached what he believes to be the nadir of his career. The failure of the Mexican offensive into Texas seemed like a personal failure to him. He and the remnants of his division entered the campaign in high spirits, as the only Soviet forces to set foot inside the contiguous 48 United States. Initially, they steamrolled through their opposition, but eventually the front ground to a halt (anathema to Soviet armored doctrine) and Femerov couldn't seem to do anything about it. He is a *Veteran NPC*.

Now, stranded in a foreign country, surrounded by hostile forces, Femerov is becoming increasingly desperate to do something...anything...that will allow him and his men to go home. The oil from Brownsville might be the ticket home he seeks.

NPC Motivation Results: *Heart King:* Honor, in this case Femerov feels himself honor-bound to return his men to their homes. *Spade 6:* Power, expressing itself as a moderate desire for a position of authority. Since General Femerov is in command of a division-sized unit, and holds the lives of thousands of people in the balance, this aspect of his character is well-satisfied by current events.

Organizations

During the course of the adventure, the characters may encounter any of a number of these groups and organizations in various parts of south Texas. Some might provide allies for the characters, who may find they need additional troops to take on the armies of *La Familia*—and the Soviets.

POLITICS

Until just before the war, Mexico enjoyed a democratic government with a single political party in power—*El Partido Revolucionario Institucional (PRI)*. Other parties existed, but had



no voice in the government. They included the opposition *El Partido Accion Nacional (PAN)*, the Marxist *Partido Popular Socialista (PPS)*, and the military-supported *Partido Autentico de la Revolucion Mexicano (PARM)*.

The government had enjoyed widespread popularity, providing a wide range of free services (free phone service, for example) and public subsidies (tortillas could be bought five for a penny). By the mid-90's, the government was bankrupt, and a rising swell of desperate poverty, falling oil prices, famine, and the break-down of foreign trade brought down the PRI and brought in the opposition PAN. The PARM, which enjoyed considerable support among military officers, challenged the legitimacy of the caretaker government, and civil war broke out.

Matters stabilized somewhat with an unexpected union of the PRI with the Marxist PPS, and the disintegration of PAN in party squabbles and recriminations. The PRI-PPS alliance seized power in the summer of 1998...and promptly ordered the invasion of Texas to take the public's mind off rationing and food riots at home. The excuse that Mexican refugees were being butchered had less to do with the orders to cross the Rio Grande than did the knowledge that only a full-scale mobilization at home would give the Mexican government muscle to dispel the mobs rioting in Mexico City.

However, wars are expensive things, and even with the help of the Soviet Division Cuba brought over from Mariel, overextended supply lines across hundreds of barren and desolate miles resulted in an almost total breakdown of communications with the front. The PRI/PPS alliance broke down with the assassination of PRI *Presidente* Juarez. A regiment ordered to fire into a crowd outside the presidential palace refused. In Texas, whole army brigades deserted, or declared for one or another of the rival political parties struggling for control of Mexico.

A number of rival factions are battling for control of Texas at the time of this adventure. Some are contestants in the Mexican Civil War, others seek a free and independent Texas.

FEDERALES

The *Ejercito Nacional Mexicano* (Mexican National Army), sometimes referred to as the ENM, but more commonly called the *Federales* or the *Federals*, is the faction with perhaps the best claim to the legitimate government of Mexico.

Meeting the Federales: *Federales* can be encountered whenever the players venture near a garrison, or at other times (at the referee's discretion).

Referee's Notes: The *Federales* are supported by the PRI, which has declared the elections which brought the PAN to power invalid. They seek to obey the most recent orders from the PRI government, which were to hold fast and await further orders. No further orders have been forthcoming for several months, and discipline and order are crumbling daily. Some commanders have begun operations independent of orders from Mexico City in hopes of salvaging some remnant of their units.

Leaders: Units are led by their officers, but there is no effective command structure higher than *Brigada* level in Texas now.

Numbers: Sizes of specific units vary (consult page 12 for details).

Where Found: Consult the OB on page 12 for a listing of the stations occupied by *Federales*.

Weapons: Mostly Mexican-manufactured G3s, FN's, and FALs, with a small number of U.S. and Soviet small arms. AFVs are almost universally the French-built ERC-90, APCs are mostly the French-built VAB. There is very little artillery, the better

equipped *brigades* having one or two guns, smaller units have none. The few guns available are similar to the M202 105mm howitzer (described in the *U.S. Army Vehicle Guide*).

CONSTITUCIONALES

The most powerful rebel group is the *Ejercito Mexicano de la Constitucion* (EMECO), supported by a new political party, the *Partido Accion de la Constitucion* (PAC, Constitutional Action Party). Called the *Constitucionales* (or Constitutionalists) their flag is the Mexican tricolor with the coat of arms replaced by the date 1917—the date of modern Mexico's constitution.

Meeting the Constitucionales: The *Constitucionales* are encountered according to the encounter tables for specific areas.

Referee's Notes: The *Constitucionales* support the PAN claim that the elections which ousted the PRI were constitutional and valid, and that the PRI-PPS declaration was nothing less than a blatant renunciation of the Constitution. They have called for a return to the revolutionary ideals of the Constitution, an end to the war, and the annexation of Texas (which, in Mexican eyes, had been abandoned by the United States and was now in total anarchy).

Leaders: Individual units are led by their officers. There is no effective command structure in Texas higher than the *Brigada*.

Numbers: Sizes of specific units vary (see page 12 for details).

Where Found: See the OB on page 12 for a listing of the stations occupied by *Constitucionales*.

Weapons: Mostly Mexican-manufactured G3s, FN's, and FALS, with a small number of Soviet and U.S. small arms. Vehicles and artillery are the same as for the *Federales*.

FMRP/FDP

The *Fuerzas Militares de la Revolucion Popular* (FMRP) and the *Fuerza Democratica Popular* (FDP) are rival Marxist groups seeking the creation of a communist state in Mexico and the annexation of Texas.

Meeting the FMRP/FDP: These groups are encountered according to the encounter tables for a specific region.

Referee's Notes: The FDP is connected with peasant and Indian radical movements, and has strong Maoist leanings. The FMRP is the stronger of the two, and has strong ties with the PARM political party. They live and fight as guerrillas, striking towns and supply depots but avoiding (where possible) larger armed groups.

Leaders: Most of the FMRP's leaders are former Mexican army officers with strong PARM connections. The leaders of the FDP have more diverse backgrounds.

Numbers: Both groups are small, with only a few hundred members scattered in bands and cells across northern Mexico and south Texas.

Where Found: Members of both organizations can be encountered almost anywhere in southern Texas. Consult the various encounter tables for specifics.

Weapons: A mixture of American, Soviet, and Mexican military firearms, along with civilian sporting weapons. What few vehicles remain are alcohol powered civilian cars and trucks. Neither the FMRP nor the FDP have artillery.

NATIONALISTS

The *Alianza Nacional del Mexico Libre* (the National Alliance of Free Mexico, or the nationalists) is a far right-wing nationalist socialist group dedicated to the destruction of communists in Mexico, war against the Soviets, and the annexation of Texas.

Meeting the Nationalists: The only Nationalists likely to be encountered by the characters are members of the *Tercio Libertad* near Corpus Christi. Refer to the *Troops* entry on page 26 for specific details.

Referee's Notes: *Tercio Libertad* consists mostly of deserters from the Federalist *Brigada Saltillo* at Beeville.

Leaders: Adolfo Lopez Huerta, a former corporal for the *Federales*, now leads *Tercio Libertad*.

Numbers: This unit currently consists of 50 fighters and a dozen or so non-combatants.

Where Found: Consult the *Troops* entry on page 26 for details.

Weapons: A variety of military small arms (U.S., Soviet, and Mexican) with a small proportion of civilian sporting weapons. The group has no military vehicles, but has a few horses available (although not enough to mount the entire complement).

LA FAMILIA

La Familia Huerra y Gonzales, or "*La Familia*" ("the Family") began as a drug smuggling operation with connections between Mexico, Miami, Houston, and Chicago. With the breakdown in international communications, elements of the Family have been isolated.

Meeting La Familia: Encounters with *La Familia* or marauders under its control are detailed in the encounter tables for a specific region.

Referee's Notes: In Brownsville, a middle-level "executive" of the syndicate, Francisco Navarro, has begun using the fortune amassed before the war to barter and bribe his part of the *Familia* into a small empire controlling Brownsville and the Rio Grande Delta. Recently, he has conceived the plan which could place most of Texas under his thumb for years to come.

Leaders: Francisco Navarro is the leader of the Brownsville branch of *La Familia*. Navarro handpicks other leaders in the organization.

Numbers: The number of any group of *La Familia* or its associated marauders is detailed in the encounter tables for a specific area.

Where Found: *La Familia* is found in the area around Brownsville and the Rio Grande delta.

Weapons: Groups associated with *La Familia* are equipped with submachineguns, civilian sporting weapons, and a small quantity of heavy machineguns and military weapons.

JIM HOGG IRREGULARS

This organization, centered in the town of Hebbronville, began as a Grange organization, but has been diverted into a racist campaign against Hispanics, whom they see as the cause of all current Texan ills. The goal of the JHI is to create a free Texas republic—and to kill or drive all Hispanics out of it.

Meeting the Jim Hogg Irregulars: Jim Hogg Irregulars are encountered whenever they pass near a farm or town that is affiliated with the organization.

Referee's Notes: Named after Jim Hogg County, the JHI are almost constantly in conflict with Mexican and Mexican-American groups.

Leaders: Each individual band of JHI chooses its own leaders, generally by election, but occasionally by other means.

Numbers: The number encountered is determined from the size of the settlement protected (per the *Settlement* section of the *Encounter* rule, on page 14 of the *Referee's Manual*).

Where Found: JHI settlements are found in an area about 40 km square, roughly centered on Hebbronville.

Weapons: Mostly sporting weapons, with a small number of military firearms and heavy weapons from all the armies in Texas.

TEXIAN LEGION

The Texian Legion is a right-wing, loose-knit organization which intends to establish an independent Texas. With origins as disunited bands of brigands, they are strong enough now to have dealt a serious defeat to elements of the U.S. Army sent to clear Texas of marauder forces.

Meeting the Texian Legion: Many independent marauder bands claim to be Texian Legion, using the name to inspire fear or respect in their victims.

Referee's Notes: Texian is an old name for Texan, out of use since the 19th century.

Leaders: Individual bands are led by elected leaders, who are ultimately responsible to the Texian Congress in Tyler.

Numbers: Determine the size of any band encountered by the players as if the Legion were marauders.

Where Found: Strongest in the area north and east of Houston, they have members throughout much of Texas as far south as Corpus Christi and as far west as San Antonio.

Weapons: The Texian Legion acquired a fair quantity of U.S. military equipment when it defeated the 85th Infantry Division in late 1999. A true TL band will have M16s, M203s, M60s, and a few 60mm mortars (but only a few rounds for them).

SOUTH TEXAS GRANGE

The South Texas Grange is a self-help, self-defense league of farmers and ranchers (mostly Anglos and Hispanic-Americans) who have re-established a viable economy in the Port Lavaca area of the Gulf Coast, and who enjoy considerable support throughout much of south and east Texas.

Meeting the Grangers: The players may run into this organization whenever they pass near a farm or town that is a member of the Grange (encountered at the referee's option). Groups may also be encountered away from their settlements when pursuing marauders.

Referee's Notes: Grangers seek to bring order to the anarchy which dominates Texas now, and eventually to establish the Lone Star Republic—a free and independent Texas. Many Grangers hope for an eventual reunification with the United States, once the Mexicans have been sent home.

Leaders: Each individual group elects a leader. There is no formal organization above the local ranch level, although Kingsly and one or two others can usually persuade a majority of the others to follow their wishes.

Numbers: The number of Grangers encountered is determined from the size of the settlement they protect (per the *Settlement* section of the *Encounter* rule, on page 14 of the *Referee's Manual*).

Where Found: The settlements of the South Texas Grange are found in the area west of Port Lavaca.

Weapons: The Grangers are equipped with a variety of military and sporting arms, as well as small numbers of heavy weapons and explosives.

TEXAS RANGERS

Once one of the best and most widely-known of all U.S. law-enforcement agencies, the Texas Rangers are now the only remnant of the pre-war state government still functioning in south Texas.

Meeting the Rangers: The players can encounter the Rangers in any part of the state, at the referee's option.

Referee's Notes: The Rangers operate in small groups, most working towards re-establishing local law and ending the anarchy which prevails across much of the former state. They travel in small, well-armed bands, helping ranchers and the citizens of small towns, fighting marauder raiders, and—where possible—setting the machinery of democratic government in place. Texas Rangers are few in number, but the player characters might encounter them, nevertheless.

The head of the rangers is James "Big Tom" Thomas, who headed the Texas Department of Public Safety before the war. He also serves as the governor of Texas, has moved the state capital to Wichita Falls and is a staunch supporter of the U.S. Military government. Unfortunately, Big Tom only has effective control over some of the northern part of the state. His detractors say he only runs that portion of Texas within "rifle-shot of a Texas Ranger."

Leaders: The pre-war organization is officially still in effect, but each group chooses its own leaders, regardless of their former rank in the organization.

Numbers: No group of rangers has more than six members, and most are only two or three. The rangers, however, have an old tradition of being heavily outnumbered. The rangers will try to recruit anyone they consider to meet their high standards.

Where Found: Texas Rangers can be found anywhere in the state, at the referee's option.

Weapons: Rangers are armed with a mixture of civilian and military weapons of all sorts. They are usually on horseback.

MEXICAN OB

The following is an order of battle for Mexican forces in Texas, as of December, 2000.

FEDERALES

Ejercito 4o (HQ): 100 men. Waco.

Brigada 2a: 500 men, 4 AFVs. Austin.

Brigada Saltillo: 300 men. Beeville.

Brigada Tampica: 700 men. McAllen/Harlingen.

Agrupacion Jimenez: 300 men, 3 AFVs (formed from detachments of the Saltillo and Tampico brigades). Near Laredo.

Brigada Queretara: 800 men. Waco.

CONSTITUCIONALES

Ejercito del Nore (HQ): 50 men. Carrizo Springs

Regimiento de Caballeria 3o: 300 men, 3 AFVs. Carrizo Springs.

Brigada Monclova: 300 men. Cerralvo.

Brigada San Luis Potosi: 600 men. Rio Grande City/Falfurrias/Raymondville.

Brigada Veracruz: 800 men. Crystal City/Pearsall/Uvalde.

NATIONALISTAS

Tercio Vanguardia: 400 men, 2 AFVs (former *Brigada Monterrey* of the *Federales*). Laredo.

Tercio Libertad: 50 men (formed of defectors from *Brigada Saltillo*). Corpus Christi

FRMP

Bandera Simon Bolivar: 200 men. No fixed base.

Bandera Benito Juarez: 50 men. No fixed base.

MARAUDERS

Note: These are the only sizable units with a semblance of military discipline and cohesion.

Bandera Matamoros: 300 men, 2 AFVs. Brownsville.

Bandera Rodriguez: 200 men. Kingsville.

Mexican-Americans

The largest single demographic group in southern Texas in 2000 consists of U.S. citizens of Mexican descent, called Mexican-Americans in this module. This group is caught between the Mexican Army and the *Refugiados* on one hand and Anglo-American right-wing groups on the other.

Although Mexican-Americans are proud of their Mexican heritage (often fiercely so), they are also patriotic citizens of the United States. Although this patriotism may consist of loyalty to one or another of the rival U.S. governments, it is most commonly expressed as a genuine deeply-felt loyalty to the *idea* of the United States and what it is supposed to stand for: freedom of expression, individual equality, the rule of law, and government by consent of the governed. They are well-educated, cosmopolitan in outlook, and economically aggressive. They have a strong stake in the traditional western middle class belief that the individual, through perseverance and hard work, can master his own destiny. In short, they are Americans.

With the events of 1998-1999, many Mexican-Americans realized for the first time how wide the cultural gulf between themselves and the people of their ancestral country had become. Language was sometimes a barrier, as many Mexican-Americans knew little or no Spanish. But the greatest barrier was attitude; many Mexicans viewed Mexican-Americans as little more than darker Anglos, and in many respects they were right. Friction and sometimes outright hostility quickly grew.

On the other hand were the Anglo-American para-military bands that sprang up almost immediately. Many of these groups are using the current state of anarchy and the Mexican invasion as a justification to vent years of pent-up racism, and often attack Mexicans and Mexican-Americans indiscriminately.

Caught in the middle, Mexican-Americans have been forced to play one side off against the other. Their ancestors might have responded with passive acceptance, but for Mexican-Americans at the dawn of the twenty-first century, that wasn't even conceivable. Instead, Mexican-Americans have taken a vigorous and aggressive role in southern Texan politics and society. Although often disliked by both Mexican soldiers and refugees, they have a near monopoly on managerial and technical talent, and are the basis of an emerging powerful new middle class. In many areas, refugees are being organized and led by Mexican-Americans.

Politically, most favor remaining part of the U.S., although the present situation makes that seem an unrealistic dream. A more likely-sounding alternative is the establishment of an independent Texan Republic, with strong ties eventually to both the United States and Mexico, once those two giants have resolved their own internal problems. Those who see integration of Texas with Mexico as inevitable almost universally support the *Constitucionales*, and many who favor an independent Texas or reintegration with the United States also favor a *Constitucionales* victory for both pragmatic and idealistic reasons. A constitutional government best typifies the theory of government and society most Mexican-Americans value, and would provide a Mexican government more likely to establish better relations with their neighbors to the north, regardless of the final

disposition of the "Texas Question".

ADDITIONS TO THE EQUIPMENT LIST

M1954 Rifle: A bolt action rifle with an internal magazine. *Ammo:* 7.62 N *Wt:* 5 kg *Mag:* 3 *Price:* \$500 (C/S)

VAB APC: An amphibious armored personnel carrier, manufactured in both 4x4 and 6x6 versions (speed is the main difference between the two). There are two doors on each side of the front of the vehicle, a driver's hatch on the forward deck, and a commander's hatch in the center of the deck. Two doors on the back facilitate loading and unloading of passengers. There are three firing ports on each side of the vehicle, and one in each of the rear doors. The commander's hatch is sometimes fitted with a cupola-mount M2HB MG, or (more rarely) with a 25mm autocannon similar to that in the U.S. M2 Bradley, although in Texas these have often been replaced with other weapons such as the Mark 19. *Price:* \$75,000 (S/R) *Armament:* 1 x M2HB MG (C) *Ammo:* 175 x .50 BMG belted *Tr Mov:* 6x6: 180/60; 4x4: 180/70 *Com Mov:* 6x6: 60/25; 4x4: 60/30 *Fuel cap:* 290 *Fuel cons:* 70 *Fuel Type:* D, A *Load:* 2 tons *Veh Wt:* 10 tons *Mnt:* 6 *Crew:* 2+10

ERC-90 Armored Car: A 6 x 6 amphibious armored car, equipped with a 90mm gun. The layout is conventional: a centrally mounted turret contains the commander (who also serves as loader) and the gunner (each with a hatch on the turret deck), the driver is in the forward portion of the hull (with a hatch on the forward deck). The commander's MG is on a pintle mount (equivalent to an NHT). The turret originally had three smoke dischargers on each side, but these have usually been removed by 2000. Characteristics for the 90mm gun are given in *U.S. Army Vehicle Guide*. *Price:* \$80,000 (R/R) *RF:* + 40 *Armament:* 1 x 90mm gun, MAG MG, MAG MG (C). *Ammo:* 36 x 90mm *Tr Mov:* 200/80 *Com Mov:* 70/30 *Fuel cap:* 300 *Fuel cons:* 75 *Fuel Type:* G, A *Load:* 400 kgs *Veh Wt:* 7.4 tons *Mnt:* 6 *Crew:* 3

Additions to the Referee's Charts

VEHICLE DAMAGE LOCATION CHARTS

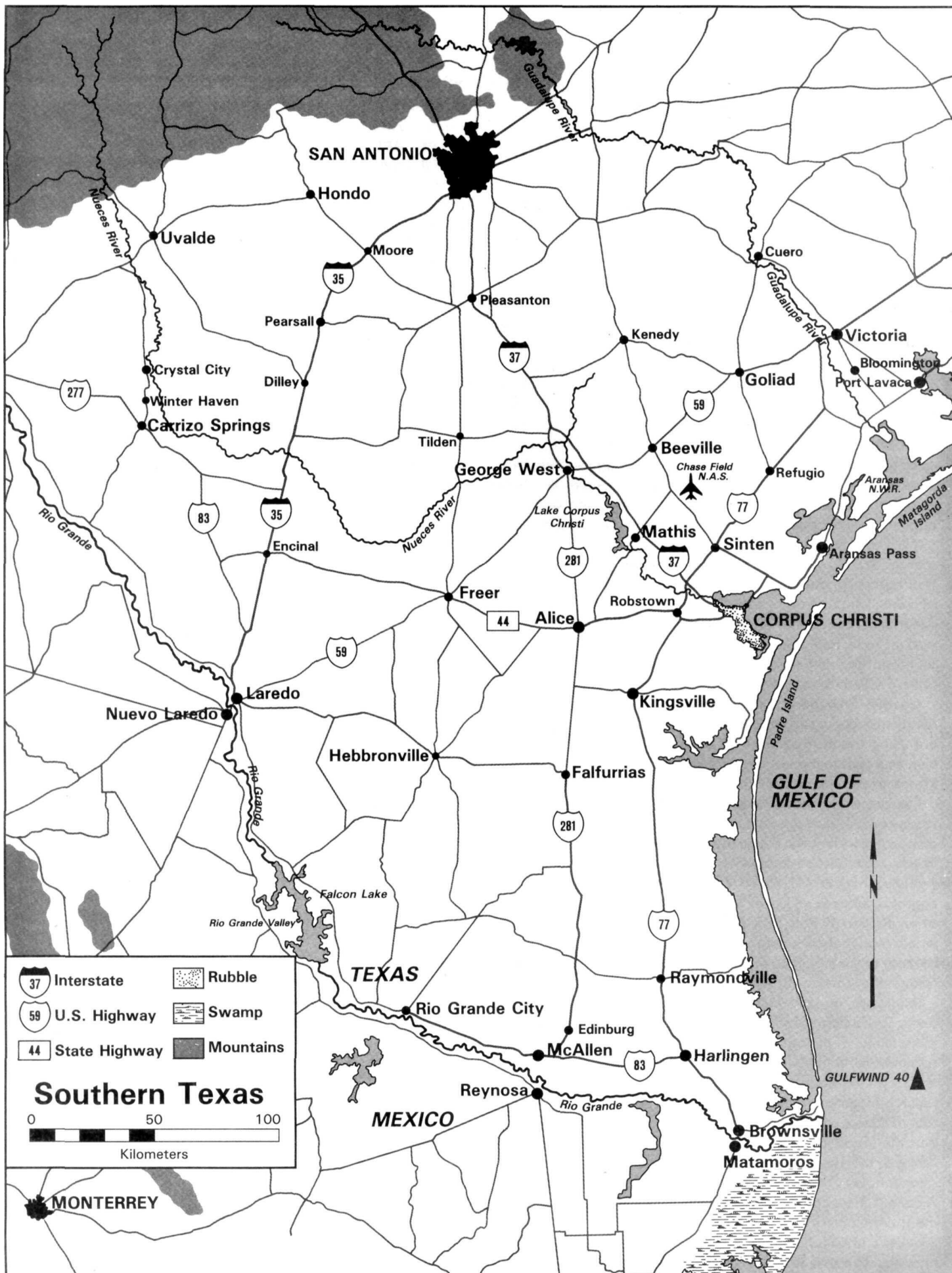
VAB APC

R: LH(30), G(60), HB(15)	E,F,P
L: LH(30), G(30), HB(15)	D,R
R: TF(0), TB(0)	X,N,W
C: TF(0), TB(0)	X,W,N,C
L: TF(0), TB(0)	N,W,C
TS(0)	C,N,W,X
F: HS(30)	D,E,F
C: HS(30)	C,S,P
B: HS(30)	S,P
FD(10)	D,E,F
TD(0)	X,W,N,C
BD(10)	P,S

Note: If the commander's hatch does not have a cupola mounted MG, count all turret hits (except TD hits) as misses. TD hits are: TD(0)C,P

ERC-90 ARMORED CAR

R: LH(40), (40), HB(15)	E,F,P
L: LH(40), G(40), HB(15)	D,R,C
R: TF(20), TB(20)	X,N,W
C: TF(20), TB(20)	X,W,N,G
L: TF(20), TB(20)	N,W,G
TS(20)	G,N,W,X
F: HS(40)	D,E,F
C: HS(40)	G,S,P
B: HS(40)	S,P
FD(15)	D,E,F
TD(15)	X,W,N,G
BD(15)	P,S





North of the Nueces River

BACKGROUND

This chapter deals with section 1, an area which includes the general area from Lavaca Bay southwest along the coast to Corpus Christi Bay, and inland towards San Antonio. Before the war, this region was important in the production of oil and petroleum products, and agriculture—especially cotton.

Unlike other parts of Texas, this region has not been devastated by the war. Some people have fled, but many more have entered the area, including "Anglos" (non-Hispanic whites) and Mexican-Americans from the now-ruined cities of Houston and Corpus Christi, and thousands of Mexicans who crossed the southern border beginning in 1998.

Some of the refugees have created self-sufficient communities which rely on one another for protection and trade. Others (for the most part Mexicans) have settled in large shantytowns originally intended as temporary winter quarters. Conditions in these camps or "*refugios*" are marginal at best, and many of these people are starving. Raids by refugees on nearby farming lands have generated reprisal raids by farmers and ranchers and there are frequent battles between the Anglos and the Mexicans. Curiously, most people of Mexican-American descent have sided with the Anglos, and fight with special bitterness against their kinsmen from across the border (see page 13).

Towns and Landmarks: Port Lavaca, Victoria, Beeville, Nueces River.

Small Towns, Villages, and Sites: Aransas National Wildlife Refuge, Bloomington, Chase Field Naval Air Station, Cuero, Goliad, Guadalupe River, Kenedy, Mathis, Refugio, Sinton.

Important highways and roads: Highway 59, Highway 77, Highway 35.

RUMORS

Rumor A: The war is over. The former United States is to be divided between the Soviet Union and Mexico.

Rumor B: San Antonio has been nuked. Russian survivors have been seen on Hwy 37 heading southeast. The cloud of radiation is moving eastward with the wind.

Rumor C: Laredo has been wiped out by a plague...probably bubonic plague. The few survivors are headed down the Rio Grande towards Brownsville.

Rumor D: Marauder forces have been closing in on Beeville, intending to destroy the *Federales* unit headquartered there.

Rumor E: Don't drink the water in Kingsville! It's been contaminated by the Corpus Christi blast.

Rumor F: There have been massive uprisings among the refugee populations of camps at Kenedy and Alice. Mobs have been roaming through the countryside, killing people and stealing food.

Rumor G: Something big is going on down in Brownsville. A truce was declared recently between the area's two major powers—a Mexican revolutionary group and a criminal syndicate. No one knows why or how, but they are cooperating together on some highly secret project.

Rumor H: The Russians have managed to get an oil well working, and have some oil for sale...if you can meet their price.

Rumor I: There was a real wild bunch in town about two weeks ago...scruffy-looking types with a lot of money to spend. One of them mentioned he was from Brownsville, and that they were "gonna teach those brownshirts a thing or three real soon, now."

Rumor J: The Texians have had it with these small-time independent operators. They are going to move into Victoria soon in a big way and run things the way they ought to be run.

Rumor K: There have been risings among the refugee camps to the south, with packs of half-starved people wandering through areas already stripped of food. Cannibalism has been reported in Freer.

Rumor L: The Ruskies are behind the Legion in Victoria. They are planning on moving down from San Antonio and then-wham! Everybody not with the Legion is bound for a slave labor camp out in west Texas somewhere.

Rumor M: There is a plague in Kingsville, south of Corpus Christi. Hundreds of people have died there already. Old-time residents of Victoria point out that a terrible cholera epidemic struck Victoria in 1846, killing so many that the victims had to be buried in a mass grave at the site now occupied by the town square.

Rumor N: The Mexicans are pulling out of Texas. Large numbers of them have been seen crossing the Nueces at George West, heading south.

Rumor O: A criminal syndicate called *La Familia Huera y Gonzales*, or simply "*La Familia*", is causing lots of trouble in the Rio Grande delta. Several detachments have been sent south already to deal with them.

Rumor P: A marauder band has been terrorizing the refugee camps throughout the region. Several camps have been put to the torch, the people slaughtered. Some say the marauders are members of the Texian Legion.

Rumor Q: The Russians are coming! Large numbers of troops and vehicles have been seen heading south on Highway 37. There is talk of a Russian landing on the beaches north of Corpus Christi. The San Antonio forces may be heading down to join up with the new invaders.

RUMORS AND INFORMATION (Section 1)

2D6	Result
0	Rumor A
1	Rumor B
2-3	Rumor C
4-6	Rumor D
7-8	Rumor E
9	Rumor F
10	Rumor G
11	Rumor N
12	Rumor Q

GENERAL ENCOUNTER TABLE (Section 1)

2D6	Result
2	Animal
3	Animal
4	Danger!
5	No encounter
6	No encounter
7	No encounter
8	Civilian-1
9	Civilian-2
10	Marauders
11	Marauders
12	Troops

GENERAL ENCOUNTERS

Civilian-1: The characters suddenly encounter an old man walking on the road. He is armed with a .38 revolver. He will attempt to hide in the brush at the side of the road but will stand his ground if confronted.

He will relax if he hears the name "Kingsly." His first thought was that the characters were members of a marauder band claiming to be Texian Legion, which has been terrorizing the area in the past few weeks. Further conversation will uncover little additional information.

Civilian-2: The characters encounter 1D6 civilians. Depending on the situation, they may be travelling on the road on foot or in a cart, camped by the road, or working in a field. When con-

fronted, they will produce a mixture of sporting rifles and handguns. Offers to trade or exchange information will be cautiously welcomed.

Conversation allows two extra rolls on the area rumor table. In addition, if questioned about the Kingsly abductions, one character will remember seeing a truck on the night in question "heading south on 35 like a bat outa hell." He thinks it was heading for Corpus Christi...which he thought unusual at the time because "who'd ever wanta go there?"

Marauders: The characters encounter 8 men on horseback, armed with a mix of M16s, sporting rifles, and pistols. They are tough and mean, but they will attempt to flee if confronted by a force equal to or outnumbering theirs.

If they outnumber the characters' party, they will approach and demand to see the characters' "passes", claiming to be with the government (which one is left up to the referee's discretion, they are actually not connected with any government). If no passes are produced, they will demand a "free passage tax"—tribute, in simple terms. The band will take whatever they can force the characters to turn over to them, and especially seek horses, arms and ammo. The outcome of the encounter is left to the referee and the players.

If a firefight develops, the marauders will attempt to escape instead of standing and fighting. Prisoners may be interrogated.

It is an ESY:INT task to get one of the prisoners to reveal that he was a private with the 85th Infantry Division, and that his unit was surrounded and nearly wiped out in a clash up north with the Texian Legion over a year and a half ago. He wandered on his own for a while, but finally linked up with the marauders. "A guy's gotta right to eat, right?" he will say, shrugging his shoulders. The group he joined sometimes calls itself Texian Legion, but it is not really part of that organization.

It is a DIF:INT task to get him to admit that the marauder band is moving south. He doesn't know what the band's leader had in mind, but there are rumors of "something big going down down south somewhere...something the brownshirts are excited about."

He is also a source of rumors and information. Make one roll with a DM -2 on the area rumor table.

Troops: The characters see 2D+2 soldiers beside a parked 2-ton truck in the distance. The soldiers have not seen the party and can be avoided.

On a closer approach, the soldiers appear to be Mexicans. They wear ragged brown uniforms with a variety of non-regulation gear (such as civilian hats, blankets worn bandolier style across their bodies, and cowboy boots) and carry G3s and bolt-action 7.62mm M1954 rifles.

If approached, the troops will assume the party is a marauder band and attack. If defeated, the soldiers are carrying little of value, though the truck may be useful. It will prove that the soldiers parked in order to cook fuel for the vehicle in the still carried in the back. The truck is an American military of ancient vintage and will be subject to frequent breakdowns (it has a wear condition of 7).

An ESY:INT interrogation of a prisoner will reveal that the troops are *Federales* from *Brigada Saltillo*, and are operating out of a base in Beeville, 50 kilometers away.

A successful DIF:INT interrogation will reveal that a number of their comrades have recently been assembled with orders to move south on Highway 77. The prisoner questioned will not know the reason, but will say there are rumors in the army of a mutiny among *Federales* forces south of Corpus Christi.



PORT LAVACA

With Port Arthur, Houston, Galveston, and Corpus Christi all destroyed during the nuclear exchange of 1997, Port Lavaca is now the largest remaining port along Texas' Gulf Coast and continues to be an important trade and fishing center. Before the war, Port Lavaca had a population of around 11,000. This has swelled to perhaps remained constant because refugees from the other ports and from Soviet-occupied San Antonio have balanced out local casualties. Many of the newcomers live in shantytowns of plywood, cardboard, canvas or sheet metal established elsewhere in Calhoun County (a large number of the buildings in town were destroyed during the civil disturbances that followed the nuclear strikes). The city is linked by a causeway across the bay with Point Comfort, where the ruins of chemical and aluminum plants mark the site of destructive looting, riots, and fires two years ago.

The harbor marinas are crowded with small craft, and there are several freighters, ocean tugs, and oil rig motor launches waiting out the war, unused or abandoned. Large numbers of fishing vessels and shrimp boats continue to make daily trips into the Gulf, returning each evening with their catch to improvised street market places along the wharves.

The city is ruled by a mayor, James "Fat Jim" Calhoun, a former used car dealer turned city father for the duration of the emergency. He is supported by a town militia of several hundred armed men who also serve to deter raids by hostile outsiders.

A barter economy has been replaced by locally printed paper notes backed by silver, which are honored by most merchants within the town or the surrounding camps. Food is plentiful — and since ships such as the *Sao Sebastiao* occasionally arrive in port, various trade goods such as machine parts and tools, textiles, wood, plastic, weapons, ammo, knives, vehicles, and survival gear can usually be acquired here.

Refineries and oil storage tanks in the area have long since been emptied. Oil wells have been shut down and capped off, though a few wells have been reopened and produce small amounts of poor-grade crude, which can be burned in diesel engines (although not those which have been converted to run on alcohol...see page 15 of the *play manual*). Gasoline can be bought here, but it is scarce and expensive (price and availability

are up to the referee).

RUMORS AND INFORMATION (Port Lavaca)

2D6	Results
1-3	Rumor A
4	Rumor B
5-6	Rumor C
7-8	Rumor H
9-10	Rumor I
11+	Rumor G

ENCOUNTER TABLE (Port Lavaca)

2D6	Result
2-7	No encounter. Roll again in 4 hours.
8-9	Talkative civilian
10-11	Street gang
12	Wounded civilian

PORT LAVACA ENCOUNTERS

Talkative Civilian: Characters meet a civilian willing to talk with them, possibly a friendly and talkative bartender or other merchant. The referee may make one roll on the table of rumors and information (Section 1) with a DM of -1, and two rolls on the table of rumors and information (Port Lavaca).

Street Gang: The characters meet 2D6+3 local toughs armed with pistols, knives, chains, clubs and hatchets. If the characters outnumber the gang, the gang will harass the party but flee any possible confrontation. If the gang outnumbers the characters, they will demand whatever the characters have on hand which may be valuable; weapons, personal gear, ammo, etc.

If any are captured, they will have no useful information. These are ignorant rabble, who prey on the local residents.

Wounded Civilian: The party comes across the street gang described above, in the process of brutalizing an unarmed civilian. The attackers flee at the party's approach, leaving their victim bleeding in the street.

The victim cannot be saved and will die moments later. Before he dies, he clutches at the shirt of one of the player characters and whispers "Oil! We're all gonna be rich again! Oil...oil in Brownsville!"

No one knows the dead stranger's name. If the characters question people, the first bartender they talk to will remember that that civilian came to town a week or two ago.

"He was part of a tough bunch that came up from down south, somewhere," the bartender says. "His horse went lame and he couldn't follow his buddies when they high-tailed it south, so he's been hanging around here spending money. He redeemed a bunch of silver when he got here, and he's been spending city notes like water for food, drink, and women. No wonder those punks went after him!" The bartender will also relate Rumors G and I to the characters.

VICTORIA

Located at the crossing of Highways 59, 77, 87, and 185, the county seat of Victoria County had a pre-war population of about 42,000. This has nearly doubled since the war with refugees from San Antonio, Corpus Christi, and south Texas. Many of the refugees live in temporary camps south of the city along the banks of the Guadalupe River. Victoria was formerly a gas and oil center for the Texas Gulf Coast. It serves now as a trading center for goods coming from Port Lavaca destined for other parts of Texas. Because of its position at the hub of

a vital road net, and holds a strategically important position between Port Lavaca and San Antonio.

There is little evidence of war damage in the town itself, which is laid out around a large and ornately decorated central town square. The town was once connected to the Intracoastal Waterway by the Victoria Barge Canal, but storms, flooding, and neglect have blocked the canal with silt and fallen trees, making it impassable. Numerous factories and industrial plants, including DuPont, Alcoa, and Union Carbide, now stand stripped and empty or burned out.

Two rival groups maintain headquarters in Victoria, the South Texas Grange and the local branch of the Texian Legion. Though not openly at war with one another, harassment on both sides has erupted into low-level warfare with riots, stonings, and gunfire on several occasions. The Legion has its headquarters in a warehouse on the east side of town. The Grange is established in an apartment complex two miles to the west.

The Legion wants to outlaw the Grange and establish itself as the central government in the area, with an eye towards establishing an independent Texian Republic. The Grange wants the Legion kept out of the area, viewing Texians as interlopers from "up Houston way," and intends to eventually proclaim a Lone Star Republic. Neither side is strong enough to openly challenge the Mexican military, which maintains a headquarters at Beeville and runs frequent patrols through Victoria.

Government is carried out by a council which includes both Grangers and Texians, and by an armed militia numbering several hundred. There is a local Mexican military governor, but he is in the pay of the Victorian town council, and turns his back on such irregularities as illegal town meetings. Trade is carried out through barter, Mexican pesos, and gold or silver.

RUMORS AND INFORMATION (Victoria)

2D6	Results
1-2	Rumor J
3-4	Rumor K
5-6	Rumor L
7	Rumor M
8-9	Rumor N
10	Rumor G
11+	Rumor I

ENCOUNTER TABLE (Victoria)

2D6	Result
2-6	No Encounter. Roll again next period
7	Mexican Official
8	Civilian-1
9	Civilian-2
10	Grangers
11+	Texian Legion band

ENCOUNTERS (Victoria)

Mexican Official: A friendly man in worn and crumpled civilian clothes, backed up by a pair of strong-arm types in mismatched uniforms from various sources, greets the characters. In broken English (50%), he introduces himself as Colonel Juan Carlos Garcia Talavera, the local governor and representative of the *Federales* ("El Gobierno Nacionalde Mexico" he calls it). With a smile and great courtesy, he informs the characters that this region is under the jurisdiction of the Mexican military government, that he is the local government representative, and that visitors are expected to behave themselves. He hints broadly,

however, that any problems can be worked out. "If there is problem, you come see me, yes?"

Talavera is in fact almost powerless. A colonel in a Mexican militia unit only, he commands perhaps 10 Mexican soldiers, poorly armed and poorly equipped. He is an opportunist who has been amassing a small personal fortune by taking bribes (*la mordida* he calls them) from the Victoria Town Council to allow them a measure of self-government.

Civilian-1: A talkative character in Victoria—possibly a barkeeper, hotel manager, or other person who might be a source of news—is willing to talk freely with the characters. Roll for three rumors on the table of rumors and information (Victoria) with a DM of -1.

Civilian-2: A man recognizes Jeff Ortega as one of Kingsly's men. "You damned Grangers aren't going to be running things hereabouts much longer!" the man shouts. He accuses Ortega of trying to slip extra muscle into Victoria to back up the Grangers' power grab. He becomes increasingly violent, and a crowd forms on the street, watching uneasily. Guns, clubs, and hand-held stones are in evidence in some of the crowd, but most are unarmed.

Resolution of this encounter is up to the players and the referee. The characters can defuse the situation by simply walking away. If they threaten the man, or attempt to hold or attack him, plenty of Texian Legion thugs are close by, ready to jump the characters and beat them up. A firefight will result in bystanders being hit, and the characters will be disarmed by the local Mexican militia and locked up in the Victoria jail.

Grangers: The group is approached by 2D6+2 men carrying an assortment of weapons (M16s, shotguns, sporting rifles). Ortega and T.J. Kingsly are recognized, and the group welcomed. The men are members of the local branch of the South Texas Grange and are out to "keep an eye on them damned Texians." They are a source of information, and allow two additional rolls on the table of rumors and information (Victoria) with a DM of +1.

They are led by John Paul Oliviera, a rancher from a town north of Victoria called Sweet Home, and an old friend of Texas Bill Kingsly.

Grangers are described in greater detail on page 12.

Texian Legion Band: The local group which calls itself the Texian Legion may in fact have nothing to do with the Texian National Legion which is centered in northeast Texas. Numerous marauder bands use the name Texian Legion for reasons of prestige or to add authority to their demands. The Texian Legion is described further on page 12.

The Texians in Victoria are led by an ex-U.S. Army Special Forces Sergeant named Roger Kirkpatrick. He has a commanding presence: 197cm tall and weighing over 112kg. When the characters first encounter him, he is with 2D6+3 men armed with M16s, hunting rifles, and even a few AKMs. The party will demand to know what the characters are doing in Victoria. If it is learned that the group is from the Kingsly ranch, or if the characters have already met with local Grangers, they will be ordered to leave town at once.

Subsequent details of the encounter are left to the referee. If trouble develops with the Legion, the Granger band described above will arrive within moments to help. A firefight between Grangers and Legion is a distinct possibility. The two groups hate each other and have been tolerating one another in Victoria only because neither side is ready for an open confrontation. The party's arrival in town could easily trigger an explosion.

THE SITUATION IN VICTORIA

If the characters are just passing through, it is probable that nothing will happen. If they choose to remain in town for a time, however, they are certain to become embroiled in the local political situation.

The Grangers want to kick the Legion out of Victoria County. They hope eventually to kick the Mexicans out as well and proclaim a Lone Star Republic. Their current forces total perhaps 50 men in Victoria, and another hundred scattered throughout Victoria County.

The Legion wants to break the hold of the Grange over local ranchers and farmers and set themselves up as the central authority. They hope eventually to kick out the Mexicans and establish the Texian Republic. They number perhaps 100 men in Victoria and claim to be part of the far larger Legion forces which dominate the region north of Houston and Austin.

The Victoria Town Council includes both Grangers and Legion members and can make little headway in resolving the differences between the two. Colonel Talavera does not yet realize that he is almost completely on his own and is surviving by balancing the Legion against the Grange and taking bribes from both.

Open armed conflict in Victoria will attract the attention of the Mexican forces at Beeville, some 60 miles southwest of the town. Rumors to the effect that the Mexicans are pulling out have further enflamed the more militant forces in Victoria, and some are even daring to suggest that they (Legion or Grange) could take on the Mexicans now.

The arrival of the character's party, disciplined, well-armed, and well-equipped, could easily trigger open warfare between the two forces.

The confrontation in Victoria is not part of the main plot of the adventure. It may, however, serve as an interesting side plot, and could serve as a short adventure in its own right.

BEEVILLE

Beeville lies at the junction of Highways 59 and 181 and is close to the major north-south artery of Highway 37. Formerly a cotton and cattle raising center, in the years before the war it became a prosperous oil community with a population of almost 15,000. All refineries and wells in the area have been destroyed or shut down, and the population is now a community of about 20,000, primarily Mexican refugees and migrants.

Beeville is also the location of a detachment of *Federales*, the *Brigada Saltillo*.

RUMORS AND INFORMATION (Beeville)

2D6	Results
1-3	Rumor A
4-5	Rumor B
6-7	Rumor F
7-8	Rumor O
9	Rumor K
10	Rumor M
11+	Rumor Q

ENCOUNTER TABLE (Beeville)

2-4	No encounter.
5-6	Troops
7	<i>Brigada Saltillo</i> HQ
8-9	Refugees-1

10-11	Refugees-2
12	Refugees-3

ENCOUNTERS (Beeville)

Troops: The characters encounter 2D6+5 *Federales*. They are armed with G3 and FAL rifles (actually Mexican-manufactured, licensed versions of these weapons) and with M1954 bolt-action rifles.

The soldiers are on patrol when they encounter the character's party. Their orders are to locate and destroy marauder bands in the Bee County area, and they are likely to shoot first and ask questions later. Roll 2D6, ≥ 7 the troops will open fire as soon as they see the characters; ≤ 6 they will challenge the characters and demand to know who they are and where they are going. The characters will be told they are to be taken to the HQ unit in Beeville for further questioning. Whether or not they go is up to the players. Subsequent complications of the encounter are left to the referee.

Brigada Saltillo HQ: The characters have come across the headquarters of the *Brigada Saltillo*, just north of Beeville. A large ranch house has been appropriated for the headquarters; a number of vehicles (see below) are parked outside, and there are a number of Mexican soldiers on sentry at the gate and on the front porch. The Mexican flag flies from an improvised flagpole nailed to the roof.

Unless they are being brought here by Mexican troops, the characters have the choice of avoiding the area or approaching it. If they approach on their own, they will be questioned briefly by the commanding officer and released. He has no interest in affairs outside his immediate command.

The troops in the Beeville area are under the command of General Francisco Santos Rivera. His command numbers perhaps 200 men and includes twelve jeeps, four 2-ton trucks, eight $\frac{3}{4}$ -ton trucks, a 10,000-liter tank truck carrying methanol, and five appropriated civilian cars—all converted to run on alcohol. The men are armed with a miscellaneous assortment of weapons, including 7.62mm M1954 bolt-action rifles, AKMs, AK-74s, M16s, and Mexican-made G3 and FAL rifles.

Rivera's Motivation Results: *Heart 7:* A strong sense of duty, to his men and to his country...this is the reason he has remained loyal to the Federalist government; *Club 4:* A tendency towards



violence, or at least the threat of it.

General Rivera knows he is in an uncomfortable position. The main body of the Mexican Army has long since disintegrated throughout Texas, and he is no longer in touch with his superiors at home. Civil war is raging throughout Mexico, and numerous Mexican units have either become revolutionaries or are wandering the countryside as marauding bands. The locals, for the most part, refuse to acknowledge Mexican authority in the area other than at the point of a gun, and many of the soldiers have been killed or wounded by guerrilla snipers.

Rivera crossed the Rio Grande in 1998 with elements of the Mexican 4th Army in order to protect Mexican nationals in Texas from wholesale slaughter. In the absence of further orders from Mexico City, he has set up his headquarters near one of the largest South Texas Mexican refugee camps, a vast tent and cardboard shantytown of some 20,000 Mexicans.

Rivera is a loyal officer of the Mexican Army and devoted to what he sees as his duty to protect Mexican nationals. He will personally question strangers (such as the player characters) brought before him, but unless there is evidence that they were planning to attack the refugees or that they fired on Mexican soldiers, he will let them go. On request (but not otherwise), he will give the characters a letter or pass which can be shown to any of his officers who try to stop or question the party later on.

If the characters exchanged fire with his soldiers before being captured and brought before him, or if they are guilty of robbing or murdering Mexican refugees in the region, he will review the case, but is likely to order them shot.

Refugees-1: The characters come across an encampment of (1D6+5)×10 Mexican refugees. These are a few of the thousands who crossed the Rio Grande in 1997 and 1998. They are extremely poor, poorly fed, and have almost no possessions but the clothes on their backs. The group includes the very old, infants, and every age in between. Many are sick, all are malnourished.

These refugees will ask for food. If the characters give them 50 kg of food or more, they will become a source of information. Roll twice for information on the table of rumors and information (Beeville).

If the characters give these people less than 50 kg of food, the crowd will begin pressing forward, each trying to get a share, and their mood will turn ugly. The mob will be stopped by a 2D6 roll of ≥ 7 if characters fire weapons into the air. Otherwise, the scene will turn into a food riot, with subsequent developments up to the referee.

The players should *not* be told in advance how much food must be given to these refugees.

Refugees-2: The characters come across a travelling band of 2D+10 Mexican refugees. This group is composed almost entirely of young men and teenagers, and several are armed. They will approach the party and demand food. If they are given 25 kg of food or more, they will leave the party alone. If they are refused or given less than 25 kg of food, they will attack the party, intending to take everything.

Refugees-3: The characters come across a band of 2D+5 Mexicans. They are all young men, all heavily armed with Mexican FAL and G3 rifles, evidently taken from Mexican soldiers. Half the number rolled will be in ambush positions, the other half will be visible. They will demand that the characters give them everything they have—food, weapons, supplies, and horses. If refused, they will attack.

NUECES RIVER

The Nueces River flows southeast from its meeting point with the Atascosa River, emptying into Corpus Christi Bay. It is a broad and meandering river, lined with cypress groves and the pecan trees which give the river its name. Lake Corpus Christi is a reservoir formed by the Wesley-Seale Dam and was formerly both the water supply for Corpus Christi and the site of a popular recreational state park. Much of the Nueces Valley is wooded or shaded by clumps and small groves of trees.

The river can be crossed wherever it is bridged by a road or highway. Finding a ford is a AVG:RCN task, or it can be accomplished by rolling 2D6 for ≥ 9 for each 4 hour period a search is made. The lake cannot be forded, but the dam can be crossed like a bridge.

The valley is inhabited by numerous refugees, mostly Mexicans who arrived in the area during the migrations of 1997 and 1998. Use the encounter table below to determine the outcome of meetings with these people.

RUMORS AND INFORMATION (Nueces Valley)

2D6	Result
2-4	Rumor A
5-6	Rumor B
7	Rumor K
8	Rumor N
9-10	Rumor O
11	Rumor P
12	Rumor Q

ENCOUNTER TABLE (Nueces Valley)

2D6	Result
2-4	No encounter
5-6	Refugee camp
7-8	Refugees-1
9-10	Refugees-2
11	Troops
12	Marauders

ENCOUNTER RESULTS

Refugio (Refugee Camp): The characters come upon a camp of (2D6+10)×10 refugees, mostly Mexicans, with a few Mexican-Americans. It is located near the river in a grove of trees and is made of shacks and lean-tos constructed of cardboard, plywood, canvas and sheet metal. There is a methanol still going at the center of the camp and a number of ancient and deteriorating vehicles (cars and pick-up trucks) converted to methanol. Several acres along the river have been planted and harvested.

On a roll of ≥ 9 there will be 2D6+3 Mexican soldiers in the village (from the *Brigada Saltillo* in Beeville...see page 19).

If friendly communication can be opened with the refugees, they will be a source of information. Make two rolls on the table of rumors and information (Nueces Valley).

The people of the camp will be peaceful but will remain reserved with strangers. This reserve can be broken down somewhat by offers to trade. If questioned directly about their caution, or if the soldiers are questioned, Rumor P can be given to the characters as an explanation. They mistrust any sizeable band of armed and mounted men.

Refugees-1: The characters encounter a travelling group of 2D6×10 Mexican refugees. Most are on foot, though there may

be a few vehicles (horse, ox, or human-drawn carts, pick-ups or ancient automobiles) as well. Some of them are armed with pistols or bolt action rifles. There are wounded with them, riding in carts or carried on crude litters.

They may be avoided entirely. If approached, they will watch the characters warily, with weapons ready. Attempts to communicate will be met with caution and reserve, but offers to trade (especially if first aid for the wounded, weapons and ammunition are offered) will result in further information.

The group is a band of survivors from a refugee camp north of Alice which was attacked and burned by marauders. Many of their people were killed and some of the young women were carried off by a large, armed and mounted band of marauders from farther south. They are moving north, hoping to settle in Beeville or Kenedy or one of the other towns where their countrymen have already settled.

Refugees-2: The characters meet 2D6+5 Mexican refugees. They are on foot and heavily armed with a variety of weapons. They may be avoided if they are sighted by the characters first (as a result of a recon patrol, for example), but when they sight the characters, they will open fire.

The band is out hunting for marauders who attacked their camp last night. The marauders were beaten off, but the camp suffered heavy losses, and several young women, as well as food and horses, were carried off. This group will assume the characters are marauders, attack them, and attempt to capture one for questioning.

Troops: The characters encounter 2D6+5 Mexican troops riding in jeeps and a requisitioned pick-up. They are armed with standard Mexican army weapons (M1954 rifles, FALs and G3s), and are led by *Teniente* (Lieutenant) Enrico Valdez.

The troops are a patrol from the *Brigada Saltillo* at Beeville. They are investigating reports of a marauder band in the area which has been preying on Mexican refugee camps. If the characters are not immediately sighted, the troops can be avoided. If the troops sight the characters, they will approach and demand that the character party accompany them to headquarters at Beeville.

Subsequent developments are up to the referee and may depend on whether or not the characters have already been to the Mexican headquarters at Beeville. *Teniente* Valdez will be satisfied by a pass or letter from General Riviera and let the group go about their business. If there is no pass or letter, he will insist (politely but firmly) that the group disarm and come with him to Beeville. The characters may do as he says (in which case, see the description of *Brigada Saltillo* HQ, under Beeville, above). If they resist, a firefight will result.

Marauders: The characters sight (but are not sighted by) a mounted band of 2D+10 men wearing a variety of uniforms and civilian dress, heavily armed with M16s, Mexican army weapons, Soviet weapons, and hunting rifles. They are riding south.

The band may be allowed to pass, and the encounter will end immediately.

If the band is challenged or fired upon, a firefight will develop. The band will fight from horseback until 1D6 of their number (rolled secretly by the referee) are killed or seriously wounded, then flee, still riding south. It will be noted that five of the riders are women, that their hands are tied to their saddles and their horses are being led (they are captives, taken from various refugee camps and settlements in the area). This is the marauder band the troops from Beeville are searching for (see above).

The characters will have the choice of allowing the group to escape (at which point the encounter ends) or of following them. If they are followed, the party will cross the Nueces River and continue riding south in the direction of Kingsville.

ARANSAS PASS NATIONAL WILDLIFE REFUGE

A swampy wilderness area set aside in 1939 as a bird sanctuary and publicized as one of the few places where the whooping crane was known to winter (a few mating pairs survive in 2000, but their future is uncertain).

The refuge is occupied now by a group of about 5 survivalists who retired to these swamps when law and government collapsed and who live here now by fishing and hunting. They are completely self-sufficient, want no contact with the outside world, and are extremely distrustful of and hostile towards strangers.

They will not start trouble with visitors, but they will either avoid them or, if cornered, refuse to answer questions or engage in trade. There will be no trouble with these people, however, unless they are attacked first. If they are attacked, they will melt back into the swamp, and strike with cunning and ruthlessness from ambush.

BLOOMINGTON

This town is now in ruins. The community was attacked and burned by marauders—possibly the Texian Legion—two months ago. The site is completely desolate, with no buildings standing.

CHASE FIELD NAVAL AIR STATION

Chase Field was a small air station a few miles southeast of Beeville. During the Mexican migrations, a large number of immigrants were rounded up and held here and were then fired upon when the hungry mob grew violent. The resulting battle left the base in ruins and the National Guard unit dead or scattered.

All buildings have been destroyed by fire, and the rubble has been picked over many times by parties searching for fuel, food, weapons, or valuables. A search by the characters for anything of value will turn up nothing but skeletons and corroded debris.

CUERO

Once a shipping center for cotton and turkeys with a population of over 7,000, Cuero was burned to the ground during the Mexican incursion. A National Guard force attempted to defend the junction of Highways 87 and 183 but was overrun by Mexican armor and Soviet troops. There is nothing left but rubble, and the area is deserted.

GOLIAD

Rich in Texan history and important as a symbol of the new Texan Republic, Goliad is now an important government and recruiting center for the South Texas Grange, which has its headquarters in the restored Presidio (from *Presidio Nuestra Senora de Loreto de La Bahia*, or Fort of Our Lady of Loreto of the Bay). Here the first Texas declaration of independence was issued in 1835, and here, Colonel James W. Fannin and about 330 Texans were massacred by Santa Anna three weeks after the fall of the Alamo.

Goliad now occupies a strategic point at the crossroads of Highways 59 and 183, and Route 239. Formerly a town of about 1,700, it has a population now of less than 500. It is an important meeting point for the South Texas Grange, and there are

many who feel Grange headquarters should be here instead of in Victoria. Texian Legionnaires are not welcome here. Three were killed in front of the Goliad mission only a few days ago. Strangers will be closely questioned—but anyone who knows Texas Bill Kingsly will be welcome.

Rumors F, G, and O may be acquired here in conversations with the locals.

GUADALUPE RIVER

The Guadalupe River Valley is a mile wide, well-forested with giant oaks, pecans, and cypress trees. South of Victoria is the Victoria Ship Canal which connects with San Antonio Bay and the Intracoastal Waterway. The water has become choked with silt and debris, and much of the land is flooded and impassable. South of Victoria, the river can only be crossed on bridges on Highway 35 and on the 175 Victoria Bypass.

There are plenty of fish in the river and flooded areas, and game is plentiful in the woods. Hunting here is an ESY:RCN task.

KENEDY

Located at the crossroads of Highway 181 from San Antonio and Routes 72 and 239, Kenedy was once the site of a hot springs health resort and several cotton and food processing plants, with a population of over 4300. The town was abandoned during the Mexican and Soviet invasion, but many of the original inhabitants have returned, and a large refugee camp is located to the northwest, near the former county seat at Karnes City. The current population is nearly 5,000.

Like Goliad, Kenedy is a political stronghold for the South Texas Grange, drawing on the many ranchers and farmers in the county for support.

There have been armed clashes in recent weeks between the ranchers and the refugees at the camp. Food is short in the shantytown, and wandering mobs of hungry people have three times approached Kenedy, only to be driven off by rifle fire. Visitors may be enlisted in the fight against these hordes. If Mexicans from Beeville arrive, there may be a battle with them as well.

Kenedy is also now filled with rumors of Soviet troop movements in and around San Antonio. Russian patrols have passed through town twice within the past week, and there are rumors of something strange happening in the south.

The locals will welcome anyone associated with Texas Bill Kingsly. Talking with them will cause them to describe Rumors G, K, L, and Q.

MATHIS

This town, with a pre-war population of 6,000, is located a mile south of Highway 37, and just north of the Wesley-Seale Dam and Lake Corpus Christi. It supports perhaps 1,500 people now, mostly Mexican refugees who farm the fertile and well-watered land below the lake.

A garrison of 2D6+5 Mexican troops, part of the *Brigada Saltillo* at Beeville, is stationed here. They are nervous because of recent marauder raids on refugee camps and will fire on strangers without provocation. If peaceful communications can be established with them (through a pass from General Riviera, for example) they will be a source for Rumors A, B, G, and P.

REFUGIO

An old community near the junction of Highways 77 and 183 south of Goliad and Victoria. Before the war it had a population

of nearly 5,000 and was located at the heart of an important oil-producing region. Pipelines carried oil to the Aransas Pass refinery and port facilities.

Refugio still maintains a population of almost 4,000, divided half and half between residents who remained after the invasions and the refugees who settled in the area by late-1998. The people are wary of strangers, for the community has been raided several times in recent months by mounted men from "south of the Nueces." They will become more friendly after the characters offer to trade. Old-time residents are nervous about the Mexican and Mexican-American population and will relate Rumors F and K. Mexicans and Mexican-Americans, in turn, will tell questioners about Rumor P.

SINTON

Before the war, Sinton was the county seat of San Patricio County with a population of over 6,000, located in one of the best cotton-producing areas of the state. Eighteen miles from the impact point of the 1 megaton nuclear device which took out Corpus Christi in November, 1997, the city suffered heavy casualties—mostly in the riots and panic following the blast. Most of the survivors fled during the winter when food ran short, or later, when the Mexican refugees and army came north. The city is now abandoned, partly burned, and has been thoroughly picked over for useful equipment or food.

MAJOR HIGHWAYS AND ROADS

The area described in Section 1 is crossed by several major highways which serve as natural routes for travel across Texas. All possible encounters are described in detail at the end of this section under highway encounters. These encounters should be rolled for only during those periods while the characters are actually travelling on the highway.

U.S. HIGHWAY 59

This road runs southwest from Houston through Victoria, Goliad, and Beeville, then across south Texas to Laredo. The road is in fairly good shape, though rutted and pocked with potholes in places after two years of periodic flooding, movements by tracked vehicles, and no repairs.

This table deals only with that part of the highway between Victoria and Beeville.

Characters travelling on this part of the road are likely to encounter both Grangers and Texian Legion bands. As they draw closer to Beeville, they will probably encounter elements of the Mexican National Army.

ENCOUNTER TABLE (Hwy 59)

Roll 2D. Add a DM of +2 for encounters south of Goliad.

2D6	Result
2	No encounter
3	Abandoned vehicle
4	No encounter
5	Grangers
6	Texian Legion
7	No encounter
8	No encounter
9	Refugees
10	Abandoned vehicle
11	Troops
12	Marauders-1

U.S. HIGHWAY 77

Route 77 runs south from Dallas-Fort Worth to Victoria, takes a jog through the center of town, then runs south, then southwest through Refugio and Sinton, crosses the Nueces River just west of Corpus Christi, then continues south through Kingsville to Brownsville. It is in bad shape south of Victoria, for it has seen heavy use by tracked vehicles since 1998.

The encounter table below is used only for the stretch of highway between Victoria and the Nueces River. Highway 77 south of Corpus Christi is discussed in a later section.

ENCOUNTER TABLE (Hwy 77)

2D6	Result
2	No encounter
3	No encounter
4	Animal
5	Abandoned vehicle
6	No encounter
7	Refugees
8	Civilians-1
9	Troops
10	Marauders-1
11	Texian Legion
12	Grangers

STATE HIGHWAY 35

State Highway 35 follows the Texas coast south from Houston to Corpus Christi. In the vicinity of Port Lavaca, it crosses Lavaca Bay by way of a broad causeway. At Corpus Christi it crosses the Harbor Bridge, which, with its approaches, is more than a mile long.

Much of the road is narrow, a single lane in each direction, and the pavement has cracked and split, and in some areas have been buried during two years of floods, storms, military traffic, and shifting sand dunes. The encounters given here refer only to that part of the road north of Corpus Christi.

ENCOUNTER TABLE (Hwy 35)

Roll 2D6. If the encounter takes place north of the Aransas Wildlife Refuge, add 3 to the roll.

2D6	Result
2	No encounter
3	No encounter
4	Animal
5	Abandoned vehicle
6	Refugees
7	Civilians-2
8	No encounter
9	Highway blocked
10	Marauders-1
11	Troops
12	Marauders-2
13	Grangers
14	Grangers
15	Texian Legion

HIGHWAY ENCOUNTERS

Abandoned Vehicle: The characters find a vehicle abandoned several years ago, either during the nuclear exchange, or later, during the invasion, riots, or when fuel ran out. It is filthy, rusting, and has long since been stripped of anything useful.

There is a chance (2D6 for ≥ 11) that a character with MCH skill could salvage some small piece of equipment overlooked by earlier visitors. The nature of the equipment depends on the situation and is up to the referee, but could include a length of hose, hose clamps, a valve, lengths of electrical wiring, springs, or an unbroken mirror.

Civilians-1: The characters encounter 1D6 civilians travelling on the road. They are armed but will not attack unless provoked. They will be wary of strangers, but offers to trade food, medicine, or ammo will be well-received and allow one extra roll on the area's table of rumors and information.

Civilians-2: The characters encounter 1D6+1 civilians who flee as soon as they see the characters approach. If pursued, the civilians will open fire with handguns. They will be convinced the characters are the same marauders who attacked their village two days ago and cannot be convinced otherwise. Offers to trade will be ignored.

Grangers: The characters encounter 2D6 members of the South Texas Grange. They are mounted and armed with a variety of weapons and are out looking for Texian Legionnaires. They will tend to shoot first and ask questions later when they encounter armed strangers, but the mention of Texas Bill Kingsly will act as a password and open communication with them. Once friendly communications have been established, they will become a source of information and allow two extra rolls on the area's table of rumors and information.

Marauders-1: The characters encounter a band of 2D6 marauders, mounted and well-armed, heading north. The party will scatter and flee if approached by an equal or numerically superior force, and will open fire on an inferior force. In a firefight, they will flee after one of their number is killed or seriously wounded.

Marauders-2: The characters encounter a band of 2D6+2 marauders. At the referee's discretion, this party is moving south or has made camp beside the road. 1D6 civilians are with them, their hands tied, their horses (if they are traveling) led by marauders.

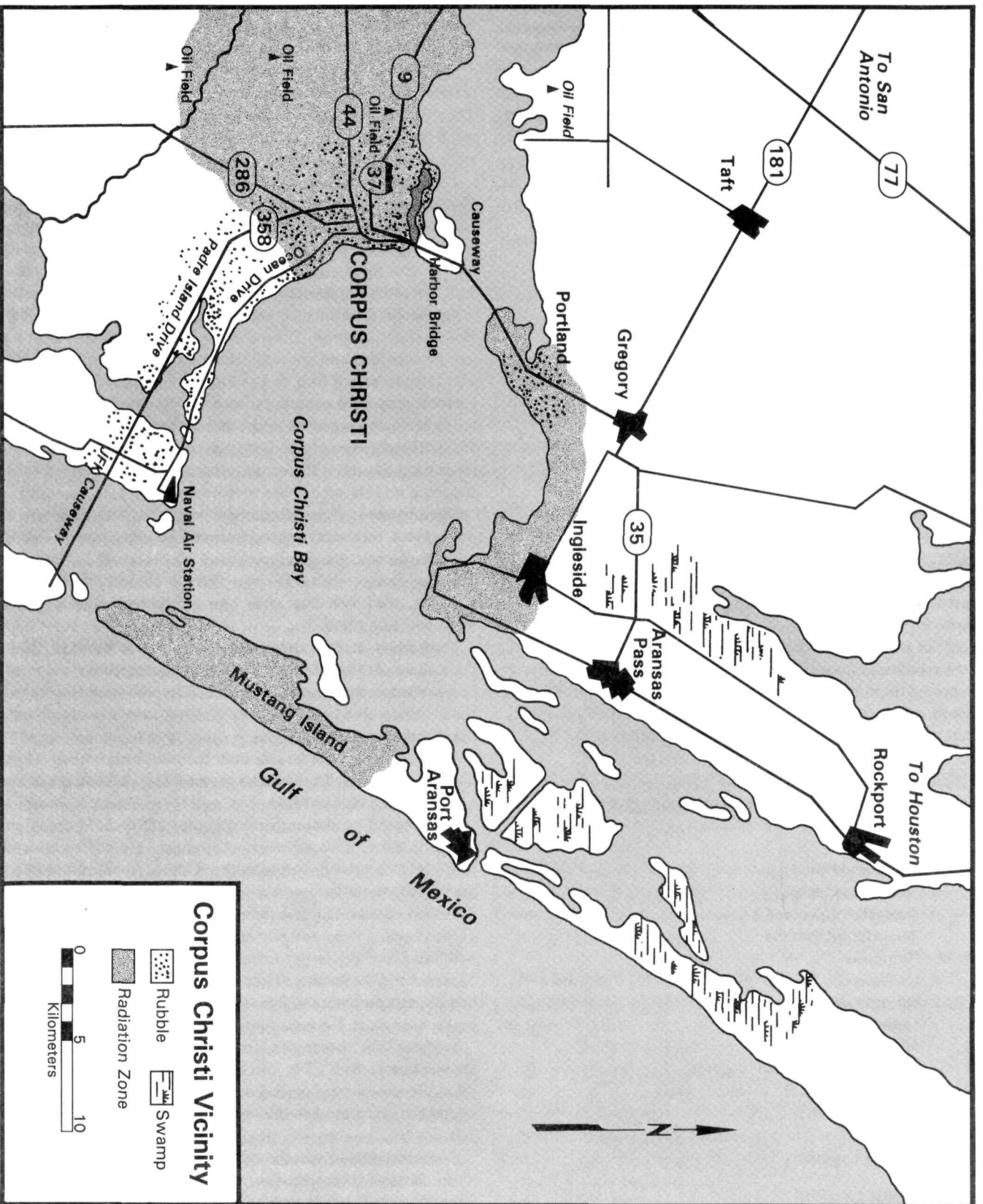
If the prisoners can be rescued, they will prove to be refugees captured in a raid. They will be grateful and allow two extra rolls on the area's rumor table.

Refugees: The characters encounter 2D6+5 refugees, moving north. They are suspicious of strangers but can be convinced to trade. Communication with them allows one extra roll on the area's rumor table.

Texian Legion: The characters encounter 2D6 members of the Texian Legion, mounted and armed and looking for trouble. They will flee from any larger force and attack any force which appears smaller or weaker. They will not respond to offers to trade or talk, but prisoners will be sources of information allowing 2 extra rolls on the area's rumor table.

Troops: The characters encounter a patrol of 2D6+5 Mexican soldiers. Roll 2D6, on ≥ 9 they are *Constitucionales*, a revolutionary army fighting against the Mexican Federalists in south Texas; otherwise they belong to the Federalists (see page 10).

Constitutionalist troops will tend to open fire on any armed party. Federalist troops will open fire on a 2D6 roll of ≥ 8 . Otherwise, they will insist that the characters come with them to Beeville unless the characters can produce a pass signed by General Rivera of the Mexican Army.





The Ruins of Corpus Christi

BACKGROUND

Pre-war Corpus Christi was a city of over 200,000 inhabitants, the fourth largest port in Texas and the thirteenth largest in the United States. It was important both as a port for exporting oil and petroleum products and as a recreational center. Corpus Christi and the coastal bend were once known as the "Texas Riviera."

On Sunday, November 28, 1997, a one megaton thermo-nuclear warhead airburst over the gas and oil fields and the refineries to the west of Corpus Christi. Several smaller warheads detonated in the air over other refineries in the vicinity. Blast damage to the city's buildings 3 to 6 miles away was relatively light, but oil storage and refining facilities throughout the area as far away as Aransas Pass across the bay were ignited by the thermal pulse, and the wind, fanned to hurricane force by the explosion's updraft, created a petrochemical firestorm far more devastating than the nuclear blast itself. Casualties were over 40,000 dead and 100,000 injured. Thousands more—no estimate was ever made—died in the weeks that followed from starvation, disease, and the effects of severe burns and radiation sickness. Within two months, the city was abandoned.

The western districts of the city still contain small amounts of residual radiation, but the remainder of the city is now largely safe (the area of radiation is indicated on the map of Corpus Christi...characters receive 1D6 rads per hour spent in this zone). In the past two years, the ruins and empty buildings have been searched by dozens of marauder bands, by soldiers, and by local defense groups looking for food, survival equipment, or valuables. Still, much of the city, and particularly the outlying suburbs and nearby towns to the east and north, has sustained little damage, and while most buildings have been looted, a careful search may uncover surprising and useful artifacts.

If the characters are following the trail of the marauders who

attacked the Kingsly Ranch, they will have been led down Highway 35 and will encounter a marauder camp at the site of the old Naval Air Station. This encounter will lead them on to their next destination.

Towns and Landmarks: Aransas Pass, Harbor Bridge, Corpus Christi, Naval Air Station, John F. Kennedy Causeway.

Important highways and roads: Route 35, Route 44, Ocean Drive, Padre Island Drive.

RUMORS-SECTION 2

Rumor A: The war is over! The United States are to be divided between Russia and Mexico.

Rumor B: The Russians are coming! Soviet troops are heading south on Route 37, heading straight for Corpus Christi. They probably plan to meet up with a Russian invasion in Corpus Christi Bay.

Rumor C: Strange ships have been moving up and down the old Intracoastal Waterway. It may be the Russian invasion fleet.

Rumor D: There is a fortune in silver in a safe in the downstairs offices of the Corpus Christi Savings and Loan, uptown on Broadway.

Rumor E: If you need a boat, there're plenty that have been abandoned over in Redfish Bay at Aransas Pass. There are lots of motor launches once used to service off-shore drilling rigs there, and some may be in pretty decent condition.

Rumor F: There are marauders operating out of Kingsville. They've raided the communities around Corpus Christi several times in the past few months.

Rumor G: Something strange is going on down in Brownsville. There are stories going about that a Mexican army is in cahoots with a criminal syndicate—something called "*La Familia*."

Rumor H: Soon there is going to be oil again! The word is being spread that someone is going to have oil and gasoline on the open market again very soon. Inquiries have been made in to the possibility of exchanging food, guns and ammo for oil, and there has been discussion about the creation of a new, oil-

based economy. Texas may rise again as an independent, oil-producing nation.

Rumor I: Marauder bands have been unusually active lately. There are stories spreading that they've been rounding up hundreds of people and marching them south like slaves to some unknown destination—possibly in Mexico.

Rumor J: Grady K. LaMarr has a sweet set-up in Corpus Christi. After getting kicked out of Kingsville, he and a bunch of his boys have taken over the old Naval Air Station in town and have been extorting food and weapons from ranchers and farmers for miles around. Lately, they've made a deal with someone down in Brownsville to round up civilians and send them south to work on some hush-hush project down there. LaMarr provided a support force for a raid north to Port Lavaca recently. Two tough-looking dudes, a Mex-looking hombre named Huerra and an Anglo named Miller, hired them to capture two people and take them to Brownsville. They paid in silver, booze, weapons and ammo.

RUMORS AND INFORMATION (Section 2)

2D6	Result
0-1	Rumor A
2-3	Rumor B
4-5	Rumor C
6-7	Rumor D
8	Rumor E
9	Rumor F
10	Rumor G
11	Rumor H
12	Rumor I
13+	Rumor J

GENERAL ENCOUNTER TABLE (Section 2)

2D6	Result
2	Animal
3	Animal
4	No encounter
5	No encounter
6	No encounter
7	Refugees
8	Civilians-1
9	Civilians-2
10	Troops
11	Marauders
12	Marauders

GENERAL ENCOUNTERS

Refugees: The characters encounter a group of (2D6+10)x10 Mexican refugees. They are living in a shantytown of cardboard, plywood, canvas, and sheet metal. Most are malnourished, and many are sick.

On a roll 2D6 for ≥ 9 some of the community's young men, armed with rifles, will watch for a chance to ambush the character party in hopes of securing food, horses, and weapons. With any other result, the people will show apprehension at the characters' approach, but no hostility.

Offers to trade food or medicine for information will be well received. The characters may make three additional rolls on the table of rumors and information (Section 2).

Civilians-1: The characters encounter a party of 2D6+5 civilians. If in a country area, they are armed with sporting rifles and are hunting game. If in a built-up or city area, they are clear-

ing a plot of ground of rubble but have weapons close at hand.

The civilians are extremely suspicious of the characters and believe them to be marauders. Any hostile move by the characters will result in a sudden and bloody firefight. They can be won over by offers to exchange food, weapons, or ammo for information.

Successful communication will allow the characters three additional rolls on the table of rumors and information (Section 2). If questioned directly about the kidnapping of Bill Bob Kingsly, one of the civilians will remember a truck which matches the description of the truck seen leaving the Kingsly ranch. That truck passed north through Corpus Christi a few days before the incident, accompanied by mounted armed men—"a pretty rough-looking bunch." A few days later they came tearing south through town, and headed out Ocean Drive, towards the old Naval Air Station.

Civilians-2: The characters are fired on by unseen attackers. Details of the combat are up to the referee and depend on the situation at the time.

The attackers are 2D6+2 civilians who believe the characters to be marauders. They will continue to attack until two of their number are killed or seriously wounded, and then disappear into the surrounding countryside.

If any of the attackers are captured, or if the characters can persuade them that the character party's intentions are peaceful, this encounter becomes the same as for Civilians-1, above. The civilians believe the marauder raids to be coming from a big encampment rumored to be near Kingsville. The raids have been particularly vicious of late, and the attackers were trying to strike back.

Troops: The characters encounter 2D6+10 Mexican soldiers. Details of the encounter depend on the situation; it is possible that the soldiers have not seen the characters, and a direct encounter could be avoided.

On a 2D6 roll of ≥ 9 , the soldiers are a patrol from the *Brigada Saltillo* headquartered in Beeville. Characters captured or peacefully encountered by these troops will be taken to Beeville for interrogation by General Rivera. This can be avoided if the characters have a pass or letter from Rivera himself (obtained during an earlier visit to Beeville) allowing them to go through unmolested.

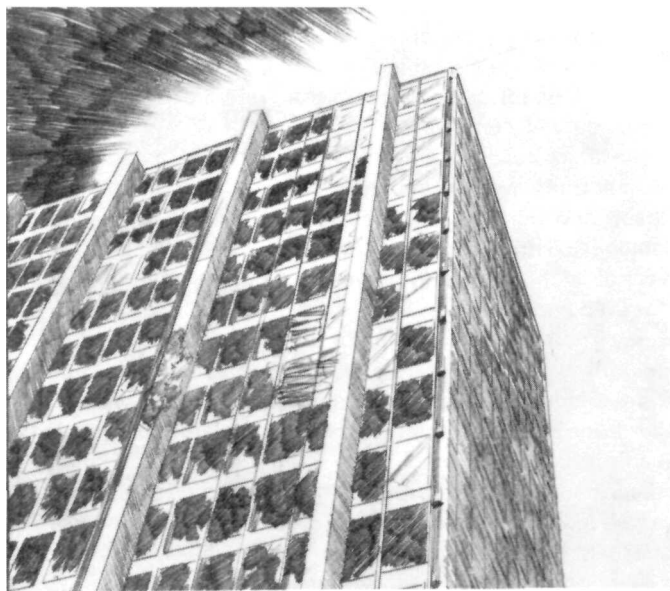
On ≤ 8 , the troops are from the Nationalist *Tercio Libertad*. Any encounter with these troops will result in a firefight.

The player characters will have no way of knowing ahead of time which group the troops belong to, though prisoners or friendly contact would explain the situation further. Information won from these soldiers, whichever group they belong to, is rolled on the table of rumors and information (Section 2) with a DM of -2.

Marauders: The characters encounter a band of 2D6+10 marauders. They are mounted and well armed and engaged in rounding up local civilians.

By getting close enough to listen in, the characters will hear the marauders order the civilians—who include Anglo-American and Mexican-American refugees—to bring food, weapons, and ammo to that place within the next hour, or the hostages which have been assembled there will be killed.

If the characters have not been sighted, they may slip away and the encounter will end there. The marauders can be ambushed, however. They will fight back until 1D6+3 of them have been killed or seriously wounded, and then flee towards the south.



The rescued locals will be grateful for their rescue, and more than willing to share food, hospitality, and information with the characters. Treat them as Civilians-1 (after friendly communication has been established) described above.

ARANSAS PASS

Aransas Pass was formerly a port of about 7,000 people straddling Route 35. It was a principal terminus for Texan oil and gas exports, with numerous refineries and port facilities for oil tankers. There were also facilities for servicing and receiving oil from offshore oil rigs. It also supported thriving fishing and shrimp industries, and the bay and city docks were crowded with shipping of all types.

The firestorm which swept through the region west of Corpus Christi touched here as well, as the nuclear blast's thermal flash and secondary fires ignited oil and gas in storage tanks and facilities along the coast. There are refinery facilities which have suffered only light damage, but oil and petrochemicals which survived the fire were removed by the U.S. Army to secret storage areas in the north early in 1998. Other refineries and storage terminals were leveled when fires touched off leaking pipelines, creating secondary chemical explosions and fires nearly as devastating as the nuclear blast which caused them.

Aransas Pass and the strip of upper-class housing and recreational facilities along the coast to the north now support a population of several thousand. The chief industries are fishing and shrimping, and many fishing families live on their boats in Redfish Bay, farther north in Aransas Bay, or across the bay in the shelter of Harbor Island.

Characters who wish to get a boat will be able to barter for one from the floating community in the bay, or find an abandoned but serviceable boat at one of the numerous docks and wharves along the coast. Details of water movement are handled in *Pirates of the Vistula*.

A bridge for State Highway 361 still extends across Redfish Bay to Harbor Island and beyond to the town of Port Aransas on the northern end of Mustang Island. Harbor Island is nothing but swamp, the lighthouse is deserted and in ruins, and the city and environs of Port Aransas have been abandoned.

RUMORS AND INFORMATION (Aransas Pass)

2D6	Results
1-2	Rumor A
3-4	Rumor B
5-6	Rumor C
7-8	Rumor E
9	Rumor G
10-12	Rumor H
13+	Rumor I

ENCOUNTER TABLE (Aransas Pass)

2D6	Results
2	Animal
3	No encounter
4	No encounter
5	No encounter
6	Fisherman
7	Mexican deserter
8	Civilians
9	Boat owner
10	No encounter
11	Marauders
12	Marauders

ARANSAS PASS ENCOUNTERS

Fisherman: The characters encounter a civilian who has his own fishing boat docked in Aransas Pass. He will give the characters up to (2D6+3)x5 kilograms of fish, in exchange for ammunition, rope, leather, medicine (especially penicillin or other antibiotics) or other items allowed by the referee. Conversation with this character also allows two extra rolls on the table of rumors and information (Aransas Pass), and one roll on the table of rumors and information (Section 2).

Mexican Deserter: The characters encounter Corporal Juan Rico de la Palma, formerly of the *Brigada Satilla* in Beeville. Tired of military life and hating his officers, he wandered away from his post one evening several weeks ago and has not returned. He will approach the characters and offer to be their guide in exchange for food, silver, or barterable items.

Rico's contribution to the expedition is up to the referee (who should draw NPC motivation cards for him if encountered). If the characters take him on, he will know the names and rough locations of the towns of south Texas but have little real value as a guide. Conversation with him will allow two extra rolls on the table of rumors and information, (Section 2), and one on the rumor table for Aransas Pass, both with a DM of -2.

He is proficient with his weapon (a Mexican-manufactured FAL) and will serve as a useful extra friendly NPC during firefights or confrontations. He will strongly protest any approach towards Mexican forces, however, and will abandon the party rather than face his former employers. He claims General Rivera has been shooting ten men a day for desertion—an exaggeration, since Rivera had only a few hundred men to begin with.

Civilians: The characters encounter 2D6 civilians in the streets of Aransas Pass. They are willing to talk and allow the characters two extra rolls on the table of rumors and information (Aransas Pass).

If directly questioned about a boat or transportation, they will relate rumor E from Section 2. If directly questioned about the circumstances of the Kingsly kidnapping, one will remember

that—a day or two after the kidnapping occurred—a "rough-looking band of unsavory characters" came south through Aransas Pass in a truck matching the description given. They bought methanol for the truck with twenty M16 magazines...though at first they offered silver, claiming that that was acceptable currency up in Port Lavaca. He remembers that one of them laughed and said they had to get a "very special cargo to our bosses." They drove off down 35 towards Corpus Christi.

Boat Owner: The characters encounter an old man who lives with his family on a shrimp boat tied up at the town's waterfront. He is willing to talk, and conversation with him will allow two rolls on the Aransas Pass rumor table.

If questioned about a boat, he will tell them of one in good condition and ready to sail, moored nearby. He will refuse to transport the characters himself, however, for he must take care of his family.

If questioned about the circumstances of the Kingsly kidnapping, he will not know anything himself but will have a friend who has a brother who might know something. Following this lead will put the characters in touch with the civilians described above. If the characters have already had an encounter with these civilians and learned what they know about the kidnapping, the boat man is unable to help them.

Marauders: The characters encounter 1D6 marauders attacking a girl in an alley. The marauders will flee if approached and fight if cornered. The girl will be grateful for rescue, and the referee should allow three rolls on the rumor table for Aransas Pass, with a DM of +3 for each roll.

HARBOR BRIDGE-NUECES CAUSEWAY

The Harbor Bridge is a high-level cantilever truss bridge 5,817 feet long with its approaches, with a main span over 600 feet long, and a clearance under the span of 140 feet. It sustained only minor structural damage from the nuclear airburst four miles to the southwest. It runs from the city of Corpus Christi across the city harbor to North Beach. A causeway over two miles long connects North Beach with Indian Point on the north side of Corpus Christi Bay.

When the characters approach the North Beach end of the bridge on the causeway, they will be challenged from behind a wall of rubble and debris which partly blocks the north entrance to the bridge. The wall is a minor fortress held by 20 marauders, armed with automatic weapons, including three M203 40mm grenade launchers and at least one M60 machinegun.

The characters will be allowed to pass after paying a "bridge toll," which could consist of weapons, food, or horses. If, however, any mention is made of the Kingsly kidnapping (if the characters try to get information about the truck they are pursuing, for example), they will be denied passage, and any attempt to force their way across will lead to a firefight. If the characters are turned back, they will be followed by a 2D6+2 party of heavily-armed marauders who will attack them at the first opportunity.

The characters can attempt to force their way across by destroying the makeshift fort, or they can seek another way into Corpus Christi. If they can capture a marauder prisoner, it is an ESY:INT task to get him to tell them Rumor G or H, and an AVG:INT task to get him to relate Rumor J.

CORPUS CHRISTI

The city of Corpus Christi lies south of the harbor and of

Nueces Bay, and at the gently curving western end of Corpus Christi Bay. There are only a handful of buildings over 5 or 10 stories tall clustered behind three marina docks (two T-heads and one L-head) extending into the waters of the Bay behind a low, curved breakwater.

The larger buildings suffered relatively little damage from the airburst three miles to the west. All wooden frame houses collapsed and burned, and most brick buildings were severely damaged. Reinforced concrete structures throughout the city were almost untouched, however, though every window was smashed and there was some damage from fire. Damage was worse in the western portion of the city, where the petroleum firestorm leveled tank farms, pipelines, and oil field structures, and the industrial plants and refineries to the west and south have been razed or turned into twisted skeleton forests of steel beams and girders.

Few people live in Corpus Christi now, though a handful of rugged individualists farm areas which once were parkland or landscaping by the entrance ramps for highway interchanges.

Most of the people in town are marauders.

RUMORS AND INFORMATION (Corpus Christi)

2D6	Results
2-4	Rumor A
5-6	Rumor D
7-8	Rumor F
9	Rumor H
10+	Rumor I

ENCOUNTER TABLE (Corpus Christi)

2D6	Results
2	No encounter
3	No encounter
4	Abandoned vehicle
5	Abandoned vehicle
6	Abandoned vehicle
7	Civilians
8+	Marauders

CORPUS CHRISTI ENCOUNTERS

Civilians: The characters encounter 2D6+5 civilians clearing and tilling parkland in the city. They are not armed.

When questioned, they explain that they are permitted to continue living in Corpus Christi by the chief of the marauder band which had taken over the city, a man named Grady LaMarr. LaMarr's men entered the city from the south about a month ago. The civilians are left alone so long as they turn over a portion of their crops to LaMarr's "tax collectors" and do not carry weapons. Some of the people fled when the marauders arrived, but most remained to hang on to what they had built.

The civilians thought that the characters were some of LaMarr's men.

Marauders: The characters encounter a band of 2D6+10 marauders, mounted on horses and heavily armed with automatic weapons and grenades. There will be little chance to avoid a confrontation. The marauders are looking for the characters, having heard that they entered the city. The characters will be ordered to disarm and accompany the band.

If the characters agree, they will be taken to LaMarr's headquarters at the Corpus Christi Naval Air Station, described below. If they refuse, a firefight will begin in the city streets. At the referee's discretion, marauder reinforcements will arrive

at intervals from various directions as the battle continues. The exchange will end only if and when the marauder forces lose 2D6 men total in killed or wounded and flee the city, the characters escape from the city, or the characters surrender. The referee should roll this number secretly.

If friendly relations were established with the civilians described above, these NPCs might, at the referee's discretion, arrive to help *after* the marauders have suffered 1D6 casualties. They will carry a mixed assortment of weapons hidden from the marauders.

Captured marauders will be a source of information. It is an ESY:INT task to get a prisoner to relate each of Rumors G and H, and an AVG:INT task to get him to relate Rumor J.

CORPUS CHRISTI NAVAL AIR STATION

The Corpus Christi Naval Air Station, located at the end of Ocean Drive just north of the mainland end of the JFK Causeway, was the training station for 5,000 naval pilots a year before the War and an important center for repairing and servicing helicopters and aircraft. The facility was lightly damaged during the nuclear attack, and most of the aircraft were withdrawn to the north. It was an important supply head for U.S. forces operating farther inland against the Mexican invasion in 1998 but was abandoned during a general withdrawal later in the year. Most of the warehouses and hangar facilities were destroyed by American forces before they pulled out.

A marauder leader, Grady K. LaMarr, has made the base his personal stronghold. Almost 200 marauders are quartered here among the modern, "hotel" barracks which formerly housed naval pilot trainees.

LaMarr's Motivation Results: *Diamond King*. Selfishness. Grady LaMarr wants it all, and he doesn't care who he tramples while he gets what's coming to him. *Spade 8*: Power, specifically a desire to manipulate the lives of everyone he comes into contact with.

LAMARR'S BASE

Rubble from the destroyed buildings has been piled up by hundreds of civilians working under the guns of the marauders to create a fortified wall around the control tower building which LaMarr uses as his headquarters. The men are heavily armed, and their weapons include six M60 machineguns, a number of M203 grenade launchers, and two 60mm mortars—though they only have about thirty mortar rounds. Extra weapons are stored in an arsenal bunker behind the tower. A motorpool includes two M113A3 APCs. The machineguns have been stripped from these vehicles, but they are in good working order. Also in the motorpool are eight civilian cars, six jeeps, and a pair of HMMWV squad carriers.

The unmarked truck seen fleeing the Kingsly Ranch during the kidnapping will be found in the motorpool as well. Ortega will be able to identify it.

About 300 civilians, men and women, are held outside the fort behind a barrier of rubble and concertina wire which encloses a number of barracks. Guards patrol the perimeter. During the day, the prisoners are kept at work on the wall around the control tower and in cleared fields to the west between Ocean Drive and State Highway 358.

The adventure may take one of several courses at this point, depending on the situation. If the characters are brought here as prisoners, they will be penned with the civilians and forced to labor on the fortress wall. Characters in this predicament may

be able to engineer a slave revolt and overpower the marauder army.

If the characters pretend to be marauders seeking to join LaMarr's force, they will be closely questioned and watched. LaMarr's force has split off from a larger marauder army based at Kingsville, and he fears further attack from there. An attempt to surprise the marauders from within or to overthrow LaMarr and take control of his army will be extremely difficult and dangerous.

If the characters learn about the base without being captured and taken there—through recon missions or by information from civilians or prisoners—the base may be bypassed entirely, or it may be attacked. While heavily outnumbered by the marauder army, a small and determined band of well-armed characters might be able to penetrate the fortress defenses, especially if they recruit help from civilians in the area, or if they are able to free and arm the prisoners.

Prisoners taken in an attack on the fortress will relate Rumors G, H, and I—each an ESY:INT task. When questioned about the raid on the Kingsly Ranch, they will insist that only LaMarr knows about that operation.

If the fortress is taken, LaMarr will be seen escaping towards the south with ten or twenty of his "innercircle"—bodyguards, officers, and favorites. If he can be tracked (an ESY:RCN task) and captured alive, he will be a useful intelligence source. For a complete list of what LaMarr is able to reveal when captured, see the section entitled *The Plan* on page 41.

Prisoners freed from the compound will be grateful and may choose to accompany the adventurers. Questioning these people will allow 5 extra rolls on the table of rumors and information (Section 2), DM of +2 per roll.

No freed prisoner or captured marauder will have heard of the Kingslys, though there are rumors of two important prisoners who arrived shortly after the time of the kidnapping and were put aboard a boat heading south.

JOHN F. KENNEDY CAUSEWAY

The JFK Causeway extends across part of the Intracoastal Waterway to the northern tip of Padre Island. It remains undamaged after the nuclear blast and subsequent neglect.

Grady LaMarr has sought to control traffic on the waterway as well as on land and has established a small fortification on the bridge span straddling the shipping channel. The fort is made of rubble and debris hauled by LaMarr's slave laborers. It is always manned by 24 men armed with automatic weapons, one M60 machinegun, and several M203 grenade launchers. Small craft berthed on either side of the passage come alongside boats halted in mid-channel by a bullhorn command (backed up, if necessary, by 40mm grenade and machinegun fire) from the bridge. Stopped boats are searched, and a "tax" of goods—usually food or ammo—is exacted for the right to pass through.

Sentries are posted at either end of the causeway. The causeway troops are in radio communication with LaMarr's headquarters and can be reinforced within ten or fifteen minutes.

Characters stopped at the causeway will be sent to the Air Station for questioning by LaMarr. Prisoners taken from among the causeway's defenders will provide Rumors G, H, and J as the result of separate ESY:INT tasks. They will also relate rumors of two important prisoners brought to the Air Station in a truck, then transferred to a boat and sent south. The destination is uncertain: Kingsville, Brownsville, or Mexico.



South of the Nueces River

BACKGROUND

Section 3 covers south Texas between the Rio Grande in the south and the Nueces in the north, extending as far west as Laredo.

The western section of this region is arid or semiarid, and given over to prairie and cattle ranching. During the war, many of the ranchers in this area fled north out of the path of the Mexican invasion, but many remained and defended their lands, and others returned when the armies on both sides broke up. The Rio Grande Valley was commercially important for its vast acres of citrus groves. Most of the citrus plantations were abandoned and have now grown wild or are occupied by camps of refugees. The Gulf Coast is marshy in places, sandy and arid in others, with the shoreline itself sheltered behind the natural breakwater of Padre Island. Padre Island was once a national park and a popular recreational attraction. It is now desolate, wild, and abandoned, almost as it was before the coming of humanity to America.

The region is still being fought over by rival marauder bands, including that of Grady LaMarr and another marauder group quartered in Kingsville. Several Mexican forces with various political or racial motivations also contest the area, and there are independent ranchers and farmers who have joined the Grange for self-protection. The majority of the inhabitants in the towns and cities are Mexicans and Mexican-Americans. Much of the current warfare in south Texas is between Mexican-Americans who have lived in the area for many years, and the refugees who crossed the Rio Grande within the past two or three years.

Towns and landmarks: Alice, Falfurrias, Freer, George West, Harlingen, Hebbronville, Kingsville, Laredo, McAllen, Raymondville, Rio Grande City, Rio Grande Valley.

Important Highways and Roads: Route 59, Route 77, Route 83, Route 281.

RUMORS-SECTION 3

Rumor A: The Russians are coming! Soviet forces from San Antonio have been seen on Highway 281, heading south. They may be withdrawing to Mexico. They're said to be slaughtering everybody in their path. The town of Freer is already held by a regiment of Soviet tanks at least.

Rumor B: Russian ships have been seen in the Intracoastal Waterway. They may be landing on Padre Island to support the Division Cuba inland.

Rumor C: Someone has figured out a way to start oil flowing again from old and abandoned wells. Rumor has it the work is going on in Brownsville...or maybe northern Mexico.

Rumor D: There is a cholera epidemic in Laredo. Some people are blaming the Russians for bacteriological warfare.

Rumor E: A Soviet T80 was knocked out yesterday in Freer by an ex-Green Beret with an Armbrust rocket launcher. There have been lots of stories lately of Russians on the road south from San Antonio.

Rumor F: The Mexicans and Mexican-Americans are at each others' throats in Alice and Falfurrias. There has been rioting and widespread looting.

Rumor G: There was a pitched battle a few days ago in Laredo between rival Mexican forces. Laredo is important to them because it's on the main Mexican supply line into central Texas. The towns of Laredo and Nuevo Laredo have changed hands between the *Federales* and the *Constitucionales* several times.

Rumor H: The Jim Hogg Irregulars have been killing Mexican refugees, Mexican soldiers, and Mexican-Americans with an even-handed lack of prejudice. They were in a pitched battle recently against the *Federales* and scored heavily against a north-bound Mexican column.

Rumor I: Someone has found oil tanks in Brownsville, intact and full. It's said that millions of gallons were discovered. It seems incredible that such a bonanza could have been overlooked both by the U.S. when they abandoned the region and by the Mexicans when they invaded. But strange things happen in war...

Rumor J: The *Constitucionales* are considering an alliance with the FMRP. Formerly enemies, they are banding together to put an end to the anti-Mexican forces in south-central Texas, including especially the Jim Hogg Irregulars.

Rumor K: There is a major alliance underway in Brownsville between the FMRP—a Mexican revolutionary group—and a criminal syndicate. No one knows exactly what the project is, but it has attracted a lot of attention lately in Mexican Army dispatches and seems to have something to do with oil. Even the Russians are supposed to be interested.

Rumor L: Grady LaMarr has found a way to pump oil out of capped-off wells. He's supposed to have brought in an expert on oil wells from somewhere up north. There's been an awful lot of activity among the old refineries around Brownsville.

RUMORS AND INFORMATION (Section 3)

2D6	Result
0-1	Rumor A
2	Rumor B
3	Rumor C
4	Rumor D
5	Rumor E
6	Rumor F
7	Rumor H
8	Rumor I
9-10	Rumor J
11+	Rumor K

GENERAL ENCOUNTER TABLE (Section 3)

2D6	Result
2	No encounter
3	Danger!
4	No encounter
5	No encounter
6	Refugees
7	No encounter
8	Refugees
9	Marauders
10	Troops-1
11	Troops-2
12	Danger!

GENERAL ENCOUNTERS

Refugees: The characters encounter a camp of several hundred Mexican refugees. A number of them are armed with M1954 rifles, shotguns, and handguns, and they will fight back if attacked or threatened. They will be willing to trade, however, especially for food and ammunition. Peaceful communication allows three extra rolls on the table of rumors and information (Section 3) with a DM of -2.

Marauders: The characters encounter a mounted, heavily-armed party of 2D6+10 marauders. If they outnumber the characters, they will attack. If they are equal or fewer in numbers, they will flee.

If this encounter takes place in the area bounded by Highways 281 and 59 and the Rio Grande, these marauders will be members of the Jim Hogg Irregulars. Otherwise, they will be members of the Kingsville marauder band.

Jim Hogg marauders who are captured will give the characters Rumors E, G, and H, with each handled as an ESY:INT task. Captured Kingsville marauders will give the characters Rumors I, J, and K, also an ESY:INT task. The characters may also make

two extra rolls on the table of rumors and information (Section 3) with a DM of -2.

Troops-1: The characters encounter 2D6x5 Mexican soldiers, on foot and lightly armed. Though they will have no way of knowing unless they capture one, these soldiers are from the *Bandera Simon Bolivar of La Fuerza Militares de la Revolution Popular* (FMRP), a Mexican revolutionary army composed of army deserters and militant refugees. They will fire on the characters if they see them, and withdraw after suffering 1D6 dead or wounded. Captured soldiers will be sources of information. Getting Rumors A, D, F, G, H, and J are each ESY:INT tasks.

Troops-2: The characters encounter 2D6x10 soldiers. The party includes several jeeps and may include (referee's discretion) a colonel and his staff. These soldiers are members of the *Federales*, from the *1o Regimiento de Infanteria Tampico* of the *Brigada Tampica*. They are searching for the FMRP troops described above. Although they will tend to shoot first rather than talk, these troops can be talked to (though the deserter, Corporal Rico de la Palma, if he is present, will want nothing to do with them). They will be a source of information, allowing two rolls on the table of rumors and information (Section 3). If the characters have already encountered the FMRP unit described under Troops-1, the soldiers will be eager for the information, will even pay or barter for the information, and would be willing to hire the characters as guides. The Mexicans' commanding officer may (referee's discretion) *insist* that the characters come along to help him track down these traitors to Mexico.

If the characters go along as guides, they will become embroiled in a pitched battle between the two Mexican forces. The outcome of such an encounter is, of course, up to the referee.

ALICE

Alice is a small city at the junction of State Hwy 44 and U.S. Hwy 281, the county seat of Jim Wells County and was formerly a cattle shipping center with a population of over 20,000. Most of the area's ranchers were driven out as successive waves of immigrants and Mexican soldiers slaughtered every herd in the region.

More than half of the 15,000 people who live in the town now are refugees, some who have taken over the homes and apartments of the former inhabitants, the rest living in yet another "temporary" camp.

There has been recent trouble between the Mexican-American population of Alice and the newcomer immigrants, trouble which has erupted into bloody violence during the past several days. Several Mexican refugees were shot on the outskirts of a shanty town camp at the edge of town, and the camp inhabitants went on a rampage through downtown Alice, looting, burning, and pillaging. Both sides have appealed to the Mexican Army at Beeville, but there has been no response so far. Tensions have been further raised by widespread rumors that the Soviets are approaching from the north.

When the characters arrive in Alice, their presence could easily trigger a new outbreak of violence. Neither side is well-armed, and both parties might approach the characters requesting help in ending the struggle once and for all. The outcome depends on the players' decisions and the referee's discretion.

If the characters remain in Alice more than three days for any reason, a Soviet patrol *will be* sighted, coming south on Highway 281. For details, see *Soviet Patrol* on page 44.

FALFURRIAS

Falfurrias, formerly a town well known for its dairy industries and citrus packing plants, had a population of 6,500. Like Alice, it has lost most of its Anglos, and the city is occupied by Mexicans. In this case, most of the inhabitants are refugees. The Mexican-Americans are too few in number to threaten the immigrants, and so both sides leave the other in peace.

The community does not enjoy peace, however. Raids by the notorious Jim Hogg Irregulars are commonplace, and several pitched battles have taken place. The marauder bands of the *Bandera Rodriguez* rule the area to the east, and there have been several raids by bands from Kingsville. Armed strangers approaching the town from any direction will be fired upon. There is a Mexican Army unit of 2D6x10 men in the area (a detachment from the *Constitucionales Brigada San Luis Potosi*, headquartered further south) who will investigate sightings. This *Brigada* has recently engaged both *Federales* and units of the Jim Hogg Irregulars and is tired and nervous. They will definitely shoot before asking questions but will not hold up well during extended combat.

Questioning the town's inhabitants (or prisoners is an ESY:INT task) will permit two rolls on the rumor table for section 3.

FREER

Once a commercial center for agriculture and oil interests with a population of less than 3,000, Freer is now a prime example of the tragedy of south Texas. Abandoned by most of the Anglo ranchers during the Mexican invasion, it was settled by large numbers of Mexican immigrants who descended on the town's Mexican-American population. Tension between the two groups flared into open violence, and several were killed on both sides.

Freer is important to the Mexican armies in Texas, for it lies on the primary line of supply extending from Monterrey, across the Rio Grande through Laredo, and north to Beeville. It has been some time since regular supply convoys reached the Mexican armies which are essentially cut off in Texas now, and forced to live off the land. The *idea* of an open supply line and line of retreat, however, has blinded many Mexican commanders to the reality of the situation.

The riots threatened Freer, which lies near the junction of



Route 44 with Hwy 59, threatening the line from Laredo to Beeville. Colonel Hidalgo Bravo led a detachment of the *Federales* to Freer to restore order.

At the same time, a detachment of *Constitucionales* arrived in Freer in response to a request for help from one of the civilian factions. The two army groups became locked in a bitter house-to-house struggle which ended with most of Freer burned to the ground and over 1,000 civilians dead. Colonel Bravo was killed in the fighting on the third day. Freer exchanged hands several times before a Soviet garrison unit arrived from San Antonio at the request of Colonel Bravo's replacement, Captain Jesus Francisco de la Cruz. The *Constitucionales* retreated south.

Freer is now empty of civilians but is occupied by 1D6+5 Russian troops and a Soviet BTR-70, plus a small detachment of Federal troops. The Soviets are armed with AK74s, and a DShK heavy machinegun mounted on the APC. Their purpose is to keep the highway between Laredo and Beeville open—which they do by staying put among the ruins of Freer. Rumors that a Russian tank was knocked out here are false.

Any attack on Freer will be bitterly contested, and Soviet reinforcements will arrive within a few hours of a determined attack. Soviet prisoners will know almost nothing about what is happening, though they will have heard rumors of an imminent redeployment to the Gulf Coast. Mexican prisoners will allow two extra rolls on the area rumor table.

GEORGE WEST

A town with a pre-war population of less than 2,000, now occupied by refugees and a detachment of the *Brigada Saltillo*. Encounters here are the same as for Beeville, described on page 19. George West is an important junction of Highways 281 and 59 and is guarded by 2D6+10 troops. A sandbag enclosure has been erected by them, complete with a wooden lookout tower and a gun pit for their single M60 machinegun overlooking the road.

A stuffed and mounted longhorn steer still stands on the northwest corner of the town's courthouse square, although it is somewhat the worse for wear....soldiers have used it for target practice.

Each day that the characters remain in the general vicinity of George West, roll 2D6. On ≥ 10 , a Soviet convoy will pass through the village, heading south on 281. The convoy will consist of 2 BTR-70s and a BMP-B, carrying an unknown number of men. The vehicles will not stop and will not be challenged by the Mexican troops.

HARLINGEN

This small city, with a pre-war population of over 41,000, was the site of a bloody and valiant defense by some 300 students of the Marine Military Academy (a private military school) there when the Mexican Army crossed the border at Matamoros/Brownsville in mid-1998 and moved north through the city. The eastern prong of the invasion was delayed here for almost a week by the stubborn, last-ditch stand of the Academy students in the face of overwhelming numbers.

There were no known American survivors of the battle, which has been compared to Travis' stand at the Alamo.

Harlingen was badly damaged in the battle, and the final pockets of resistance were shattered by a terrific artillery barrage before being overrun by infantry. Harlingen now is deserted and in ruins, with most of the buildings that are still standing having been reduced to burned-out shells during the

bombardment.

Characters in the city will encounter a *Constitucionales* patrol of 2D6 men in a pick-up truck on a 2D6 roll of ≤ 10 . This patrol is from *Brigada San Luis Potosi*.

HEBBRONVILLE/HEBBRONVILLE AREA

Hebbronville is the county seat of Jim Hogg County. Once the supply center for the area's far-flung ranches, it later became a minor industrial and oil center with a population of almost 5,000. It occupies the strategic junction of Routes 16, 359, 285, and 1017.

Though many Anglo ranchers fled the area during the Mexican invasion, many more stayed. The invasion routes were along major highways to the east or west, and Hebbronville was ignored. Later, many who had fled returned, and Hebbronville developed a mutual self-defense cooperative similar to that of the Grange further north.

The large Mexican population in the area was killed or driven out during the reprisals which followed. A large, armed marauder band calling itself the Jim Hogg Irregulars terrorized Mexican families for miles around and soon succeeded in creating a virtually independent state within the lands conquered by Mexico.

To be sure, the Irregulars' success was due largely to the fact that the Mexican army was breaking up and being divided by civil war and mutiny. There have been several recent clashes between Irregular forces and both loyalist and revolutionary Mexican units.

The Jim Hogg Irregulars now control an area 40 kilometers square, roughly centered on Hebbronville. They have raided as far east as Falfurrias, as far west as Laredo, and as far north as Freer. Their capital is Hebbronville, and their most important leader is Calvin C. Markham, a powerful and influential rancher in the area. Mexicans are not permitted in the area without passes and permits issued by the Jim Hogg Irregular military councils set up at various towns and ranches, and their movements are strictly controlled. Most able-bodied men (and women) serve in the Irregulars as a kind of self-protection militia. There is a cadre of experienced troops, mostly ex-U.S. Army soldiers, and a large number of militia who serve one or two days a week and are subject to call-up by riders dispatched from Hebbronville at any time. Training in the group is poor to fair, discipline is tight.

The rumors and encounters listed below apply to the entire region controlled by the Irregulars.

RUMORS AND INFORMATION (Hebbronville area)

2D6	Results
2-3	Rumor A
4	Rumor C
5	Rumor D
6	Rumor E
7	Rumor F
8	Rumor G
9	Rumor H
10	Rumor J
11-12	Rumor K

ENCOUNTERS (Hebbronville area)

2D6	Results
2	No encounter
3	No encounter
4	Danger!

5	No encounter
6	Marauders
7	No encounter
8	Civilians
9	Danger!
10	Marauders
11	Troops
12	Troops

ENCOUNTER RESULTS

Marauders: The characters encounter a band of 2D6+5 marauders—members of the Jim Hogg Irregulars. They are dressed in fragments of military dress and gear and civilian clothes and are armed with a variety of weapons, including M16s, AK-74s, Mexican military rifles, shotguns, and sporting rifles.

They will be initially suspicious, *especially* if there are Mexicans among the characters' party, including Jeff Ortega, Corporal Rico de la Raima, and any other Mexicans or Mexican-Americans recruited along the way. The Irregulars hate and mistrust Mexicans and are capable of shooting them on sight.

The characters will be taken to Hebbronville, where they will meet Calvin Markham—"Colonel Cal," as he is called. If a reasonable level of trust is established during the interview, the group will be asked to join the Irregulars. There will be no ill feelings if the characters elect to move on. There will be opportunities for trade, and characters able to talk with Markham, his men, or the townspeople will get two additional rolls on the table of rumors and information (Hebbronville area).

Mexicans with the group will be treated with suspicion and may be imprisoned (if they were not shot on sight at the beginning of the encounter). They may be allowed to go with the party on a pledge for their good behavior by the Anglos in the group and with a promise that they clear out of the Irregular-controlled area within 48 hours.

The Irregulars will be particularly interested in news about the Grangers from up north. James Hogg (the former state governor for whom the county is named) worked closely with the Grange in the 1800s, and there will be interest in joining with the South Texas Grange.

Civilians: The characters encounter 2D6 civilians. The details of the encounter are left to the referee. The civilians may be working in a field, travelling on the road, hunting, or working on a methanol still.

They will be suspicious of Mexicans in the party but will be willing to exchange information or trade. Communication allows two extra rolls on the rumor table for the Hebbronville area. They will also describe the political situation in the region, as discussed above.

Two hours after the characters leave the civilians, the marauders described above will arrive to confront the character group, having been warned by the civilians that there were strangers in the area.

Troops: The characters encounter a patrol of 2D6+10 Mexican soldiers who are searching the region for JHI militia. Some are mounted, and the rest ride in military jeeps, one of which mounts a Russian PK machinegun.

At the referee's discretion, the characters may be able to avoid contact. If a confrontation occurs, the characters will be ordered to disarm and come with the Mexicans for questioning. If they refuse, a firefight will begin. Passes or letters signed by Mexican officials will mean nothing to this group. They are out to

crush the JHI threat once and for all.

The Mexicans are *Federales* on a roll of 2-7, *Constitucionales* on a roll of 8-10, and the FRMP on 11-12. If *Federales*, the detachment is from the *Regimiento de Caballeria Tampico* of the *Brigada Tampica*. *Constitucionales* are a detachment from the *Regimiento de Caballeria San Luis Potosi* of the *Brigada San Luis Potosi*. If from the FRMP, the detachment is a flying column from the *Bandera Simon Bolivar*. Whatever the detachment is, they have a camp within 10 kilometers of where the encounter first takes place. The total strength of the unit is $(2D6+10) \times 3$ men. A crude stockade has been erected, covered by machineguns, with $2D6+5$ Jim Hogg Irregular prisoners held inside. The characters will be placed inside the stockade with the other prisoners.

Bales of hay have been stacked up nearby as a wall. Every morning, 2D6 prisoners are taken out at random and shot by a firing squad. Each day, 2D6 new prisoners are brought in by patrols sweeping the country.

The resolution of this encounter is up to the referee. If the characters have not yet encountered the Irregulars, they will learn about them from the prisoners, all of whom were members of the militia captured in the region. If the characters were able to avoid being captured, they may follow the troops back to their camp and work at freeing the prisoners by an outside attack (possibly supported by reinforcements from Hebbronville). If they are captured, they might engineer an escape. They may choose to wait until the JHI attack and rescue them...but the threat of the firing squad should spur them on to heroic efforts of their own.

JHIs rescued as a result of the characters' efforts—or Irregulars whom the characters help to free their people—will be grateful for the help and willing to provide them with food, weapons, and ammo. They will also now be a source of recruits, if desired, for future military operations. The promise of a military operation—especially one against the Mexicans—will attract many of them. They will be willing to come along with the party in exchange for a share of the loot, if any.

KINGSVILLE/KINGSVILLE AREA

Kingsville, with a pre-war population of about 27,000, was a center for cattle ranches in the area, including the million-acre King Ranch. Mexican troops and refugees slaughtered or drove off most of the cattle in the area in mid-1998, and Kingsville itself was partly burned. Late in 1999, it became the headquarters for a large and powerful marauder band headed by Grady K. LaMarr and Manuel Enrique Rodriguez.

Colonel Rodriguez was CO of the *2o Regimiento de Infanteria Ciudad Victoria*. In early 1999, Rodriguez and most of his regiment, turned renegade, calling themselves *Bandera Rodriguez*. As Mexican army control broke down along the southern Gulf Coast, Rodriguez seized control of most of Kenedy, Kleberg, and Nueces Counties.

Rodriguez Motivation Results: *Spade 10:* A tremendous desire for personal power, almost without limits. *Diamond 4:* Greed, on a low level...not enough to be a dominant characteristic, but enough to make him easily bribed, where it will not conflict with his dreams of power.

In the summer of 2000, an open split developed between Rodriguez and Grady LaMarr. LaMarr was working on forming an alliance with the notorious Huerra-Gonzales family in Brownsville and was attracting the attention of the Mexican Army and of the Soviets. Rodriguez wanted no part of the pro-

ject. After a short civil war, LaMarr fled north with 200 followers and set up his base in the ruins of Corpus Christi. Some skirmishing continues between the two, but there is no open warfare. LaMarr is concentrating on his mysterious deal with allies in the south, while Rodriguez concentrates on consolidating his hold over the Kingsville area and resisting attacks by both the *Federales* and the *Constitucionales*.

RUMORS AND INFORMATION (Kingsville area)

2D6	Results
2-3	Rumor A
4-5	Rumor B
6-7	Rumor F
8	Rumor J
9	Rumor K
10+	Rumor L

ENCOUNTERS (Kingsville area)

2D6	Results
2	Abandoned vehicle
3	Animal
4	No encounter
5	Danger!
6	No encounter
7	No encounter
8	Civilians
9	Marauders
10	Danger!
11	Troops
12	Troops

Civilians: The characters encounter 1D6 civilians. The situation should be determined by the referee; the civilians could be at work in a field, walking on the road, or resting on a front porch. They are unarmed and appear relaxed. They will be glad to exchange news or to trade. Conversation allows two additional rolls on the rumor table for this area.

If the characters admit that they are *not* part of Rodriguez' band, or if they in some way demonstrate (referee's determination) that they are strangers in the area, the marauders described below will confront them one hour after they leave the civilians.



Marauders: The characters are confronted by 2D6+8 mounted and heavily-armed marauders who order them to disarm and follow them to Kingsville. Resistance will provoke a firefight.

If the characters accompany the marauders to Kingsville, they will be questioned by Colonel Rodriguez himself. Rodriguez is a relatively easy-going man, but his senior lieutenant, Julio Garcia Gonzales, is a vicious, cold-blooded killer who will argue that the strangers should be put to death. Rodriguez will overrule him and—assuming the meeting has been a cordial one—will write out a pass to allow the characters to continue their passage through the area. He will ask for payment in exchange; what he will accept is up to the referee and may depend on what the characters have with them.

Late that night, Rodriguez is killed in his quarters, and the characters are blamed for the murder by Gonzales. A firefight will break out between rival factions within the marauder army. The characters will have an opportunity to escape in the confusion, but marauder bands will follow close on their trail.

The outcome of this encounter is left to the referee as a minor adventure plot. The characters may escape by capturing a boat in Baffin Bay, by joining a party of LaMarr's men, or by reaching Brownsville.

Troops: The characters encounter 2D6+5 soldiers of the *Constitucionales* searching for marauders (a detachment of *Brigada San Luis Potosi*). The Mexicans will open fire as soon as they sight the characters, and there will be no opportunity for communication.

If the characters have not yet encountered the marauders above, a marauder band will be drawn to the area by the gunfire.

LAREDO

Before the War, Laredo was known as the Gateway to Mexico, with a population of over 72,000 and a booming tourist industry. Laredo was the busiest of all Texan ports of entry, with 8,000,000 people crossing the International Bridge between Laredo and Nuevo Laredo every year.

In 1998, it became one of the principal ports of entry for the waves of Mexican immigrants, the scene of a bloody massacre of refugees by U.S. National Guardsmen...and an invasion route for the Mexican Army.

Laredo is now home to some 30,000 people, mostly refugees, mostly starving and living in temporary camps along the Rio Grande which have long since taken on an air of sordid permanence. A Mexican army unit holds the town, with headquarters in the old Federal Building in Jarvis Plaza close by the U.S. end of the International Bridge. Laredo is currently under the control of the *Federales*, but has changed hands several times in bloody fighting between the *Federales* and the *Constitucionales*.

The city is currently in the grip of a cholera epidemic. Four thousand people have died already and were buried in shallow, mass graves north of the city. Characters who eat or drink water anywhere where there are large concentrations of people in and about Laredo will be exposed (consult the *Disease* rule, on pages 18-20 of the *referee's manual*).

Both Mexican civil and military authorities in Laredo are desperate for medical supplies, particularly antibiotics and IV fluids. They will pay any price for them in gold, silver, or barter. The authorities will not hesitate to requisition them by force if the opportunity arises.

McALLEN

Known before the war as the City of the Palms, this entry port to the U.S. had a population of over 40,000. It now supports a population of nearly half that, including some 10,000 Mexican-Americans, with the rest refugees of mixed nationalities. Most of the population lives by working the surrounding citrus groves for Mexican businessmen and the army.

The McAllen garrison consists of 200 *Federales*, from the *1o Regimiento Infanteria Tampico* of the *Brigada Tampico* (the remainder of the *Brigada* is spread out between McAllen and Harlingen).

An underground organization of locals in secret sympathy with the *Constitucionales* is present in town, with about 250 fighters (although most of their weapons are non-military in nature). There has been no open conflict yet, but there are daily incidents, and several soldiers have already been killed in knife fights and brawls.

Each day the characters are in the McAllen area, roll 2D6. On a roll of ≥ 10 , the *pro-Constitucionales* organization will choose that time to revolt and raise the 1917 Mexican tricolor. They will seize the town hall and courthouse and the bridge across the Rio Grande a few miles south of town. The characters will become embroiled in the fight, for their weapons represent a powerful factor, and they will be asked to choose sides. If they refuse, they are told, their weapons will be confiscated, and they may be imprisoned. Subsequent events are up to the referee and depend on the decisions made by the players.

RAYMONDVILLE

Raymondville was a market for cotton and citrus fruit on Highway 77, and county seat of Willacy County, with a pre-war population of over 10,000. Now the site of a large refugee camp, it is garrisoned by a 50 man detachment of the *Constitucionales Brigada San Luis Potosi*, under the command of *Capitan Felipe Huerra-Navarro*.

Huerra-Navarro is a relative of Manuel Aguadillar Huerra and in the pay of the Huerra-Gonzales family. Characters who are captured or otherwise join Huerra-Navarro will be taken to Brownsville to meet *El Jefe*, "the chief."

RIO GRANDE CITY

Rio Grande City has a current population of about 1,000, mostly refugees. The 90 man garrison is a detachment of the *Constitucionales 4o Regimiento Activo San Luis Potosi*, under a colonel, and flies that group's red, white, and green tricolor, emblazoned with the number "1917". They actively support other members of their movement stationed with *Federales* forces in McAllen, 40 kilometers away.

RIO GRANDE VALLEY

The lower valley, below the dam which creates Falcon Lake south of Laredo, is well-watered and green, a fertile strip between arid near-deserts where thousands of acres of citrus crops grow. Several years of war and neglect have caused irrigation ditches to clog and pipelines to fail, and some reaches have returned to the desert. In most regions, however, the citrus trees survive in a more or less wild state. Large numbers of refugees live here in camps all along the Rio Grande. They live by growing corn and other crops, but also harvest the citrus fruits when they are ripe and sell them to army units stationed nearby.

The valley is heavily garrisoned by Mexican troops. Any troops

encountered will be *Federales* on ≤ 7 , *Constitucionales* on 8-10, and FRMP on a roll of ≥ 11 . *Federales* are from the *Agrupacion Jimenez*. *Constitucionales* are from the *Brigada San Luis Potosi*. FRMP troops are from the *Bandara Simon Bolivar*. All three groups are at war with one another and also with the various marauder groups which range the country. They will open fire without warning or parley on the characters, whom they will believe to be marauders. The characters can avoid this by disguising themselves as Mexican troops or peasants, but soldiers will be under orders, and peasants require passes for travel.

IMPORTANT HIGHWAYS AND ROADS (Section 3)

U.S. Highway 59: This highway extends from Laredo through Freer, Beeville, and Victoria, all the way to Houston and beyond. It was one of the primary migration and invasion routes during 1998 and 1999 and is still important to Mexican forces in central Texas as a line of supply, communication, and retreat. The road itself is in very poor shape, rutted, cracked, and cratered.

Characters travelling on Highway 59 should use the following encounter table.

ENCOUNTERS (Hwy 59)

2D6	Results
2	No encounter
3	Animal
4	Danger!
5	Abandoned vehicle
6	Animal
7	No encounter
8	No encounter
9	Refugees
10	Troops
11	Troops
12	Marauders

ENCOUNTERS (Hwy 59)

Refugees: The characters encounter 2D6+2 Mexican refugees, on foot or in a burro-drawn cart. On ≤ 9 they will be willing to talk and trade. Make two extra rolls on the area rumor table. On a roll of ≥ 10 , they are hostile and several young men in the party produce guns. They have been recently attacked by marauders and will assume that the characters intend to rob them.

Troops-1: The characters encounter 2D6+10 troops. They may be mounted, riding jeeps and trucks, or on foot at the referee's discretion. They will assume the characters are marauders and open fire without warning. On a 2D6 roll of ≤ 7 , the troops are *Federales*. If shown a pass signed by General Rivera in Beeville, they will allow the characters to continue on their way. If the roll is ≥ 8 , the troops are *Constitucionales*, and the general's signature will mean nothing to them.

Troops-2: The characters encounter 2D6 Russian soldiers. They are riding in captured American vehicles (jeeps, civilian cars, and pick-ups) and appear to be on patrol. These soldiers are from the detachment at Freer. They have suffered losses in skirmishes with guerrillas and Jim Hogg Irregulars and will open fire without warning.

Marauders: The characters encounter 2D6+5 marauders, mounted and well-armed. South of Freer, these men will be Jim Hogg Irregulars who will take the characters back to Hebbronville (unless the characters have been there already).

North of Freer, these men will be Anglo and Mexican-American guerrillas from a camp near Loma Alta. They have been skirmishing with the Russians in San Antonio, raiding supply dumps for food and ammo, and will try to recruit the characters for further operations.

U.S. Highway 77: This road begins in Brownsville and heads north through Kingsville, Sinton, and Victoria, and on through Waco and Dallas to Oklahoma. It is another major invasion route and was badly damaged by artillery, bombing runs, and tracked vehicles during the Mexican incursion.

The stretch of highway south of the Nueces River to just north of Raymondville is controlled by the marauder forces of Colonel Rodriguez. All marauder forces encountered in this region will belong to the forces camped at Kingsville.

If the characters have not yet visited Kingsville, a marauder encounter will begin with the demand that they accompany the marauders to Kingsville. A refusal will end in a battle.

If the characters get into a firefight with these marauders, or if they are fleeing Kingsville (having been blamed for the death of Colonel Rodriguez) this encounter table is not used. Instead, see **Marauders**, page 19.

South of Raymondville, the encounter table for the Brownsville area is used instead.

ENCOUNTER TABLE (Hwy 77)

Roll 2D6 and add a DM of + 2 if the characters are within 40 km of Kingsville.

2D6	Result
2	No encounter
3	No encounter
4	Animals
5	Danger!
6	Abandoned vehicle
7	No encounter
8	Civilians
9	Marauders
10	Marauders
11	No encounter
12	Marauders

ENCOUNTERS (Hwy 77)

Civilians: The characters meet 2D6 unarmed civilians. They are willing to talk or trade, and permit an extra roll on the rumor table for the area. If the characters admit that they are strangers in the area, or if they let slip (referee's judgement) that they are not members of Rodriguez's band, the marauders described below will arrive within a few hours, having been informed by the civilians of the intruders' presence.

Marauders: The characters encounter 2D6+10 well-armed marauders. They will demand the characters disarm and come with them. A refusal will end in a firefight. If the characters accompany the men, they will be taken to Kingsville to meet Colonel Rodriguez.

U.S. Highway 83: This road follows the course of the Rio Grande from Brownsville to Laredo, then cuts north towards Abilene and beyond. The road is in fair shape. Parts were damaged by vehicles and bombing runs early in the invasion, but Mexican engineers have repaired the worst damage. The entire road is controlled by elements of the Mexican army. However, each of the various Mexican factions use the highway, and often two or more factions are fighting for control of key sections.

ENCOUNTER TABLE (Hwy 83)

2D6	Results
2	No encounter
3	No encounter
4	Animals
5	Danger!
6	No encounter
7	Refugees
8	No encounter
9	Troops
10	Troops
11	Troops
12	Marauders

ENCOUNTERS (Hwy 83)

Refugees: The characters encounter 2D6+10 Mexicans. They may be on foot or travelling in animal-drawn carts or in aged vehicles, or they may be camped beside the road. They will be wary at first, suspicious of strangers, but offers to trade or talk will be welcomed. Communication with these people allows two extra rolls on the general rumor table for this area.

Troops: The characters encounter 2D6+10 Mexican soldiers. They may be on foot, in vehicles, or camped by the road, and they may or may not have seen the characters' approach (referee's discretion).

On a roll of ≥ 7 , they are *Federales*. On 8-10, they are *Constitucionales*. On ≤ 11 , they are members of the FRMP. Whichever faction they belong to, they will tend to open fire as soon as they sight the characters. All three forces have been waging a vicious war with marauder bands.

Marauders: The characters encounter 2D6+2 marauders. Along the Rio Grande, these will be apolitical murderers who prey on undefended refugees. They will attack the characters only if they outnumber them and can achieve surprise (referee's discretion). Otherwise, they will flee.

U.S. Highway 281: This road starts in Brownsville and follows the Rio Grande to a point south of McAllen, then turns sharply north to run through Alice and George West to San Antonio and beyond.

The Soviet Division Cuba, currently encamped in the San Antonio area, has become interested in reports and rumors filtering out of south Texas. At some point during the adventure, Russian patrols and troop convoys will appear on 281 travelling south.

Use the following encounter table once each 4-hour period the characters are travelling on 281. The referee should note the first day the characters travel on 281 and keep track of the passage of days thereafter. On the eleventh day that the characters are still travelling on or in the vicinity of 281 (including days the characters may have stopped or been engaged in some activity other than travel), add 1 to the die roll. On the twelfth day, add 2, on the thirteenth, 3, and so on.

ENCOUNTER TABLE (Hwy 281)

2D6	Result
2	No encounter
3	No encounter
4	Animal
5	Abandoned vehicle
6	Danger!
7	No encounter

8	Civilians
9	Refugees
10	Troops-1
11	Marauders
12	No encounter
13	Troops-2
14	No encounter
15	Troops-2
16+	Troops-3

ENCOUNTERS (Hwy 281)

Civilians: The characters encounter 2D6+2 civilians. If peaceful contact is initiated, they will be a source of news and information. Make two additional rolls on the rumor table for the area.

Refugees: The characters encounter 2D6+10 refugees of mixed nationalities. They will be distrustful of the characters but can be convinced to exchange news and trade goods. Peaceful contact allows two extra rolls on the area's rumor table.

Any hostility on the part of the characters will be met by guns and grim determination from several of the Mexicans. They have been attacked before and will defend themselves.

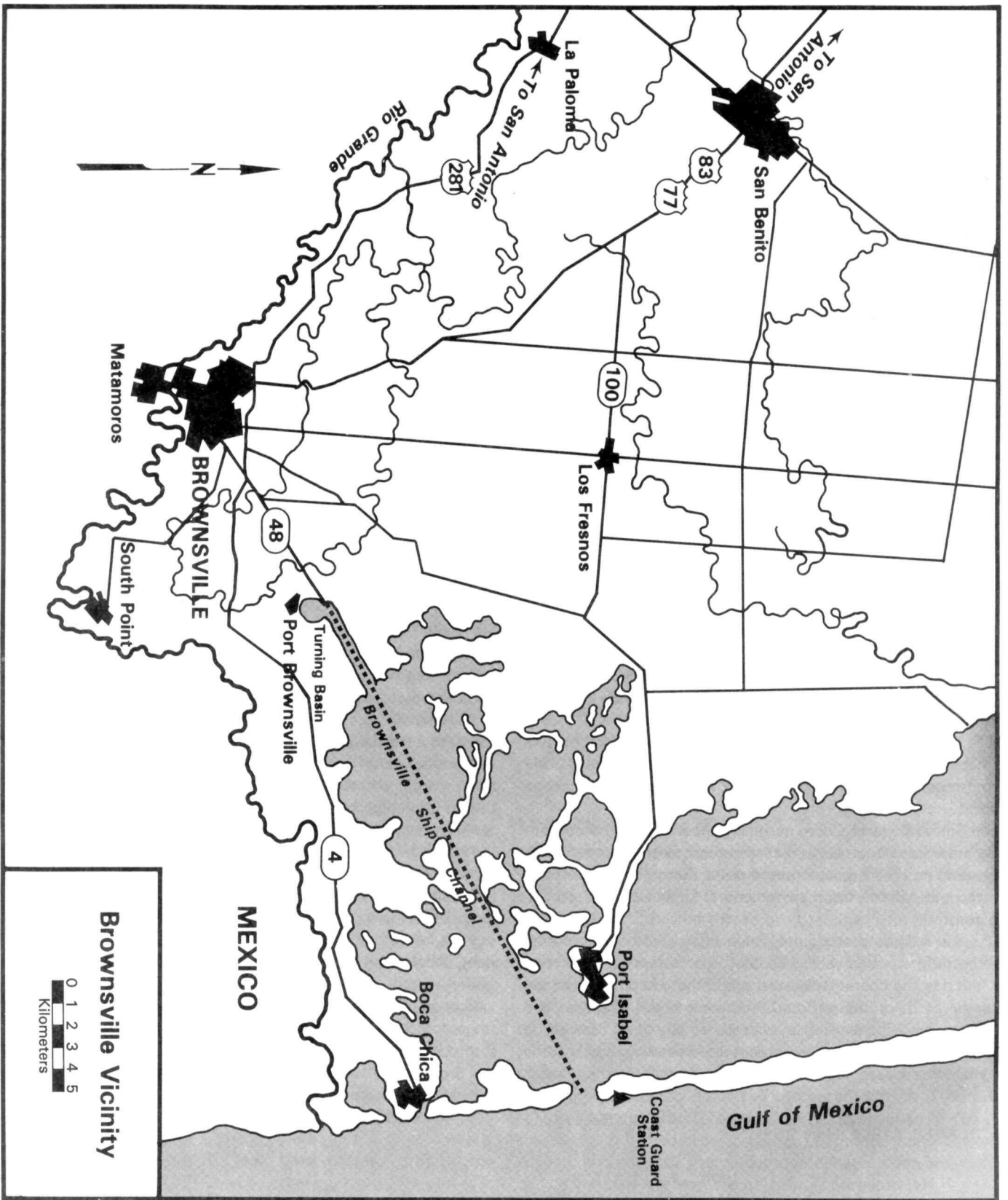
Troops-1: The characters encounter Mexican army troops along the highway, in vehicles, on foot, or camped by the road at the referee's discretion. The troops will assume that the characters are marauders and open fire as soon as the characters are sighted. The troops will be one of several Mexican army factions, decided on by the referee.

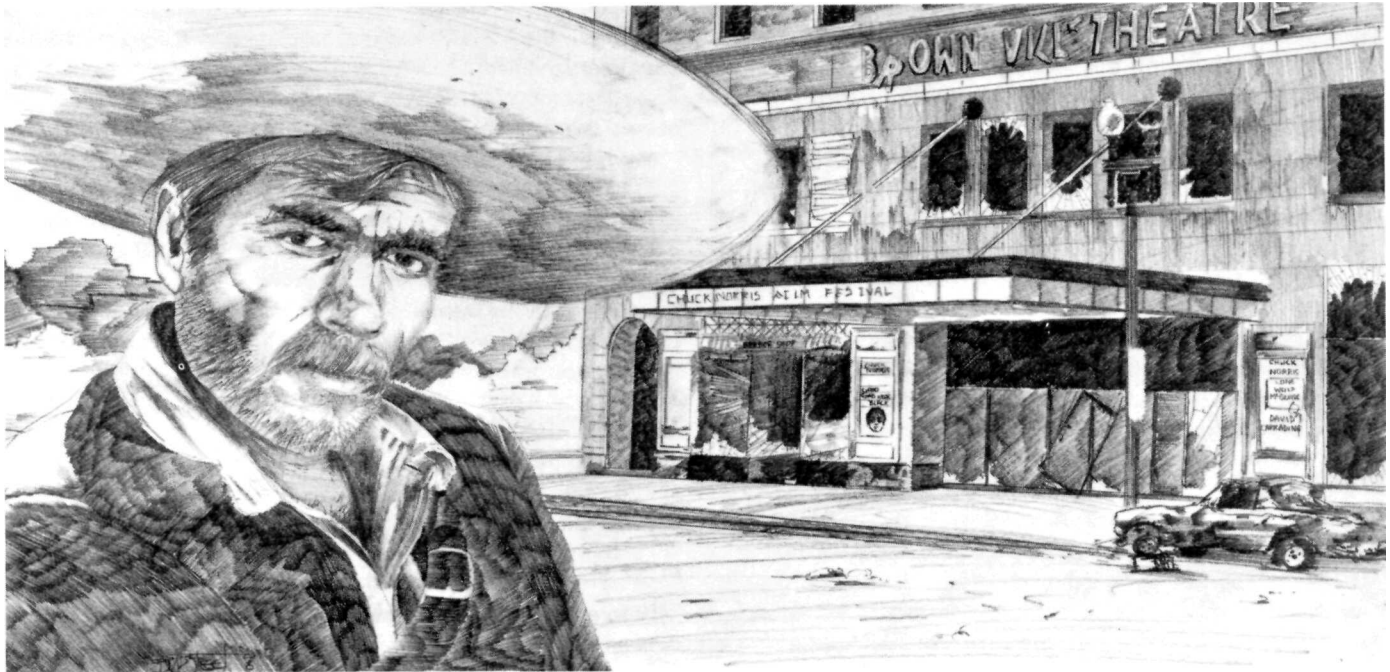
Troops-2: The characters encounter a Russian patrol—2D6+5 enlisted soldiers and one lieutenant, all armed with AK-74s and riding in captured jeeps or automobiles. The patrol will be moving south but will stop and turn back at any sign of resistance or defending troops.

Prisoners will report that they are from the San Antonio garrison and that they have received orders to scout the approaches to Brownsville as a successful result to an AVG:INT task. Interrogating a captured lieutenant is a DIF:INT task. He will tell his captors that large oil reserves have been reported in Brownsville and that the Soviet Division Cuba (which is desperately short of fuel for vehicles not converted to methanol consumption) intends to seize those reserves for itself.

Troops-3: The characters encounter a Soviet convoy consisting of four 2½-ton trucks, five UAZ 469s, and four BTR-70 armored personnel carriers, escorted by a pair of ZSU-30-6 self-propelled anti-aircraft vehicles. Guarded in the center of the convoy are two 10,000 gallon tank trucks. The convoy carries 120 men, is travelling south, and is preceded by the patrol described under Troops-2.

It is extremely unlikely that the characters will have the firepower necessary to stop (or even slow down) this convoy. If the characters experience this encounter, the Soviets will get to Brownsville ahead of them. (See *The Soviets Take Brownsville*, page 43.)





Brownsville

BACKGROUND

Brownsville has become a peculiar case in the patchwork of politics and military maneuvers in south Texas. Though ostensibly controlled by the *Federales*, through *Capitan* Hernandez and the city garrison, the real ruler of the city is the mysterious "El Jefe" (the Chief), head of a criminal syndicate known as *La Familia Huerra y Gonzales*. *El Jefe* has allied himself with Grady LaMarr's marauders from Corpus Christi in a plan which will make him the most powerful man in Texas or Mexico. (See *The Plan*, page 41.)

El Jefe's Motivation Results: *Spade Queen*: Ruthless. *El Jefe* will let nothing stand in the way of his goals, and has an almost complete disregard for the needs of others when it suits his purpose; *Diamond Jack*: Cowardice. *El Jefe*, when presented with a situation involving physical danger to himself, will completely break down and flee (if flight is not possible, he will cower and be unable to fight).

MAP

The map shows Brownsville and the surrounding region of the Rio Grande Delta. No encounter tables are given because the characters will meet marauder bands no matter how they attempt to approach the city...and in all probability they will be taken to *El Jefe's* court as prisoners. (See *El Jefe*, page 41).

The 200 Mexican soldiers in Brownsville are the remnants of the *Brigada Matamoros*, currently under the command of *Capitan* Carlos Hernandez.

RUMORS AND INFORMATION (Brownsville area)

Rumor A: The Russians are coming! Soviet forces are only a few kilometers west of the city. The walls are being built in order to defend the city against them, and soon every able-bodied person in the city will be drafted into the militia.

Rumor B: There has been a lot of coming and going through

Brazos Santiago Pass. Something big is going on offshore, but nobody knows what.

Rumor C: Grady LaMarr's people were in a big fight with Colonel Rodriguez up in Kingsville. Some people say Rodriguez was killed, and that his chief war leader has taken over.

Rumor D: The Russians have attacked Kingsville. Colonel Rodriguez was shot by them after the battle.

Rumor E: *El Jefe* has found a way to get oil flowing again from the rigs offshore. He has brought in a petrochemical engineer who has promised to help get the pumps running again. This is splendid news!

Rumor F: *El Jefe* is planning to proclaim the *Republica Texas* (Republic of Texas) in a rally, to be held very soon at the City Hall Plaza. He has secured a new and promising source of wealth—oil! Some say he has gotten an offshore rig pumping again, while others insist he has discovered millions of barrels of oil stored in a forgotten refinery storage facility at Port Isabel.

Rumor G: *Capitan* Hernandez' troops are abandoning the *Federales*. Soon, they will be *El Jefe's* personal troops, and Carlos Hernandez will be *El Jefe's* senior lieutenant.

Rumor H: *El Jefe* has been rounding up peasants and refugees from all over the Rio Grande Delta. It is called a "work relocation program" or a "civic defense project," but is, in fact, nothing short of slavery. The people are forced to work 12 hours a day loading and carrying rubble and piling it up in the sprawling network of barricades and walls around the city. The guards are cruel, and punishments—beatings, periods locked or tied up in the sun without food or water, and shootings—are meted out for the slightest infraction of their endless rules.

At night, the workers are kept in a barbed wire compound at the old Brownsville airfield east of town. The work period is supposed to be for just two weeks—but hundreds have vanished in the camp and were never seen again.

Rumor I: *El Jefe* has kidnapped a gringo oilman and his wife. They're going to be used to start the oil flowing again at an offshore well.

RUMORS AND INFORMATION (Brownsville area)*2D6 Results*

- 2-4 Rumor C
- 5-6 Rumor A
- 7 Rumor B
- 8 Rumor E
- 9 Rumor F
- 10 Rumor D
- 11 Rumor G
- 12+ Rumor I

Characters not arriving as prisoners will either be sneaking into the city or pretending to be members of Grady LaMarr's band. Use the following encounter table anywhere ashore within the Brownsville area.

ENCOUNTER TABLE (Brownsville area)*2D6 Results*

- 2 No encounter
- 3 No encounter
- 4 No encounter
- 5 Civilian workers
- 6 Civilians
- 7 Civilians
- 8 Marauders
- 9 Marauders
- 10 Troops
- 11 Troops
- 12 Troops

ENCOUNTERS(Brownsvillearea)

Civilian Workers: The characters encounter 2D6+10 peasants working under armed guard. There will be 1D6 guards armed with M16s overseeing the work. At the referee's discretion, the workers will be clearing rubble from a demolished building and loading it into hand carts, dragging carts filled with brick along the road, or building a barricade along the system of walls and fortifications around the town. Both guards and workers will ignore the characters. If the workers are freed, most will flee, but some—at the referee's discretion—might join the characters in an attack on Brownsville. Conversation with the workers allows three rolls on the area rumor table *plus* the information listed under Rumor H.

Civilians: The characters encounter 1D6 Mexican civilians. At the referee's discretion, they may be travelling on the road, working in a field, or on the porch of a house. They are unarmed and obviously terrified of the characters. They will answer questions in great fear, begging the characters not to kill them or take them to the labor camp because their families need them.

Conversation with them will give the characters information listed under Rumor H, and allow two additional rolls on the general rumor table as well.

Marauders: The characters encounter a patrol of 2D6+5 marauders. Outside the city, they are mounted or in a jeep. Inside, they are in a jeep or on foot, at the referee's discretion.

The characters will have a chance to avoid being seen by the patrol. If seen, convincing them that the characters are marauders is a DIF:DIS task. If the characters are specifically pretending to belong to Grady LaMarr's band (having found out about the connection in Corpus Christi), the task becomes AVG:DIS.

If the characters cannot explain their activities in the area (for example, they were obviously spying or engaged in theft or sabotage), they will be ordered to disarm and accompany the marauders to *El Jefe* in Brownsville's City Hall (See *El Jefe*, page 41). Resistance will result in combat. Communication with them allows two rolls on the area rumor table, with a DM of +2.

Troops: The characters encounter 1D6+2 Mexican soldiers.

This encounter is treated in exactly the same way as the marauders above, except that attempts to pass the character party off as LaMarr's marauders are all AVG:DIS tasks.

These soldiers belong to the Brownsville garrison command of Captain Carlos Hernandez and are in the pay of *El Jefe* and the Huerra-Gonzales Family. Communication with them allows two rolls on the area rumor table.

THE BROWNSVILLE AREA

Important towns and sites: Port Isabel, Brazos Santiago Coast Guard Station and lighthouse, Port Brownsville/Turning Basin, Brownsville, Matamoros.

PORT ISABEL

Before the war, Port Isabel, with a population of over 3,500, was an important cargo handling and deep-sea shrimp center, located at the eastern end of the Brownsville Ship Channel. It has a population of half that now, mostly refugees. It is connected with the southern tip of Padre Island 5 km across Laguna Madre by the Queen Isabela Causeway.

Characters approaching Port Isabel by land or sea will encounter 2D6+10 marauders who will take them to *El Jefe* in Brownsville. Resistance will precipitate a firefight.

BRAZOSSANTIAGOCOASTGUARDSTATION&LIGHTHOUSE

Located on the southern tip of Padre Island, these facilities are connected to the mainland by the Queen Isabela Causeway. A marauder camp occupies the former Coast Guard Station. There are always at least 30 marauders present, and several motor launches outfitted with machineguns stand ready at the pier.

The lighthouse has been converted into a lookout tower by the marauders. Five marauders are always in the observation level, armed with automatic weapons and one heavy machinegun. At the referee's discretion, a heavier weapon (mortar, AGL, etc.) could be mounted there as well, guarding the approaches to Brownsville from the sea.

PORT BROWNSVILLE

Six kilometers from the Brownsville city line, Port Brownsville was a salt water terminal at the end of the 27 kilometer-long Brownsville Ship Channel, and the southern end of the Intracoastal Waterway. It was a major cotton and citrus port.

Facilities include warehouses, a large turning basin, and docking facilities for dozens of ships. A fishing harbor east of the turning basin had dock space for 600 vessels and was important in the local deep-water shrimp trawling industry.

Port Brownsville, like other facilities in the area, is garrisoned by marauder and Mexican troops employed by *El Jefe*. Characters fleeing from Brownsville may be able to find a serviceable motor launch untended in the fishing harbor or at the turning basin docks.

BROWNSVILLE

Brownsville is the largest city of the lower Rio Grande Valley.

Its pre-war population was over 53,000. That number is now nearly 35,000. Most Anglo inhabitants fled in mid-1998, and the population is almost entirely Mexican or Mexican-American.

It is the capital of the growing empire of *El Jefe*. The streets are patrolled by marauder bands and by Mexican troops in *El Jefe's* employ. Gangs of workers—peasants swept up by marauder patrols and interned in a barbed-wire enclosed compound at the airport—labor under guard at barricades of rubble and sandbags in a wall which is being built around the city.

The International Bridge connects Brownsville with the Mexican city of Matamoros. Rubble and sandbag barricades at each end of the bridge, manned by troops with light automatic weapons and machine guns, control traffic across the Rio Grande, charging a "toll" of food or ammunition.

The City Hall and Market Place in the center of town is the site of *La Corte del Jefe* (the chief's court). It occupies a plaza and has a bell tower cupola which now is used as a lookout and gun tower, with machineguns commanding the entire plaza. 2D6+5 marauders or soldiers are in the plaza outside the building at all times. *El Jefe* uses a large meeting hall inside as his *Salon del Fallo* (Hall of Judgment). (See *El Jefe*, below).

EL JEFE

Francisco Carlos Navarro was a member of an international drug smuggling syndicate based in Mexico, Florida, Chicago, and Texas before the war. With the collapse of society and government after the war, he has become the single most powerful member of the syndicate, known locally as *La Familia Huerra y Gonzales*—or "The Family." Navarro originally married into the Family (his wife was daughter of a former Family boss), but he showed cunning and ruthlessness and was able to achieve considerable power within the organization's ranks.

With access to a fortune at the beginning of the war, he secured a powerful economic base by buying officials at a Brownsville refinery and gaining control of several million gallons of oil. When the U.S. dollar collapsed, his personal oil reserve made him a powerful and influential man in the region and gave him virtually complete rule over the local elements of the Family. When the Mexican Army intervened in Texas, Navarro—by that time known as *El Jefe* (The Chief or the Boss)—was able to bribe or threaten various key military authorities. When unified control of the Mexican Army collapsed, *El Jefe* helped supply several of the larger groups operating in south Texas. The commander of the Brownsville garrison virtually became the commander of *El Jefe's* private guard.

The Family is well aware of the value of oil in an oil-poor world. The original reserves bought by Navarro are exhausted, but in an effort to maintain control of the resource, Navarro has concocted a scheme called The Plan (see below).

El Jefe controls a private army of perhaps 600 men, including 400 marauders and the 200 Mexican soldiers in Captain Carlos Hernandez's garrison. The marauders are soldier of fortune types recruited in various areas, and include 20 men from Grady LaMarr's marauder group at Corpus Christi. Numerous trucks, jeeps, and APCs are based in Brownsville, most converted to methanol use. A few still use gasoline, and there are small quantities of oil and gasoline still available, under guard at Port Isabela.

The troops are armed with the usual mix of automatic rifles, Mexican M1954s and assault rifles, M60 and DShK machineguns, and a small number of RPG-16 missile launchers (from the Russians through the Mexican Army) and Armbrust

and Tankbreaker missile launchers (captured from U.S. arsenals). They also have deployed 60mm mortars at key defensive positions around the city perimeter. Their experience ranges from veteran (a few) through novice (the majority).

The City Hall in Brownsville is *El Jefe's* headquarters. It is possible that the characters will encounter Bill Bob Kingsly in the meeting room, where he will be being interviewed by Navarro. If not, the referee may allow the characters to receive Rumor I in conversation with Navarro or with marauder soldiers in the town.

THE PLAN

Francisco Carlos Navarro, as head of the Brownsville area's *Familia Huerra y Gonzales*, formed an alliance with Grady LaMarr after LaMarr's expulsion from the Kingsville marauder band. Navarro wants to extend the Family's influence north along the Gulf Coast and has been eyeing Port Lavaca as a direction in which to extend his empire. Some of LaMarr's men had their own contacts in Port Lavaca, and Navarro wanted their knowledge. Through this alliance, he learned of Bill Bob Kingsly's experience as a petrochemical engineer.

Texas Bill's brother, Thomas J. Kingsly, ran a marina in Galveston before the war. He also smuggled drugs—mostly marijuana and cocaine—up and down the Intracoastal Waterway in small craft and excursion boats. He was recruited into the business by Navarro. T.J. Kingsly and Navarro together concocted the plan to kidnap T.J.'s nephew Bill Bob. They would use Bill Bob's wife to force him to get an offshore oil rig working again.

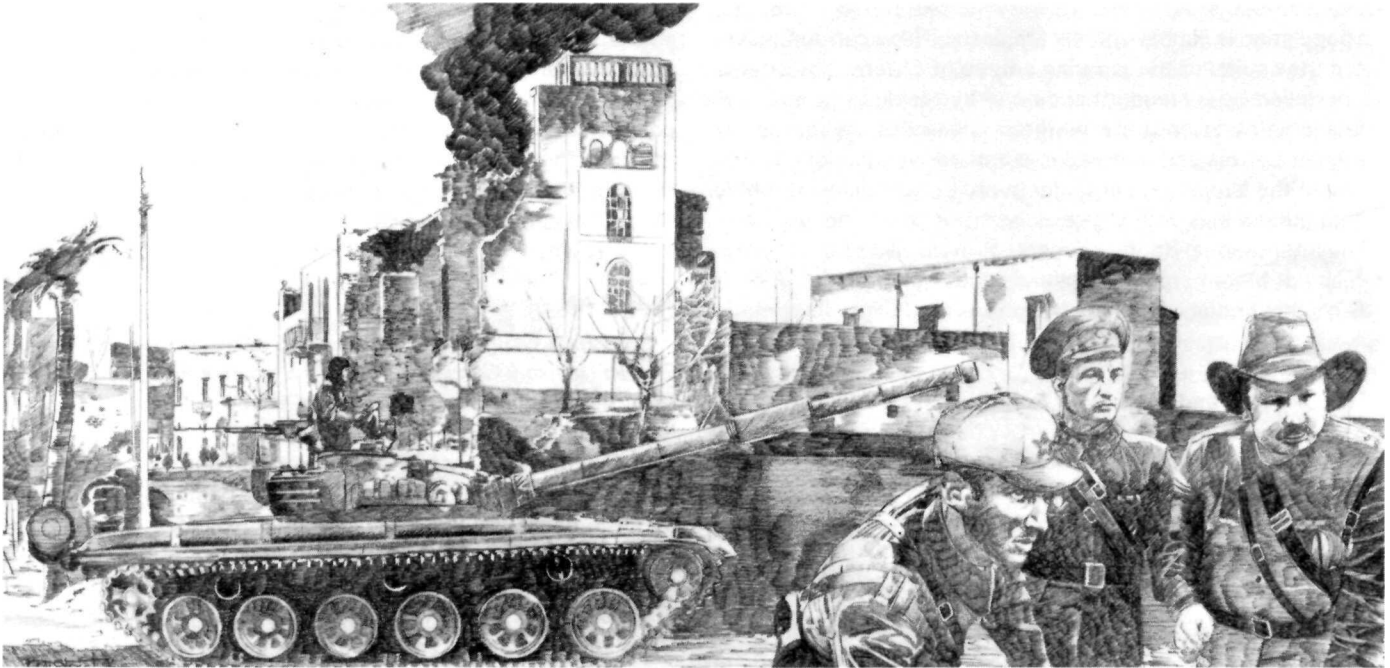
Through his extensive business and big-money contacts, Navarro knew enough about the offshore rigs to know that many of them could possibly still be functional. Many of them continued to pump oil directly from the sea bed through sea bottom pipelines to shore installations and refineries right through the early days of the war. When U.S. forces abandoned south Texas, they destroyed most installations to prevent their use by the Mexicans, but a few escaped with relatively minor damage.

One such installation is at Port Isabel. An oil rig 40 kilometers offshore from Brownsville named Gulfwind Forty is still connected by an intact pipeline to the Isabel terminus. The well has been capped and the shore-side pumping station sabotaged, but Navarro has had laborers, electricians, and mechanics working to clear the damage. He sent LaMarr's men north to the Kingsly Ranch, and with the help of T.J. Kingsly, kidnapped Bill Bob and Kathy Jean and brought them to Brownsville.

Bill Bob was reluctant to help men he considers to be murderers and ruffians, but he cannot bear to let anything happen to his wife. Under his direction, Pumping Station 3 at Port Isabel is nearly ready to begin. Work on Gulfwind Forty has uncapped the well, and all is nearly ready to crank up the pumps and set the facility running once more.

With storage tanks filled with oil once more, with refineries working again to produce gasoline and diesel fuel and—most especially—avgas, Navarro and *La Familia* will be in an ideal position to found the Texas Republic in south Texas. Oil will bring power by providing the raw material for the now almost nonexistent avgas which would let aircraft fly once more. With avgas, Navarro can buy both sides in the Mexican Civil War.

He might even manage to buy the Soviets in San Antonio.



Red Star Over Texas

BACKGROUND

Upon the retirement from office of Fidel Castro in 1992, a series of more moderate successors took over the government in Cuba.

When the Sino-Soviet war began, *Presidents* Hernandez gave verbal support to the USSR, but otherwise remained uninvolved.

When Germany declared reunification, the Cubans objected diplomatically, but began to get nervous. The Cuban ambassador to France was heard to remark that "...a match has just been applied to a fuse, and if the explosion involves us in a war with the Yankees, we could *all* die!"

When NATO entered East Germany, the Cubans were increasingly nervous. To distance themselves even more from the USSR (at least in American eyes), an arrangement was concluded for a Soviet coastal enclave at Mariel, like the American one at Guantanamo Bay. All Soviet military personnel, including those serving in Cuban units (amounting to about a division all told) were to move into this enclave. The Mariel enclave was rapidly nicknamed "Guantanamo II" by the news media.

In 1998, it became increasingly obvious to Major General Femerov, commander of the Soviet troops in Cuba, that Guantanamo II presented a very tempting target for the U.S. This fact, combined with pressure from a Cuban government anxious to appear increasingly neutral to America, caused Femerov to look for a means to get out of Cuba while striking a blow for the USSR.

The opportunity to deliver a blow into America came shortly after the election of the partly Marxist PRI/PPS coalition in the summer of 1998. The PPS offered Femerov and his "Division Cuba" a passage off of the island and back to the USSR, in return for a short detour. Femerov and his soldiers were to assist in a proposed invasion of America, to drive into the Yankee heartland, and end the war. Femerov considered the proposal for a time, and agreed.

THE WAR

The Soviet Division Cuba moved out of Cuba on Mexican transports in June, 1998, and into action shortly thereafter. Initially, the division proved far superior to the lightly-equipped bodies of National Guard and reserve infantry which faced it. After a fluid campaign which ebbed and flowed across the central and north Texas plains, the invasion ran out of steam. A U.S. counteroffensive in 1999 failed. The war ground to a halt along a static front from north Texas to central California. Soviet and American military commanders eyed each other warily for a time, but soon, the front line dissolved into a broad zone of chaos. Where there had once been armies, there were now only disorganized bodies of men...military units, marauders, and civilians...trying to survive. The remnants of Division Cuba set up winter quarters in and around the city of San Antonio.

San Antonio had to this point been relatively untouched by the war itself, although famine, disease, and civil strife had reduced the city's population to less than half its pre-war level. The Soviet commander knew the Americans would hesitate to incinerate 120,000 of their own people just to punish a few thousand Soviet invaders. For the first time in almost two centuries, a city of the United States was garrisoned by an Old World military power. No Soviet flag flew over the Alamo (there was no reason for it), but the effect upon Texans (especially Anglo-American Texans) was just as electrifying.

By late in the year 2000, the front had practically dissolved, and the Soviets had only one principal thought in mind: home. They were isolated in a hostile land, with an active—one might almost say an exuberant—guerrilla underground harassing them at every opportunity, raiding the dwindling fuel and ammunition dumps, killing sentries, sabotaging vehicles, and ambushing night patrols. Colonel Sergov noted in his diary that "I will go to my grave with those whoops and shrieks and cries of 'Remember the Alamo' still ringing in my ears".

Winter brought an almost nostalgic touch of distant home to the air...but the first Texan norther to sweep down off the panhandle with sleet and temperatures which plunged 30° in

a few hours brought another factor into the equation. The Division Cuba, for years stationed in the Caribbean, was not prepared for a Texas winter. Equipment broke down, men grew sullen and bitter, and the first cases of pneumonia appeared. Spring brought relief from the weather, but it also brought back the guerillas. By the late summer of 2000, all that remained of Division Cuba were 15 operational tanks (Mostly T-80s and T-72s), a few other AFVs (largely BTR-70s and BMPs of various types), and 3000 men.

The Soviets wanted to go home.

THE LURE OF OIL

Soviet political officers—old-time veterans of the KGB—had hired numerous eyes and ears from among their Mexican allies. Some of those eyes reported the rumors stirring in south Texas, news of the discovery of a huge oil reserve...or possibly of a working offshore oil well. The Soviet commander seized on the idea. Oil! That meant diesel fuel for vehicles which ran farther and more efficiently on petroleum than alcohol. It meant avgas for helicopter gunships which could fly again to strike down enemies from the sky and ferry men and equipment...elsewhere. Where no longer mattered by that time. There were rumors of freighters and cargo ships still calling at some ports along the Texas coast. Perhaps one of those could ferry the Division Cuba—or what was left of it—home.

If nothing else, the action would give the troops something to do...would divert them from the mutiny the commander knew was in the wind. Too many of his men had faded into the night of late, never to return. If he could not turn the men to some specific and productive action soon, his entire division might break into marauding bands wandering and pillaging across all of north and central Texas, and he would never be able to bring them together again.

After probing south with several patrols to gain information about the terrain and the roads, Colonel Vasily Sergov was sent with a column of APCs and two empty 10,000 gallon tank trucks towards Brownsville. The convoy was well-armed and prepared—more than a match for the disorganized guerrilla bands which constituted such a nuisance around San Antonio, more than a match even for the rumored marauder army which had gathered in Brownsville.

If Sergov was successful, the entire Division could be ready to move south in hours.

THE SOVIETS TAKE BROWNSVILLE

If, as an encounter (the *Troops-3* encounter for Hwy 281), the characters witness the Soviet convoy going south on Highway 281, they are too late. If they proceed to Brownsville after this encounter, they will find that the Soviets have crushed the city's defenses and put the marauder army to flight. Bill Bob Kingsly and his wife will be in the hands of Colonel Sergov, and the adventure can proceed from there, with the characters facing Soviets instead of marauders.

If the characters make it to Brownsville ahead of the Soviets, the referee should carefully note the day (in game time) that they enter the Brownsville area. Sergov's convoy will arrive at Harlingen three days after the characters enter the region shown on the Brownsville area map. One day later, after a short, sharp skirmish which scatters a small Mexican unit, the Soviets will be at Brownsville's city wall on Highway 77 close by the old Mexican War battleground of Resaca de la Palma. After the fourth day, the characters will have to proceed with their plans

in the middle of an assault by Sergov's forces.

If the characters are in Port Isabel when the Soviets arrive at Harlingen, they will learn that a Soviet force is proceeding east on Highway 100—the Isabel Road. This detachment will arrive at Port Isabel on the afternoon of the third day after the characters enter Brownsville.

THE BATTLE FOR BROWNSVILLE

The characters have a number of options. If they are prisoners, they may be able to escape in the confusion created by the Soviet attack. If they are in the city of Brownsville but still free, the referee should use the following timetable to determine the sequence of events.

TIMETABLE: BATTLE OF BROWNSVILLE

Day 0: The characters enter the area shown on the map.

Day 3, 0930 hrs: Soviets enter Harlingen. Confused reports arrive in Brownsville (told as rumors, wild stories) of a Mexican patrol being scattered without a fight, of prisoners being machinegunned, of terror-stricken refugees fleeing from camps north of Brownsville.

Day 3, 1330 hrs: Reports are confirmed by any marauder or soldier questioned in Brownsville. The Soviets have established an advance base in the ruins of Harlingen and are sending patrols down Hwy 77 towards the city. Soviets have been reported on the road to Port Isabel.

Day 3, 1645 hrs: Soviet troops are fighting the marauders in the streets of Port Isabel. Three BMP armored vehicles are moving towards the pumping station and refinery at the eastern tip of the Isabel Peninsula.

Day 3, 1900 hrs: Skirmishing and house-to-house fighting continuing in Port Isabel. Organized resistance has ended, but stories are spreading that the Soviets are shooting their prisoners.

Day 4, 0530 hrs: Soviet column of BTR70s and light vehicles arrives at the barricade on Hwy 77 on the northern edge of Brownsville. One BTR70 is knocked out by an RPG, but the barrier is overrun in a single rush. Fighting continues in Port Isabel.

Day 4, 0900 hrs: Soviet BMPs approach City Hall in Brownsville. Hundreds of marauders and Mexican troops are fleeing south across the International Bridge. The Soviets are in control of the Port Isabel refinery.

Day 4, 1010 hrs: Soviet machineguns and mortars open fire on the International Bridge, killing scores of fleeing troops and civilians. Navarro is executed on the steps of City Hall, and the building taken over as Soviet military headquarters. The Soviets are in control of the pumping station and pipeline terminus in Port Isabel.

Day 4, 1050 hrs: All fighting has ceased in Brownsville and in Port Isabel. The Soviets dispatch a motor launch from Port Isabel towards Gulfwind Forty.

Day 4, 1340 hrs: The Soviets board Gulfwind Forty.

USING THE TIMETABLE

In *Red Star/Lone Star*, the characters have a chance to influence the outcome of a major battle. The timetable above shows what will happen if the characters do *not* interfere with the course of events and the Soviets fight only Navarro's marauders and hired soldiers.

The characters may, of course, simply try to avoid the Soviets and work on rescuing Bill Bob and his wife—or they may decide that events have gotten completely out of hand and save

themselves. If this is the case, the Soviets will control Gulfwind Forty and the pumping station by mid-afternoon on Day 4. At the referee's discretion, the Soviets may have captured Bill Bob and his wife and be forcing him to get the pumps started, or it can be assumed that the Soviets have their own engineers who will be able to get the pumps working again.

If, however, the characters decide to carry on their own war with the Soviets, they may alter the timetable.

A list of the Soviet forces is given below, together with point values assigned to each. The referee should keep careful track of Soviet targets destroyed or damaged by the player characters and keep a running tally of the points they have gained.

SOVIET FORCES ATTACKING PORT ISABEL

Four BTR-70s, four 2½-ton trucks, five UAZ 469s, two 10,000 gallon tank trucks, 120 men

SOVIET FORCES ATTACKING BROWNSVILLE

Eight BTR-70s, six 2½-ton trucks, nine UAZ 469s, two ZSU-30s, 230 men

Colonel Sergov is riding one of the UAZ-469s—identified by a red flag on a broom handle taped to the windshield—in Brownsville. If an attack is made on a Soviet jeep, the referee should decide whether or not Sergov is aboard.

The trucks are standard military vehicles—either captured U.S. equipment or equivalent vehicles of Soviet manufacture. At the referee's discretion, the UAZ 469s may have PK machineguns.

The table below is used to represent the effect of Soviet losses. As vehicles and men are hit, the Soviet commander will become more and more cautious, and at some point, he (or his second in command in the event of Sergov's death) will decide to retreat. The single BTR destroyed by marauder forces is *not* counted in the total. It is assumed that marauder and Mexican forces become so disorganized after the first few hours' fighting that they cease to be an effective fighting force. Their contribution to the city's defense is negligible.

RUSSIAN LOSSES AND POINT VALUES

<i>Target destroyed</i>	<i>Points lost to Soviets</i>
Each man.....	1
Each UAZ-469.....	8
Each truck.....	12
Each BTR-70 or BMP.....	20
Each ZSU-30.....	40
Colonel Sergov.....	50
Tank truck.....	50
Each 50 points lost in one engagement.....	20

TIMETABLE DELAYS

<i>Points lost to Soviets</i>	<i>Result</i>
5.....	Delay 10 minutes
10.....	Delay 30 minutes
20.....	Delay 1 hour
50.....	Delay 3 hours
75.....	Delay 5 hours
100.....	Delay 8 hours
110.....	Soviets cease attack
120.....	Delay 10 hours
150.....	Delay 24 hours
200.....	Soviets retreat

The hour delays are cumulative. Thus, if the Soviets lose 20 points in Brownsville, the timetable for Brownsville is set back 1 hour and the event scheduled for Day 3, 1645 hrs will not occur until 1745 hours. When the point total rises to 50, the timetable is set back 3 hours *more* from that point—and the 1745 hours event is moved back to 2045. It can actually be more effective to wear the enemy down with a number of quick, separate attacks than to destroy many vehicles in one battle.

The referee may have the Soviets lose partial point totals for vehicles which are badly damaged. Points are lost by the Soviets for troops (or Colonel Sergov) killed or badly wounded (incapacitated).

A delay in the timetable in Port Isabel will not affect the timetable in Brownsville. After 1100 hrs on Day 4, the Soviets in Brownsville (having utterly routed the defenders) will leave a small guard and proceed towards Port Isabel to reinforce the Soviet forces there.

By the same token, the Port Isabel force will not be slowed by delays in the Soviet advance in Brownsville and will reinforce the Brownsville group after 1100 hours, Day 4. The motor launch will *not* be dispatched towards Gulfwind Forty until both cities are secure, however.

If the Soviets retreat, they will abandon both cities and the survivors will proceed up Hwy 77 to Harlingen, then take 281 back towards San Antonio. The characters may elect to pursue and harass them.

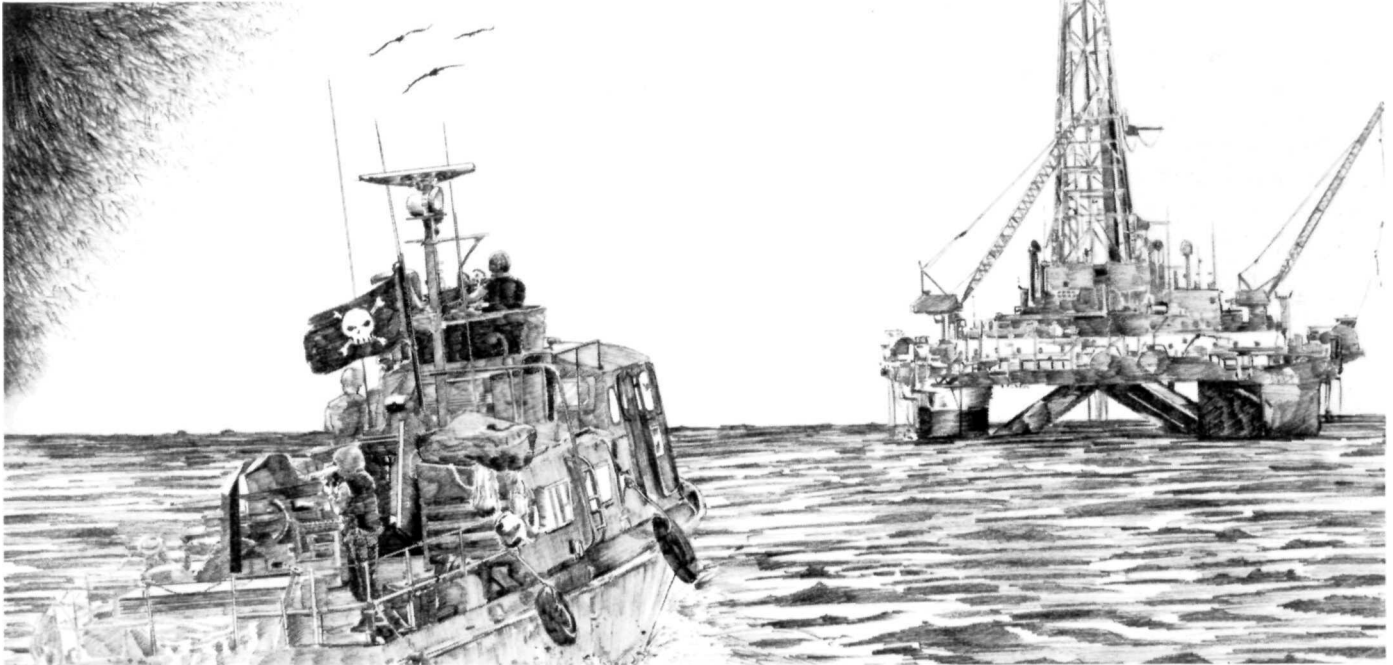
Sunrise/Sunset: This adventure is taking place in late November. At this date and at the latitude of southern Texas, sunrise is at 0630, and sunset at 1700. Complete darkness ends about one hour before sunrise, and begins about one hour after sunset. While combat may continue after dark, the Soviets will tend to go on the defensive at night and will not actively patrol or attack Texan positions. It will take *at least* 2 hours, 40 minutes for the motor launch to reach Gulfwind Forty. The Soviets will not set out to board the oil rig unless they can be certain of reaching and taking it before dark. If the Soviet attack in Port Isabel can be delayed at least 3 and a half hours, they will not be able to set off for the oil rig until dawn of Day 5. Soviet soldiers will not attempt to navigate in a small boat at night.

THE DEFENDERS

The marauder forces and Mexican troops in Brownsville will give a poor account of themselves in this battle. The sudden appearance of Soviet APCs and light armor will be devastating, and the defending troops are neither well-trained nor well-led.

The player characters, on the other hand, are experienced combat veterans who have fought the Soviets elsewhere and will not panic when confronted by Soviets. They may use their own weapons and those available in the city (mortars, Tankbreaker missiles, RPG-16s, Armbrust missile launchers) which are encountered or captured at the referee's discretion. They may also improvise attacks using demolition explosives, molotov cocktails, burning oil, or any other trick which they can think up and the referee will accept.

It is possible that the characters have recruited help along the way—Jim Hogg Irregulars or other guerrilla fighters. The referee determines their contribution to the fighting, if any. The scenario is designed to show the effectiveness of a small, determined, and highly-trained band of defenders against a larger attacking force in an urban battle.



Gulfwind Forty

BACKGROUND

Gulfwind Forty is an oil drilling platform located 40 km offshore, in 24 fathoms (44 meters) of water. Repeated storms and lack of maintenance have badly damaged parts of the platform, and large areas are inaccessible. It served as the drilling platform for 25 deviated wells—wells drilled directionally at angles up to 55° from the vertical in order to spread out across an area with a radius of 9,000 feet from the drillsite. The pipelines for these wells are intact and in place. They have been shut off both at the pumping station on shore and at the well head on the platform. Bill Bob Kingsly has been at work at both sites, preparing the wells for operation.

In order to operate the well, a storm choke valve (designed to close automatically during a storm or sudden change in pressure) must be opened—a job which must be performed on the platform itself. Once the well is working at full capacity (it will take about 6 hours to bring the facility up to full production), it will produce 5,000 barrels of oil per day. (One barrel equals about 150 liters.)

DECKPLANS

Deckplans are provided for the Gulfwind Forty platform (see the following pages). The course of the adventure may lead the characters to capture the rig, then have them forced to defend it from the Russians.

DEFENSES

Gulfwind Forty has 2D6+10 marauders aboard. They are armed with light automatic weapons and at least two M60 machineguns. The marauders will not automatically fire on every small craft which approaches, since they are regularly supplied by such craft. They will be alert, however, and will be suspicious of too many unknown faces aboard any approaching watercraft, particularly one that comes in fast.

If the characters capture the rig and then fortify it against the Russians, the arrangement and make-up of the defenses are, of course, up to the players.

THE LAYOUT OF AN OIL PLATFORM

The following features are identified on the Gulfwind Forty deck plans.

A. Accommodation Modules: These are small apartments, each designed for two or four men. The rig can house a maximum of 96 men. There is also a galley and mess area, and a larger recreation area. The Kingslys will be held in one of the apartment modules (referee's choice) if they are aboard when the characters arrive.

B. Docking Area: A catwalk close to the water designed to accommodate motor launches from shore. The characters will dock here when they arrive, leaving the boat moored alongside. This will be the target of the Russians when they arrive after capturing Port Isabel.

C. Draw Works: A small room filled with pumping equipment at the drill head. The storm choke valve is located here and must be opened to begin pumping.

D. Drilling Derrick: This is the central tower through which the actual drilling is done. It extends down through all decks of the structure. Twenty-five separate wells are brought up through the draw works at the base of the tower. From there, a single 32-inch pipeline runs back down one of the legs of the rig to the ocean bed and then to Port Isabel. The radio tower is attached to the side.

E. Elevator Shaft: Several elevator shafts connect the various decks with one another. They operate so long as the power generators are running.

F. Flare Stack: The tallest tower on the platform, used for burning off excess natural gas and flammable fumes during drilling. An elevator shaft runs up the center and there are ladders and platforms all the way up one leg.

G. Gas Turbines and Generators: The source of power for the facility. A large part of Kingsly's work involved clearing and

restoring the generators, then using a small amount of natural gas from other sources to start the power plant up again. It is now fully functional, and set to fuel itself from gas drawn through the pipeline and separated in the oil/gas separators.

H. Helipad: A raised platform for landing helicopters. There are no helicopters here now, but the deck offers a good lookout and weapons point.

I. Generator House Control Room: Contains equipment for running and monitoring the gas turbine generators.

J. Lifeboats: Six lifeboats remain out of the platform's original complement of them, hanging from davits on the lower deck level of the platform. They can be mechanically lowered and freed during a power failure. Each boat is 20 feet long and powered by a small outboard motor.

K. Oil/Gas Separators: Used to separate natural gas from oil during pumping. The equipment has been put in working order by Kingsly.

L. Office Building: Contains offices used by well management personnel. Platform control is here, as well as the radio room. The radio is not yet functional; repairing it is a task (DIF:ELC).

M. Pedestal Cranes: There are four cranes, used for handling pipe sections and heavy equipment. None are in working order, but the catwalks and platforms around two of them offer good weapons positions. (The remaining two are auxiliaries.)

N. Pipe Racks: These store extra sections of drilling pipe, and still contain a few lengths of it. These pipes have an armor value of 8, and may be useful as cover during a firefight.

O. Storage Tanks: These rooms are filled with tanks. Some contained chemicals (bentonite and barite) or fuel, others held water or cement. The reserve mud tank held drilling mud. Since most of these materials are used in the drilling process, and drilling at Gulfwind Forty ceased before the war began, these tanks are empty (only residues of their former contents remain) except for those used by the present inhabitants.

P. Other Rooms: These rooms are former machine shops, storerooms, and so on. They are currently unused.

Gulfwind Forty is fully functional and ready to pump by the time the Russians attack. All that remains to be done is to open the storm choke valve—and only Bill Bob Kingsly knows how to do it. He has been stalling for the past several days, but his captors have been becoming suspicious and are threatening to start hurting Kathy Jean.

COMBAT ON THE OIL PLATFORM

The characters may find themselves engaged in a firefight aboard the platform, either when they come aboard and attack the marauder contingent aboard or later when they find they must defend it from the Russians. The referee should describe the layout of the platform from the deckplan provided one area at a time, as the characters enter each. They should *not* be allowed to see the deckplans for themselves unless they have a character along (such as Bill Bob) who knows drilling rigs or who has been here before or unless they reach the office building. Any given office will have maps of the platform on a 2D6 roll for ≥ 10 . The control room has a blueprint on one wall.

Marauder positions and tactics are left up to the referee. They will not be well prepared for a determined attack and will be completely disorganized (some of them resting in the apartments, for instance) if the characters achieve surprise. However, the platform is quite large, offers many hiding places, and has numerous towers and elevated platforms which offer excellent vantage points for snipers or machinegunners. At the referee's discretion, one or more marauders might remain hidden until after the battle is over, to emerge at night with a surprise of their own.

If the characters decide to destroy the platform, charges set (an ESY:CBE task) in the pump room and/or the gas turbine generators will ruin the facility.

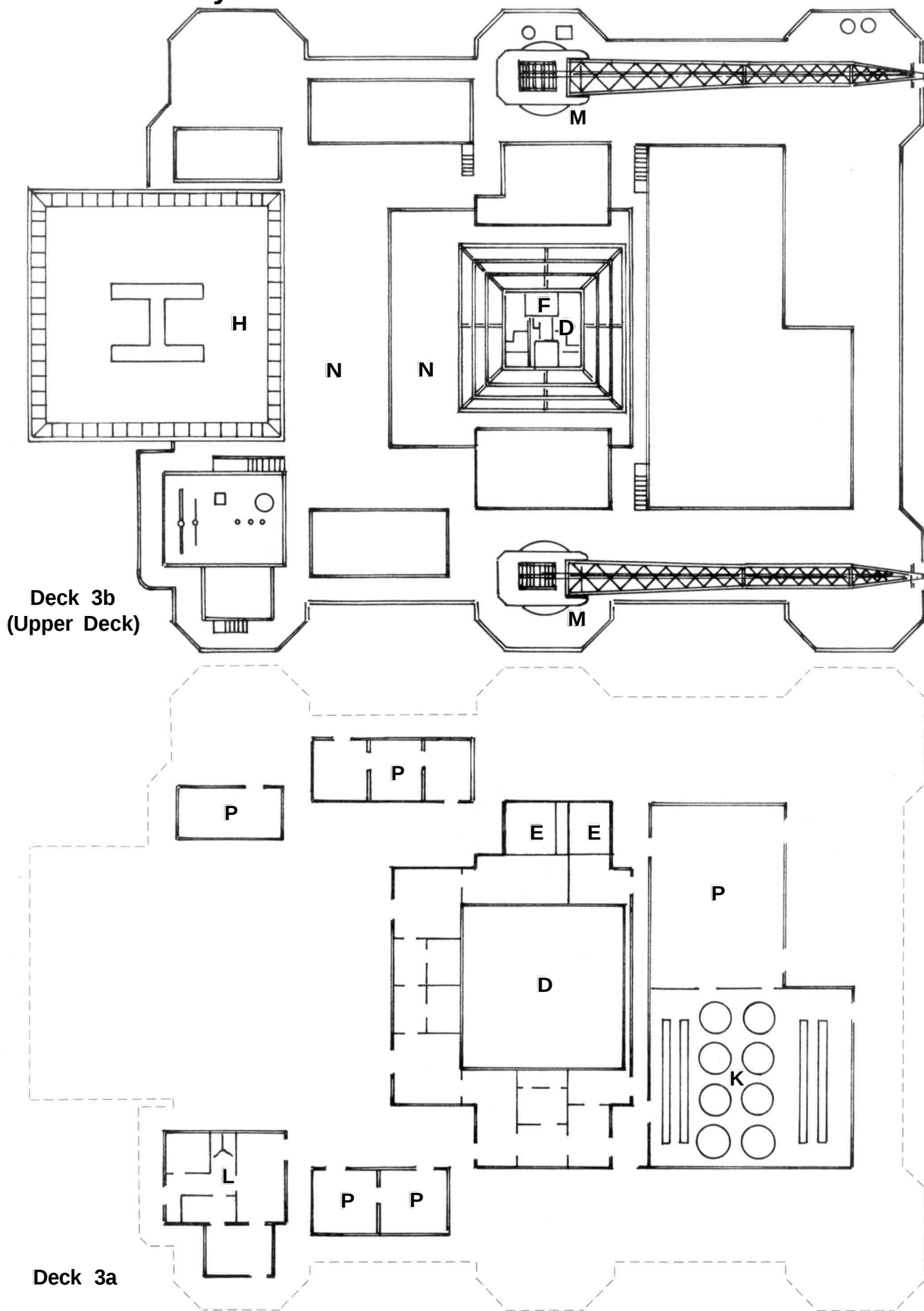
THE OIL FROM GULFWIND FORTY

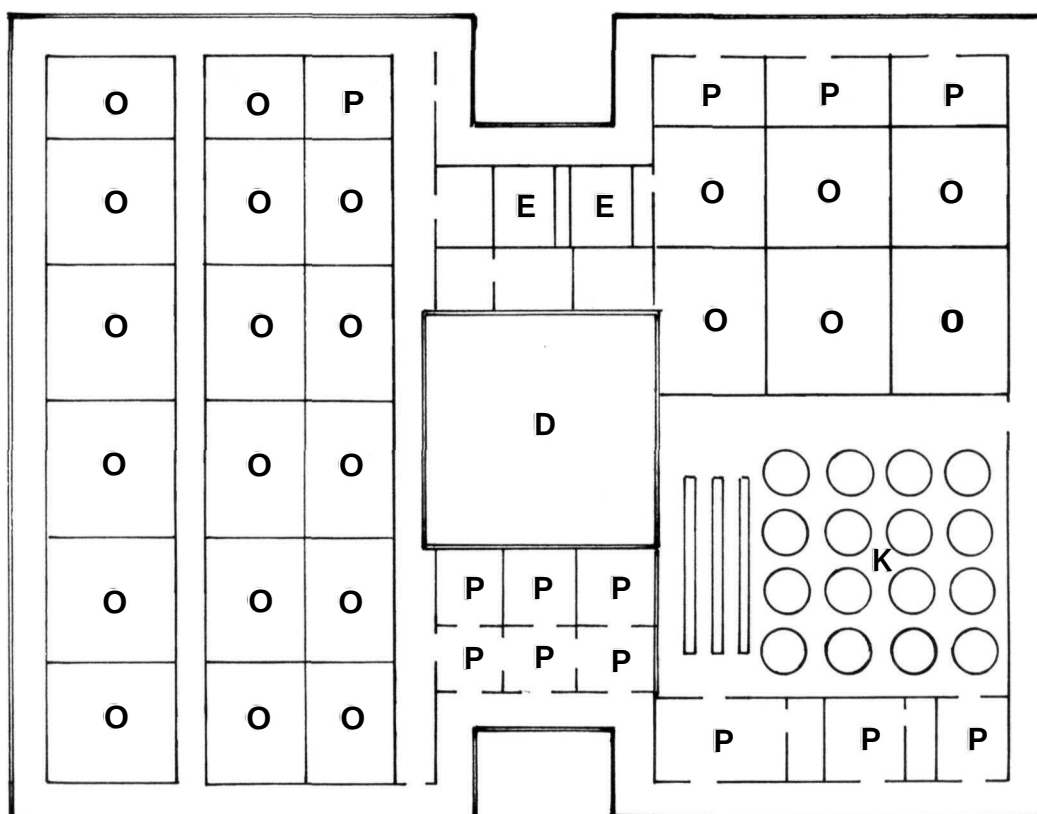
The oil must be refined in order to get usable gasoline or avgas. For use in diesel engines, it must only be filtered (to remove sediments and other unwanted material). The refinery facilities at Port Isabel are in the process of being repaired. Under Bill Bob's direction, the refinery could begin producing avgas and other petroleum products within 3 months. The final yield would be approximately 5,000 liters (about 1,200 gallons) of aviation gas per day and about 50,000 liters of diesel fuel equivalent.

The well is not inexhaustible and will run dry after about 6 months' operation, but that would still mean almost a million liters of aviation fuel produced—enough to give whoever controls the refinery a considerable measure of airpower. Several Russian Hind helicopter gunships are now grounded in San Antonio, lacking only fuel to fly.

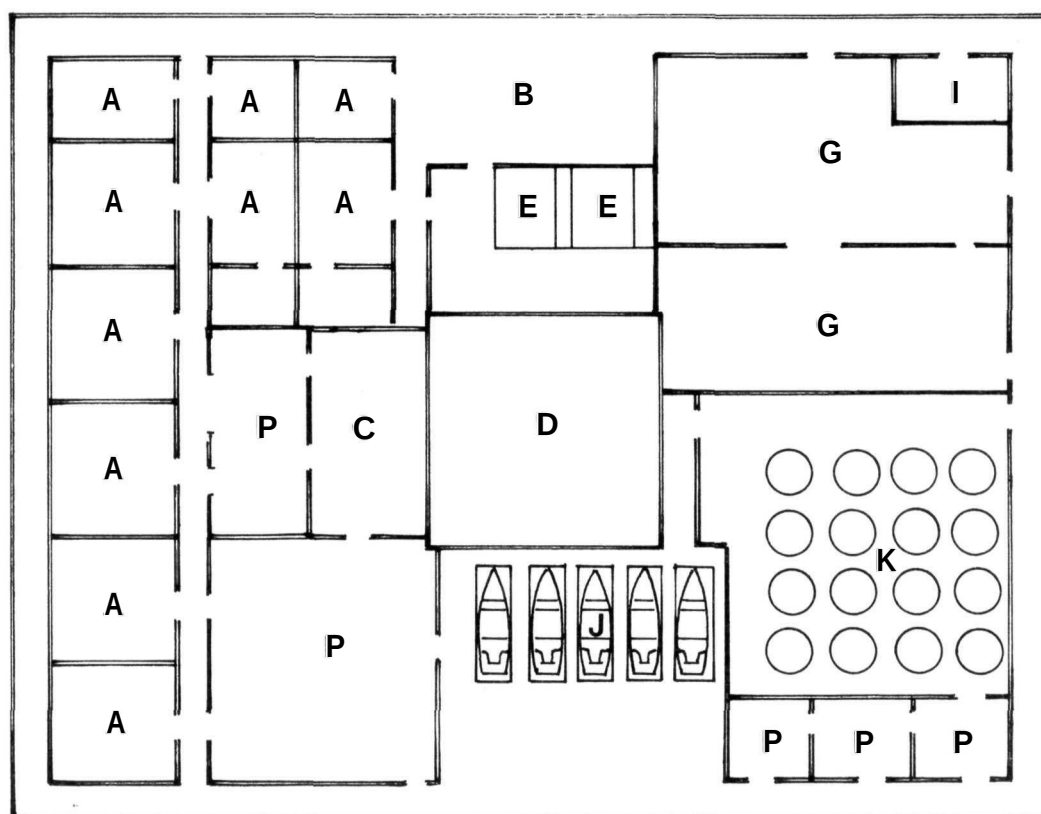
The prize is a valuable one.

Gulfwind Forty





Deck 2



Deck 1 (Lower Deck)

Red Star Lone Star

One of the first things you learn when you join the army is not to believe 95% of everything you hear: New York is one big slab of glass...Oregon has seceded from the Union...giant mutant alligators have taken over the Everglades...the Martians have landed in New Jersey. So when we heard that the Russians had invaded Texas, we didn't give it much credence. There were Soviet troops in Alaska, sure...you can walk from Siberia to Alaska in the winter...but Texas? How did they get there...by disguising themselves as tourists, or what?

Red Star/Lone Star is a game module for use with GDW's World War III role-playing game, *Twilight: 2000*. The adventure deals with a group of American soldiers along the Texas gulf coast late in the year 2000, dealing with the different factions vying for control of Texas as they try to rescue a kidnapped oilman and his wife.

Red Star/Lone Star contains:

- Descriptions of selected towns, villages, and encounters in the general area between San Antonio, Port Lavaca, and Brownsville, with encounter and rumor tables for each.
- A map of southern Texas.
- Maps of the environs of Brownsville and Corpus Christi.
- The plans for Gulfwind Forty, an offshore oil platform which may figure in the adventure.
- A rundown of the location and strength of the Soviet, American and Mexican units in southern Texas.
- Details and specifications, in *Twilight: 2000* terms, of the ERC-90 armored car and the VAB armored personnel carrier (French vehicles used by the Mexican army).

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Series Module

Game Designers' Workshop

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