

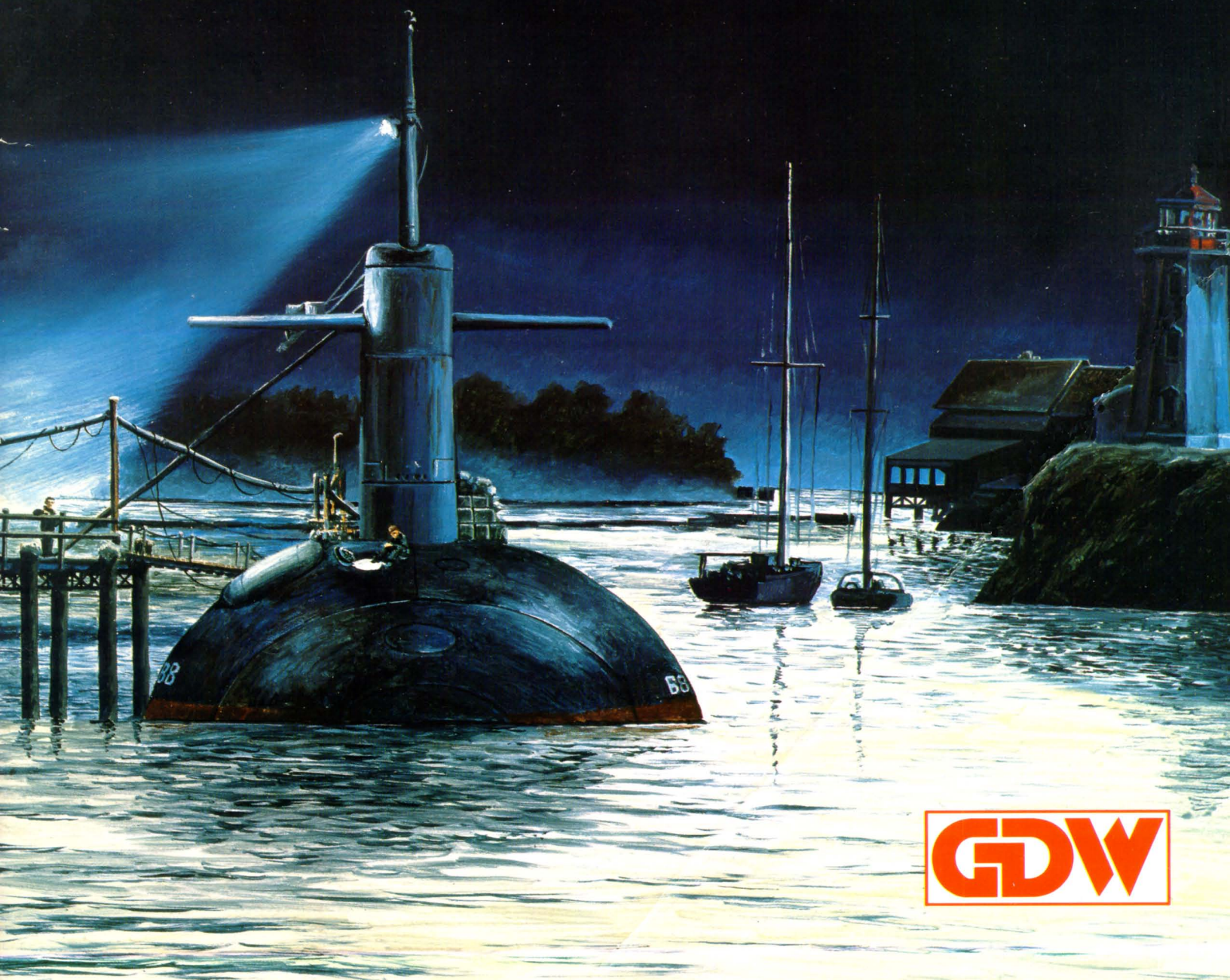
Jeff Billings & John Caskey

517

The Last Submarine

Series Module

Twilight: 2000™



GDW



The Last Submarine

Jeff Billings and John Caskey

'TWILIGHT: 2000TM

GDW

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The Last Submarine

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The Last Submarine

I don't know why I stayed with the team. They offered to let any of us out who wanted out—just say so and you're a civilian. But then the Chief gave us a pitch about how we came through the war without a loss because we worked as a team, and how we might be able to help the authorities rebuild our country by staying together. We were all a little euphoric over being back in the States after so many years on the sharp end.

We were supposed to go to New London for our current mission...open the envelope when we get there, that sort of thing. "Easy as fallin' outta bed," he said. We lost him in the second marauder ambush, just south of the Potomac. We lost the chief and four others between there and the Hudson, where we picked up a ferry boat (diesel converted to steam) and lost three good fighters in the process.

We had enough wood to get us all the way to New London, but the main bearings on the converted diesel had other plans. We managed to ground the ferry off Hammonasset Point and get our equipment off. It was just outside East Haddam that we were attacked by somebody. We still don't know who they were, but they outnumbered us six or seven to one. There were six of us left when we made it to New London.

INTRODUCTION

The Last Submarine is a game module for use with GDW's World War III role-playing game, **Twilight: 2000**. The story centers around a group of characters attempting to recapture SSN-705 *City of Corpus Christi*, a *Los Angeles-class* fast attack nuclear submarine which vanished in the later stages of the war. In the process of locating the sub, players will run up against a typical tin-pot dictator, and will need to thwart his plans of conquest in order to accomplish their mission.

Information presented in this module includes:

- Source material for the region of Connecticut, Rhode Island and Massachusetts.

- Maps of southern New England, Boston, Cape Cod, and several points of interest in the vicinity.

- A brief history of submarine actions in the Atlantic, and details of how the *Corpus Christi* came to be where it is.

- Background on the United Brotherhood of Fishers, an organization attempting to take over the east coast of the United States.

- A description of the Boston street gangs, the current "government" of what is left of that city.

- A short history of the 43rd Military Police Brigade (or what's left of it), and the territory it still controls as of early 2001.

- Details on two groups known as the Gloucestermen and the Isolationists, the former a rival to the United Brotherhood of Fishers, and the latter (as their name implies) a group that would just as soon be left alone.

REFEREE'S NOTES

This module is designed to be used primarily by the referee. Certain portions (such as the maps) are for player use, and should be photocopied and made available to the players as the information they contain becomes known. As usual with **Twilight: 2000** adventure modules, it also contains several short narrative sections to help the referee visualize the background and situation, and add a touch of realism to the adventure.

The adventure sessions are what we believe to be about an evening's worth of activity for a normal **Twilight: 2000** adven-

turing group. Naturally, each group of players is different, and some may be able to get through two or three in a session, while others won't be able to progress as quickly. Players might not make use of all the adventure sessions provided, just as they might not make use of all the background information provided. Nevertheless, it is necessary to present it all because there is no way to know in advance just what path the players will choose. It is possible that the players will fail to recover the sub and may have to come back later to try a different method.

We have tried something a little different in the organization of this adventure: We have placed personality and background essays in places where they are likely to be encountered and needed rather than placing them all in a single chapter. In this way, the referee gets the information needed for a single session but does not have to wade through all the other data at that instant. Let us know how you like this arrangement.

Players and referees who enjoy **The Last Submarine** have quite a treat in store for them. This module is the first in a trilogy of **Twilight: 2000** adventure modules which will take the *City of Corpus Christi* and her passengers on a thrilling high-seas adventure odyssey. The second module in the trilogy, **Mediterranean Cruise**, will give the *Corpus Christi* a vitally important mission that will take them through the Pillars of Hercules, across the Mediterranean Sea and through the Dardanelles and the straits of the Bosphorus to Rumania. The third module will take them from the temperate shores of the Caspian Sea to the frigid arctic waters of the Barents Sea for an encounter that will surprise and delight both the players and their referees.

Of course, all along the way, the *Corpus Christi* will have to touch shore occasionally, and the modules will contain material for encounters at each of these places. This way, the players get a look at what's going on in Gibraltar, Italy, Greece, and so on. We think you'll like the whole trilogy.

—Jeff Billings and John Caskey

WARNING:

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



An Overview of the Adventure

The Last Submarine is an adventure set in New England and centers around the last operational American submarine, SSN-705 *City of Corpus Christi*. Depending upon the results and sequence of previous campaigns and adventures, the characters can be introduced into this campaign from anywhere along the eastern seaboard or the gulf coast of the United States, or overland from an inland location. The precise sequence of events by which the players arrive in New London is up to the referee. Chronologically, it is intended to be set in the period between 1 January and 1 March 2001.

BEGINNINGS

Play of the adventure has been divided into six parts called "sessions." These are provided to allow the referee to control and plan the length of each period of play, and to permit the action of the module to unfold. It is strongly recommended that you read the entire adventure before starting the campaign and review the material in each session prior to play. The plots contained in this book are highly interwoven to allow you to take the characters through the many interesting twists and turns of the subplots, while continuing steadily along the main line of the story. Background material is contained in this booklet and can be used as an aid to planning other adventures in New England, either as a part of this campaign or after its conclusion (assuming the characters choose to remain in southern New England).

THE MISSION

I was sitting on my helmet half-asleep and waiting for the explanation of exactly what I was doing here. It was 0500, just an hour after we had come ashore, and we were waiting for the swabbies that came with us from Norfolk to read their orders and give us the straight dope.

Somebody yelled "Attention on deck!" and I jumped up, even though I wasn't on a deck. Our Navy friends stepped through

the half-open warehouse door. "At ease," he said, looking us over for a second before proceeding. I sat back down on my he/met.

"I realize it seems odd for you to be under Naval orders, but things have been odd lately. We just got back from a quick recon of the dry docks here, and it seems the looters have walked off with something we need."

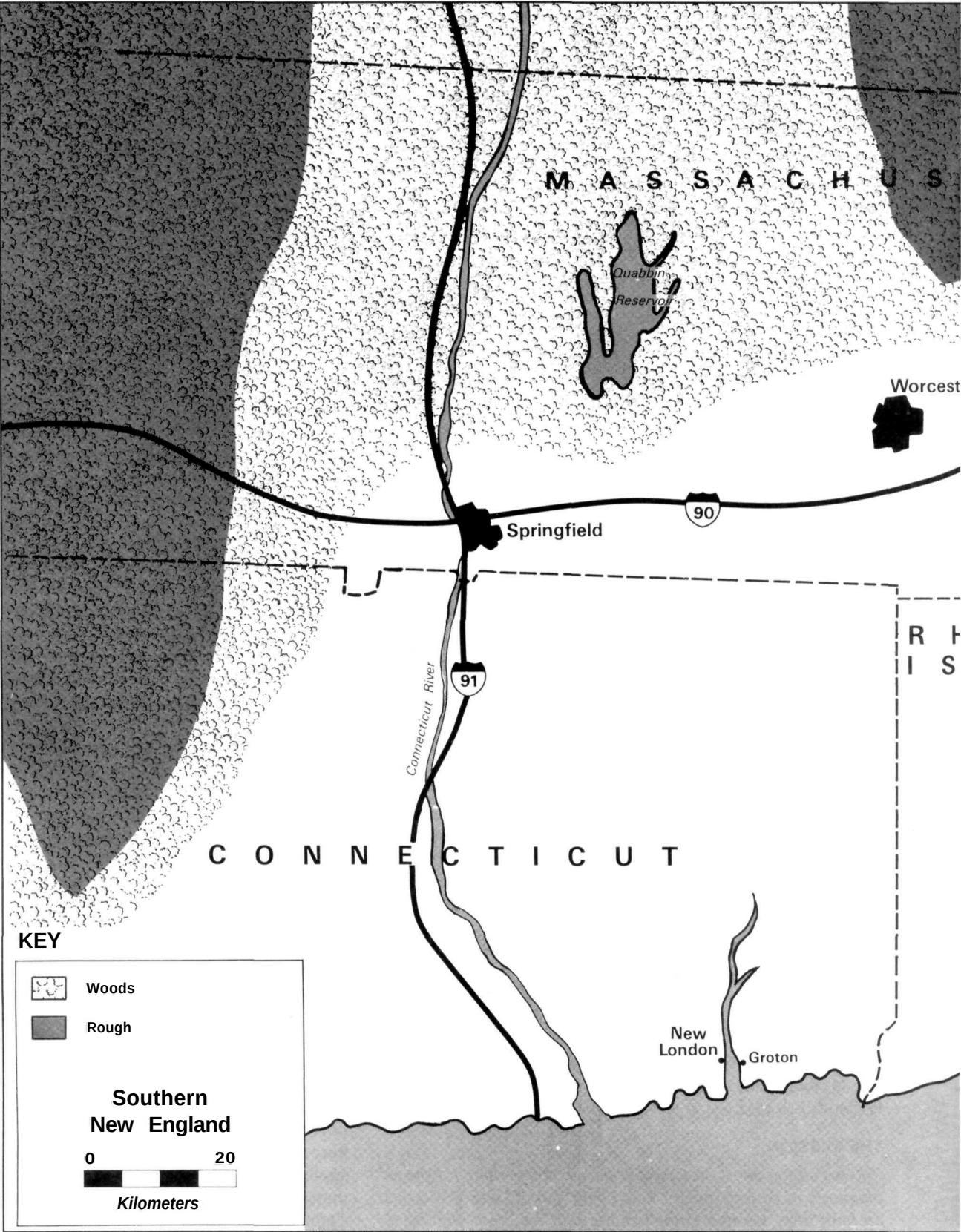
I started to nod off and wasn't listening too intently until I heard the words "nuclear submarine." That perked me up.

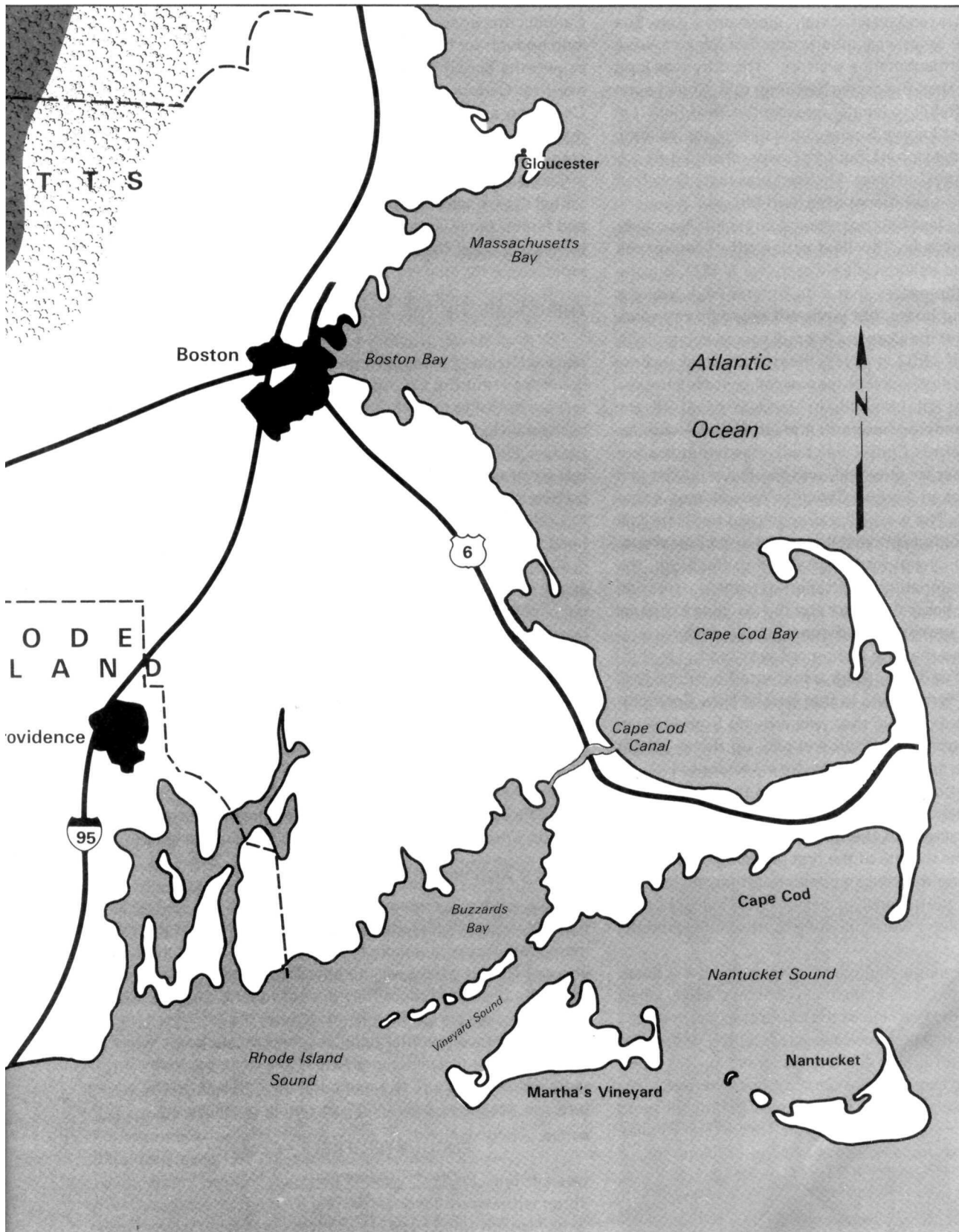
The characters have been sent to Connecticut, where they are to reconnoiter the area, and secure and repair SSN-705, *City of Corpus Christi*, which was last seen in dry dock undergoing a reactor overhaul and electronics refit before the base was abandoned. Two Naval officers have been assigned to accompany the group (it was they who had the sealed orders), and will take over command of the group once the submarine has been recovered and made ready for sea. Unfortunately, the *Corpus Christi* is no longer in New London, and the city, the submarine base, and the surrounding area are in chaos.

The Navy officers are certain the *Corpus Christi* is still in the New England area. Although her nuclear plant was operational, the overhaul had been only partially completed, and several crucial pieces of electronics had been removed to facilitate the installation of the new computer and sonar suites. To make a long story short, anyone trying to dive the boat would be making a one-way trip. In addition, without the equipment (and the technicians to install it), the boat could not be safely sailed over any great distance. The *Corpus Christi* must be located, retaken from whomever has stolen her, made ready for sea, and returned to Norfolk no later than 1 March 2001. When pressed about the reasons behind this, the officers will not be able to say anything other than "it's bigger than both of us" or words to that effect. However, the officers will tell the group how the *Corpus Christi* came to be in New London.

THE SEA WOLVES

The heavy loss of naval tonnage in late 1996 (as mentioned in the chronology in the basic rules) was not limited to surface





forces only. The submarine forces of all nations also suffered heavily. By the start of 1997 the total number of operational NATO subs was down to 19, of which 15 were U.S. Navy. Eight of these boats were based at New London, Connecticut with Subron 9 (submarine squadron nine), nicknamed the Sea Wolves. Most of the boats assigned to the Sea Wolves were dedicated to ASW (antisubmarine warfare). The duty was long and more dangerous than the crews had been told. Soviet subs proved to be very difficult to locate, and attrition was high. On 26 April 1997 the last known Soviet submarine in the Atlantic was sunk, and the mission of Subron 9 was changed to advanced scouting for the 2nd Fleet. The cost was high: Only four submarines remained operational after mid-May.

In early June, these last four operational boats left New London for the Kola Peninsula. The fleet action off of Murmansk was widely publicized as a decisive victory for NATO, but the family members of the sailors that didn't come back thought otherwise. Of the four boats that went out only two returned, the *Newport News* and the *Corpus Christi*. Battered and bruised, both spent the rest of 1997 in a New London dry dock, where they were when the first nuclear bombs fell that November.

New London was not bombed. In January of 1998 the *Newport News* surrendered her berth and left New London for the last time. The *Corpus Christi* was badly needed at sea but she was due for a reactor overhaul, and the Navy (at the last minute, as usual) picked *Corpus Christi* to receive new sonar and computer suites. The work kept dragging on until late fall, mostly because of holdups in crucial material or technical support. Even with the highest priority attached to the work, the destruction of the national transportation net, the destruction of the national power generation grid, and the resulting industrial dislocation and civil unrest caused considerable delays.

Finally, notice came that the equipment was ready for shipment from Boston. Too bulky to be transported overland (rail lines were no longer functioning in that part of New England), the Navy diverted a cargo ship that was arriving from Europe. The ship was to stop off in Boston and pick up the shipment of electronics before continuing on to New London.

The Navy had not counted on the panic of the local civilian population. New England had very little stored food reserves and was one of the first areas in the country to experience food shortages; thus, it was the site of the first rationing riots. It was widely rumored among the civilian population that the military was hoarding food at the expense of civilians, and military bases throughout New England were the subject of demonstrations and strikes.

The day before the cargo ship was due to arrive at the base, there was a major disturbance at the main gate by starving locals looking for food. On the morning of the cargo ship's arrival, the disturbance turned into a human wave attack at the rumor that the freighter contained grain from the Midwest.

The base, the cargo ship, and the *Corpus Christi* were all overrun, and the token security forces and base personnel were driven out or massacred. The overworked 43rd Military Police Brigade was unable to regain control of New London.

THE CULPRIT

This information should not be revealed to the characters initially: The *Corpus Christi* has been stolen by John Carlucci's United Brotherhood of Fishers, or UBF. Carlucci, a local union leader and politician, intends to make use of the submarine in his efforts to achieve dominance of the eastern seaboard.

When Carlucci had found two officers capable of driving the boat, he hatched a plan to take advantage of the riots in and around New London and get a nuclear-powered submarine for his private navy. Fanning the embers of riot and civil disorder, Carlucci managed to temporarily secure the dry dock facilities long enough for his workers to get the boat into a more-or-less seaworthy condition. Although it couldn't go very far, it didn't need to. Carlucci had prepared a secure place for the *Corpus Christi* on an island off the New England coast, and the submarine made its way there under cover of night and Carlucci's staged food riots in New London.

Carlucci and the UBF are presently refitting the *Corpus Christi* for full duty, under the supervision of the skeleton crew of sailors and technicians Carlucci managed to assemble for the purpose. If he completes the repairs, he will undoubtedly become the most powerful man on the east coast.

THE COURSE OF THE ADVENTURE

The two naval officers accompanying the group will emphasize the need to regain control of the Groton submarine base in order to refit the *Corpus Christi* when the time comes. They will also want to contact the leader of the 43rd MP Brigade for assistance in this. The players can proceed with these missions as they see fit, but it will soon become obvious that the 43rd will be of no help to them. The base, it will transpire, will not be needed either, as it will soon become evident that Carlucci has refitted the submarine on his own, and the players will only need to take it from him.

First of all, however, the players will undoubtedly want to scout around New London to see if anyone knows where the sub went. They will learn that Father O'Grady, a Catholic priest, learned something about a submarine and went to Boston to follow a lead and uncover more. They will then undoubtedly want to travel to Boston and talk to the priest. In Boston they will become involved with a group of gangs, who hold the priest semi-captive, and will also have to deal with a lunatic former-rock-band-musician-turned-gang-leader and his sister.

The players will eventually uncover Carlucci's plan, the location of the submarine, and other details relevant to their mission. The adventure will culminate with the players retaking the *Corpus Christi* and upsetting Carlucci's plans for power.

EVENTS AND ENCOUNTERS

The players will, during the course of the adventure, encounter non-player characters, or be subject to random events such as marauder attacks or encounters with animals. The tables below should be used whenever the characters are outside of any of the areas described more fully in subsequent chapters. Unless otherwise directed by the adventure text, the referee should roll on this general encounter table once every four hours while the characters are travelling in an area, and once each day if they remain in one place. The events and their effects on the adventure are described following each table given below.

ENCOUNTER TABLE-GENERAL

Die	Result
2-4	Animal
5-6	Danger
7-9	Marauders
10	Abandoned vehicle
11	Hunters
12	Farmers

ENCOUNTER TABLE-ANIMALS

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

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

Animal: The characters encounter animals. Roll 2D6 on the following table to determine the results of this encounter.

The results of this table are described below:

Dog: The characteristics of dogs are given in the animal data chart of the basic game.

Dog packs are still encountered in New England, but they have been heavily hunted for food. There is always the danger that solitary dogs will have rabies (see game rules).

Small Game/Fowl: At the referee's option, this encounter can represent either small game or fowl.

In cities, towns, and built-up areas, a small game encounter represents rats and, less frequently, rabbits, raccoons and opossums. In open country, it refers to any of the small animals common in rural areas: squirrels, raccoons, rabbits, woodchucks, skunks, and opossums. Their characteristics are: *Meat:* 1D6x2 kg *Move:* Varies (see notes below) *Appearing:* 1 *Hits:* 5 *Attack:* — *Hit:* — *Damage:* — *Stature:* —

The referee should adjust the movement rates of various small game animals to fit the particular animal encountered. Small game animals, such as squirrels and rabbits, can move quickly (Move: 15/30/60). Some animals, such as woodchucks, are more likely to duck down a hole than run, while skunks rarely run at all. Opossums are always sluggish and can be picked up by their tails as they feign death—"playing possum."

The encounter described as Fowl represents any of a number of wild game birds common in New England, including ducks, geese, wild turkey, pheasant, and so on. In cities or built-up areas, these are more likely to be ducks or pigeons. Their characteristics are listed under Fowl on the animal data chart in the basic game.

Large Game/Grazer: In farmland and heavily populated areas, this encounter will usually be with horses, cows, or other domesticated grazing animals. Farther out in the country, on farmland and pastures near wooded areas, the encounter may be with domestic animals or with deer. In mountain woodlands, the encounter will nearly always represent deer, although a moose is possible.

The characteristics for large game and grazers are given on the basic game animal data chart.

Deer: This encounter is with 1-2 deer. Heavily hunted by a local population short of food, New England's deer have become increasingly scarce and wary, but they can still be found. The characteristics for large game given on the basic game animal characteristics chart can be applied to deer.

Bear: Bears are not common in New England, and the few which are encountered have wandered down from farther north.

Their characteristics are given in the basic game animal tables. Combat is handled per the basic game animal rules.

Danger: This is a special encounter result which the referee must tailor to fit the particular situation in which the players find themselves. Generally, it will refer to a mishap of some sort.

In ruins or dilapidated buildings, it could refer to the collapse of a wall, roof, or a weak section of flooring. Elsewhere, it might represent a log bridge across a stream or a crumbling limestone ledge giving way beneath a character's feet.

A danger encounter can also be construed as the result of an animal encounter, such as a poisonous snake or one with a disease.

In general, the referee should use his imagination in fleshing out the details of any Danger encounter result.

Marauders: The characters encounter a band of 2D6+2 marauders. These NPCs are murderous bandits, terrorizing the countryside in search of food, guns, and plunder. The encounter is likely to end in an attack on the character party, although the marauders may attempt to deceive the characters through offers of friendship or by claiming to represent a local government.

Marauder bands will consist of a mix of novice, experienced, and veteran NPCs. They will be armed with a diverse assortment of civilian and military weapons, in addition to spears, clubs, and improvised melee weapons. They will uniformly be on foot, being unable to obtain even alcohol fuel, and having eaten all their animal transport months ago.

Abandoned Vehicle: The characters find a car, truck, or military vehicle which has been abandoned. It will rarely be operable and will have been stripped by scavengers.

Hunters: The characters encounter 1D6 civilian hunters (local men and women armed with shotguns, sporting rifles, or bows). They will be suspicious of strangers, especially those who appear to be connected with either the government or the megapunk gangs of the cities. Offers to trade ammunition or food for information, however, will usually be cautiously accepted. These people will have no permanent homes, and differ from marauders only in that they almost never rob or kill people except in self defense. These characters will include a mix of novice, experienced, and veteran NPCs.

Farmers: The characters encounter 1D6 farmers working their fields. These men and women will be independent, generally members of a local farm family. No significant reserves of food will be hidden, and what little there is will not be for sale. These small farms will be guarded by men with shotguns or arms. The farms have been in trouble recently—a lack of rain is hindering the planting season, and the harvest will not be good.





New London/Groton

The consolidated city and town of New London is in southeastern Connecticut on the Thames River. First settled in 1646, it was a privateering base in the Revolutionary War, a whaling station in the 19th century, a submarine base and boatyard in the 20th century, and a gutted and looted city in the first days of the 21st century. Much of the factory facilities which supported the sub base were destroyed in the riots and civil disorder following the nuclear strikes of 1997. The Coast Guard Academy and the Submarine School at Groton, located across the Thames River, are now deserted and in ruins. Matriculants and staff at both were taken into the Navy en masse in early 1998.

The city of New London itself is largely a looted shell. The few inhabitants make a living either by farming roof gardens and sifting over the rubble for an overlooked bit of salvage, or by brigandage. The former submarine base is occupied by a small group of a few hundred refugees. The factories have been looted of all but the heaviest machinery, and everything that can be pried loose has been taken away or broken.

Groton is a different story. It too has been heavily looted, but it has a small permanent population: a few local fishermen operating out of the old harbor there, and a couple of craftsmen who produce goods needed for the fishers, such as nets, sails, and rope. Recently, an order of monks moved into the area and have been providing medical care and acting as an impartial governing body to settle local disputes.

When adjudicating encounters with the people of New London and Groton, it is important to remember that these are desperate people. Conditions have been getting worse throughout New England: Food is becoming more scarce, and what law and order remains is either rapidly breaking down or becoming increasingly more autocratic in order to remain in control. When the players begin talking about reopening the submarine base, the refugees will react angrily, and state that they will not be put out of their homes again. Let the players negotiate with the

locals, and encourage them to use the monks as intercessors if they think of it. All of this will turn out to be unnecessary, of course, but there is no way this can be known ahead of time.

ENCOUNTERS

When the characters enter either New London or Groton, begin rolling on the appropriate encounter table. Roll every hour of game time until instructed to stop by one of the encounters or until the characters leave town.

ENCOUNTER TABLE-NEW LONDON

<i>Die</i>	<i>Result</i>
2-6	Brigands
7-10	Scavengers
11	Street urchins
12	Monks

ENCOUNTER TABLE-GROTON

<i>Die</i>	<i>Result</i>
2	Brigands
3-7	Scavengers
8-10	Craftsmen
11	Street urchins
12	Monks

ENCOUNTER RESULTS

Following are the encounter results:

Brigands: The group has encountered 3D6 brigands. The brigands make their living by stealing loot from scavengers, are more heavily armed, and tend to specialize in ambushes.

Scavengers: The group has encountered a band of 2D6 scavengers. They will be armed with a mixture of melee weapons, and civilian and military firearms (the exact mix is left to the referee's discretion). The band is dispersed throughout several nearby buildings or remains thereof. They are searching for potential trade goods. The two or three scavengers immediately visible will warn the characters that they are trespassing on their claim and demand that the characters leave

immediately. If the characters refuse, the scavengers will scurry away behind cover and begin throwing rocks at the group. If the group retaliates by firing at the scavengers, there is a 10-percent chance that another group will be attracted to the area. This chance is cumulative for each round in which any gunshots are fired up to a maximum of 12 scavengers.

If more scavengers are introduced into the fight, there is a 25-percent chance that one of the scavengers has a bolt action sniper rifle.

Street Urchins: This is a nuisance encounter with 3D6 ragged-looking children, who will attach themselves to the group, begging food or saleable salvage. They are harmless but have the effect of reducing the effective RCN skill of the group by half, due to the distraction they create. Persuading the mob of urchins to go away is a task (AVG:INT). Whether this attempt is successful or not, roll for another encounter after the appropriate interval.

Monks: The characters have come across a pair of monks from the group which has moved into the area recently. If the question of sleeping quarters for the group has not been previously attended to, they will offer to find a place for the characters to bed down. If the characters have extra food, the monks will ask for a portion of it for distribution to those less fortunate.

If the players seek the monks' help in working with the locals to get information on the submarine, they will be told that Father O'Grady, a leader of their order, was in New London during the riots which accompanied the submarine's disappearance. This will prove a crucial ingredient to the successful completion of the group's mission.

Craftsmen: The group has come across the workshop of a group of craftsmen. The craftsmen will offer the characters room and board in exchange for protection from the brigands. If the group accepts this offer, cease rolling encounters. Within a day, the craftsmen will introduce the characters to the monks. If the characters wish to move on, roll for another encounter after the appropriate interval.

RUMORS

With each encounter, the players will get a rumor (roll 2D6 on the table below).

RUMORS	
Die	Result
2-3	Rumor G
4-7	Rumor B
8	Rumor C
9	Rumor F
10	Rumor E
11	Rumor D
12	Rumor A

EXPLANATION OF RUMORS

Following is an explanation of the rumors listed:

Rumor A: UFOs have begun visiting Cape Cod regularly. There's this strange sausage-shaped thing which has been seen off Martha's Vineyard once in a while, floating in the water; but I heard tell it can fly.

Rumor B: This rumor is a general description of events in New London around the time of the *Corpus Christi's* disappearance, including details of the riots, the massacre of the garrison, and the flight of the remainder of the base personnel. They will say they saw the sub sink in its dry dock (an obvious lie, since it

could still be seen if this were true).

Rumor C: If you're looking to get to Boston, you oughta go by UBF boat. Them folks will sell passage to anybody with goods to trade, like you folks (the person conveying this rumor will stare longingly at the characters' equipment, especially their weapons).

Rumor D: Them punks in Boston're bad news. They're led by some crazy rock 'n' roll musician, and they eat people.

Rumor E: The leader of the MPs is dying of cancer, and that's why they haven't been seen around here in a while. I heard tell he caught it from some kind of nerve gas.

Rumor F: The UBF has built a huge underwater complex just off the coast near Provincetown. They generate power for it by using a reactor they stole from somewhere.

Rumor G: A strange virus has infected the population of Cape Cod. Over a period of about a week, the victim's entire body turns blue and swells and itches until the sufferer is driven mad.

LEAVING TOWN

At some point, the players will leave New London/Groton, either headed for Boston to find Father O'Grady, north to contact and check in with the 43rd MP Brigade, or east to check out the UBF. In all of these cases, they will be travelling overland and should use the general encounter table on page 8 until they arrive at their destination.

If they wish to buy passage with a UBF boat, they need only wait a day or two, and one will arrive. Passage to Boston will cost 2Dx\$10 per person, payable in gold or equipment.

There are several damaged small boats in the harbor suitable for the players' use. The players may be able to persuade the locals to repair one of these in return for 3Dx\$10 worth of food or weapons.

Personalities

These NPCs are intended to provide the skills and expertise needed to operate the submarine once the players have recovered it. The referee may wish to make use of these characters to complicate the players' lives by having them tag along, where they will be in harm's way and need protection.

MICHAEL SACKS

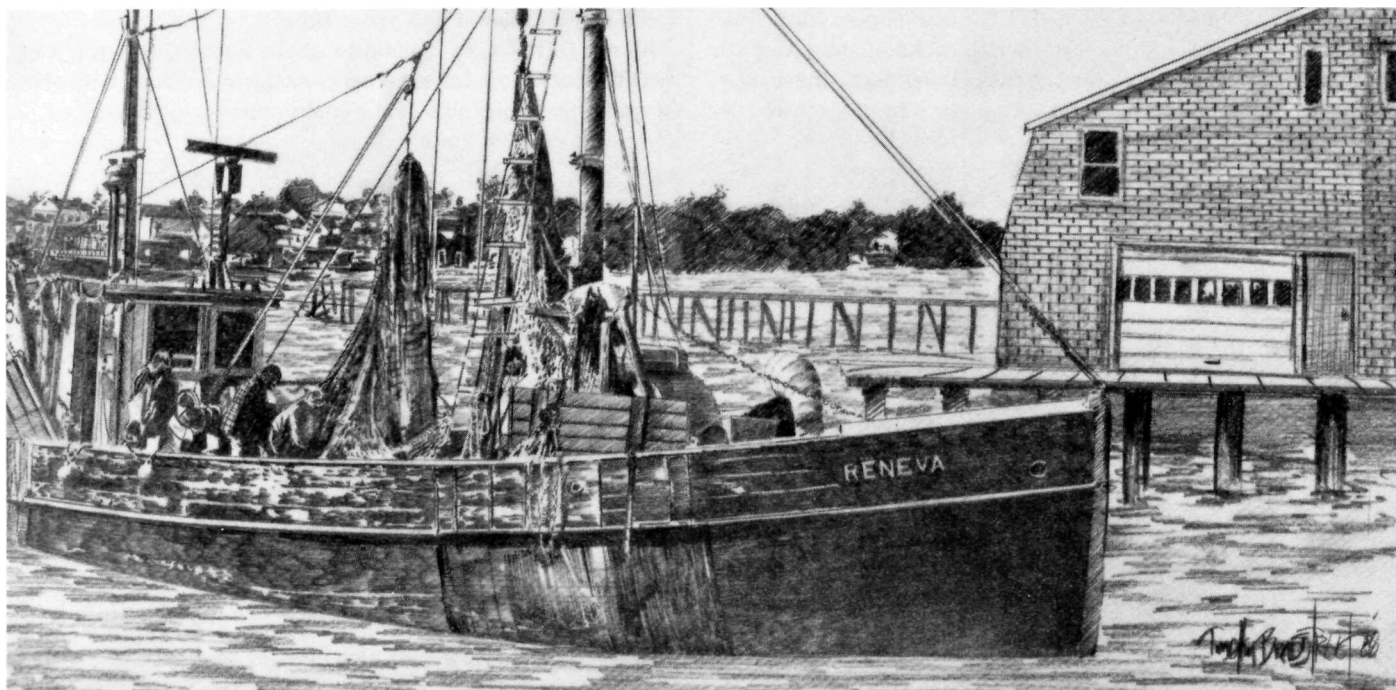
Lieutenant Commander Michael Sacks, U.S. Navy, is an NPC intended to take over command of SSN-705 *City of Corpus Christi* once the characters have located and taken possession of her. He has had several years' experience in submarines and also served on boats similar to the *Corpus Christi* prior to the war.

NPC Motivation Results: *Heart 5:* Sacks is a loyal officer, and can be expected not to desert his comrades in time of trouble. *Club Ace:* In all situations involving waterborne actions, Sacks is an incredibly competent officer. On land he is no klutz, but is nothing to write home about either. For land combats, he is a Novice; for waterborne fights, he becomes a Veteran NPC.

PAULA MACDONALD

Lieutenant MacDonald is another NPC intended to help operate the *Corpus Christi* once the player characters have secured the boat.

NPC Motivation Results: *Club 2:* MacDonald is not easily intimidated. *Heart 5:* She is a loyal officer—why else is she still serving when so many have deserted? She is a Novice NPC, with SBH 80.



The UBF

This section introduces the characters to the United Brotherhood of Fishermen. The characters will need the UBF to secure transport to Boston, if they have chosen to go there and rescue Father O'Grady from Dain Dangerous. In the process, they will be given access to rumors which will enable them to learn about the UBF's activities on Cape Cod, and which will enable them to guess that the *Corpus Christi* is on the island of Nantucket.

If the characters tell members of the UBF they are looking for a submarine, or that they work for either government, they will be taken into custody and transported to the island of Martha's Vineyard for questioning by the UBF. If they have had the foresight to concoct a cover story about their real mission, or simply tell the UBF they have been hired to rescue Father O'Grady from the gangs in Boston, they will be offered a job with the UBF Marines, and will be invited to participate in a raid on Weymouth Naval Station.

MEETING THE UBF

If the characters choose to buy passage to Boston on a UBF boat, they will have to wait in New London until the next UBF fishing boat lands to sell its catch. As it happens, a UBF boat large enough to carry the characters and their equipment (but not any vehicles—these will have to be left in New London in the care of the monks) will put in the next day. If the characters and the crew can come to an accommodation, they and their equipment will be loaded onto a relic named the *Penelope*. The crew will be none too friendly at first but may open up as the voyage progresses, depending on the characters' actions.

Once the ship is out to sea, the characters will be free to either go up on deck or go to their quarters. Any who choose to go topside will catch a glimpse of a small vessel under full sail making way toward the *Penelope*. A few shots will be exchanged at long range, and the ship will flee. Questioning the crew about the encounter will reveal that the ship was one of the numerous pirates that infest the area. The remainder of the voyage will

be uneventful. Each character should make a roll of AVG:INT each day. Success results in hearing a rumor, outstanding success two rumors. Consult the rumor table at the end of this section.

MARTHA'S VINEYARD

If the characters reveal their true mission or are careless in their conversations, they will be taken into custody and transported to Martha's Vineyard, where they will be held in custody until Guido Mancini arrives to grill them. The referee can determine the nature of this interrogation from the entry on Mancini, later in this section.

The players will be anxious to make their escape. A map of the Martha's Vineyard compound is provided to aid the referee in adjudicating any escape attempts. As long as the characters keep the escape operations simple, they should be allowed to get away clean. Obstacles should be put in their path if they want to try to reclaim their original equipment from the UBF armory. The referee can take advantage of this affair to relieve the group of any excessive quantities of equipment they may have accumulated over past adventures.

THE MARINES

If the characters choose to join the UBF Marines, they will be transported to one of the marine base camps on each end of the Cape Cod Canal, where they will be put to work with one of the regular foot patrols of the canal region until the time comes for the raid. These patrols are vital, even with the relatively peaceful conditions prevalent in the area, because of the value of the mule teams used to tow shipping through the canal.

Upon arrival, the characters will be taken on a tour of the base and the nearby guard towers along the canal. During their few days' stay at the camp, each member will hear a rumor. Consult the rumor table at the end of this section.

THE CAPE COD CANAL

Players attempting to enter or leave the UBF-controlled Cape Cod peninsula by land must cross the Cape Cod Canal. The

southernmost bridge over the canal has been destroyed. The north bridge on Highway 6 is a maze of barricades covered by two concrete guard towers at each end. Guard towers have also been built all along the east side of the canal. Each tower is in visual range of the one on either side of it.

Wire and booby traps on the west side also help make the canal a formidable barrier to assault by land. The marines maintain six speedboats at each canal entrance. These boats, armed with M60s, will respond to disturbances along the canal within five minutes. They have a Veteran crew of six, armed with M16s.

Crossing the canal unobserved is impossible in daylight. Swimming it at night is a task (AVG:SWM if no more than 10 kilograms are carried, otherwise DIF:SWM). Swimming it unobserved is a further task (DIF:RCN).

Anyone caught in the canal zone is subject to being shot on sight. This policy is enforced by troops manning the guard towers with M60s and by marine patrols on foot. These consist of two Veteran and three Green NPCs armed with M16s.

Failing to cross the canal unobserved results in fire from a guard tower on a D100 roll of 1-75, discovery by a patrol on a roll of 76-00. Fire from a guard tower will alert a patrol which will join the firefight on the seventh combat turn.

CAPE COD

Cape Cod is the heartland of the empire John Carlucci has carved out for himself. Peace and public order are the rule all along the peninsula. The area is no longer under curfew, and movement of unarmed civilians will attract little attention from authorities. The population of Cape Cod is naturally suspicious of strangers, and any newcomers to the region will be met with

a barrage of semi-hostile questioners. Travel on the peninsula is almost exclusively by foot. Highway 6, the main route to Provincetown, is in good repair and is used by the UBF wagon trains (mule-drawn—they use no precious fuel). Should the characters get past the canal or desert their duty as marines to wander off into the countryside, consult the encounter table below.

ENCOUNTER TABLE

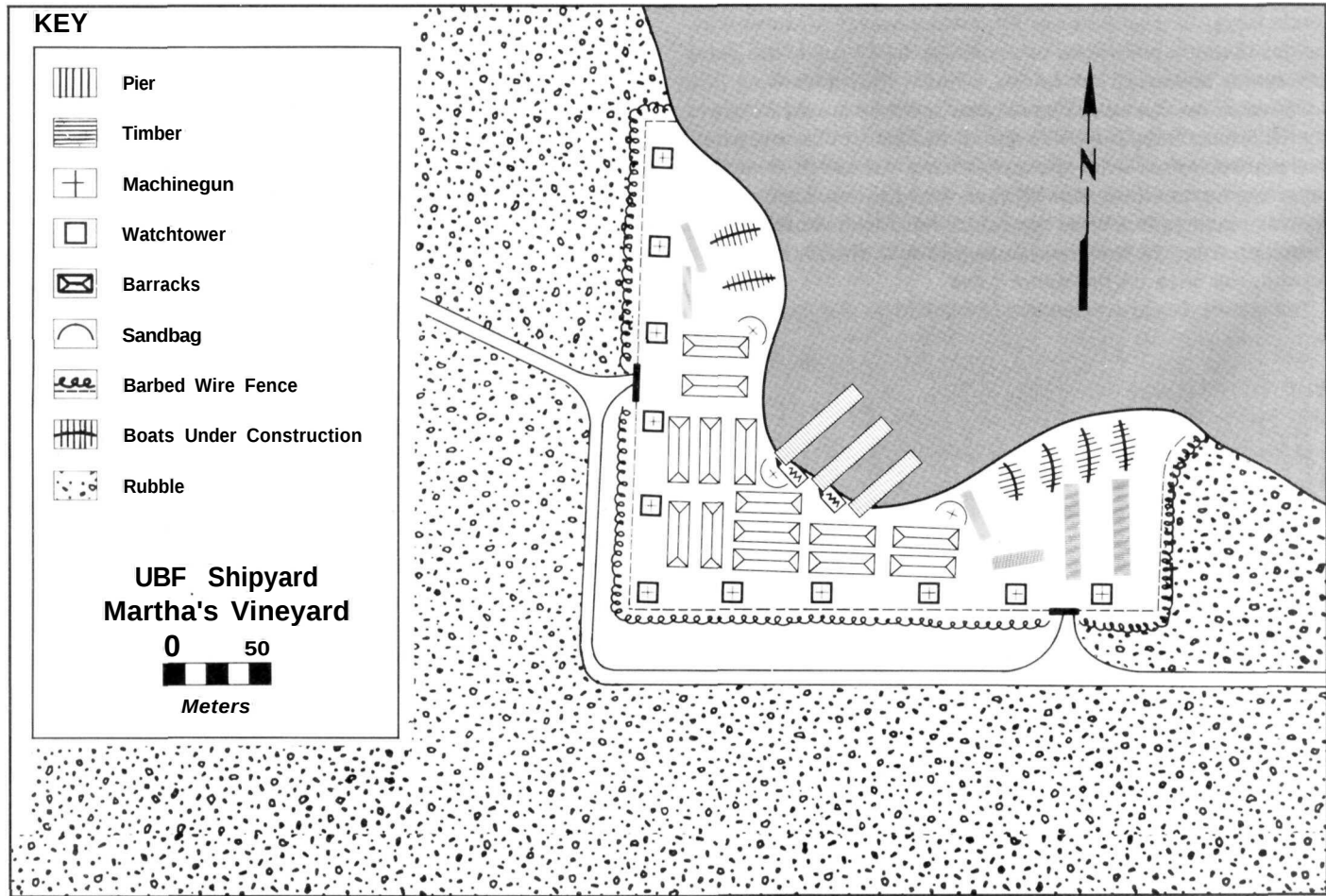
Die	Result
2-3	Cranberry patch
4-6	Locals
7-8	Patrol
9	Kids
10	Traders
11	Convoy
12	Teenagers

ENCOUNTER RESULTS

Cranberry Patch: The characters have come across a large cranberry patch. If they choose to pick some of these cranberries, which look delicious, there is a 90-percent chance that the enraged owners will appear wielding shotguns and force them to pay an outrageous amount for them. If the characters protest, they will be arrested and fined. If the characters have had this encounter before, treat this as an encounter with Locals.

Locals (values in parentheses are for evening encounters): On a D100 roll of 1-55 (1-45) the characters encounter a merchant. Merchants will always have some sort of information for the characters (roll twice on the rumor table).

On a D100 roll of 56-75 (46-65), the characters have encountered a group of local women and children, engaging in



some unspecified task suitable to the time and place.

To successfully allay the natural apprehensions about strangers is a task (DIF:INT). If successful, the women are friendly; roll twice on the rumor table. If they fail, the women throw rocks at them and tell them to leave. Catastrophic failure causes one of the women to become hysterical and scream. The offending character will be arrested.

On a D100 roll of 76-95 (66-75), the characters encounter farmers. The farmers are working and have no time for the characters. If the characters persist in questioning them, the farmers will make up some wild story to tell and send them away.

On a D100 roll of 96-00 (76-95), the characters encounter some fishermen. There is a 50-percent chance the fishermen will know a rumor. If they do, consult the rumor table.

On a D100 roll of (96-00), the characters encounter a bunch of rowdies fresh from a tavern. They are full of drink and ready for a fight. They will pick a fight with the characters. Excessive force used to subdue this bunch will land the characters in jail. There are six drunk, Green NPCs. They have all their skill levels reduced by 10.

Patrol: Anyone moving around outdoors is subject to being stopped and questioned by the local constables. If one of the characters (chosen at random) manages to convince the lawmen to accept the group's reasons for being where they are (AVG:INT), the group may continue unmolested. Failure lands the characters in jail for questioning. The referee must determine the results of this questioning session.

Kids: A bunch of kids start following the characters around and asking them silly questions.

Traders: A convoy of horse- or mule-drawn wagons and carts camped by the road has been discovered. Almost any kind of goods might be sold here. If the characters spend the rest of the day here, they will learn two rumors. Roll twice on the Cape Cod rumor table.

Convoy: The characters have come across a supply convoy. The UBF has made extensive use of civilian trucks converted to alcohol power in order to supply troops in the field. For internal movements, they usually save fuel by harnessing draft animals, such as horses or mules, to the trucks. Obtaining information from the convoy guards is a task (DIF:INT), if successful, roll once on the rumor table.

Teenagers: The characters are ambushed by teenagers armed with rocks and dirt clods.

WHO WERE THOSE MASKED MEN AND WHY DID THEY WANT TORPEDOES?

The UBF has learned that there are six Mk 48 torpedoes located at the old naval depot at Weymouth, and a raid to steal these weapons from the gang who controls this area is planned. This is fairly conclusive evidence that the UBF has the *Corpus Christi*, although it will not help the players figure out where she is.

After a few days in service with the marines at the canal, the players and other marines will be loaded aboard a steam-powered transport ship. They will land near Weymouth during the early morning hours. One squad is responsible for circling west of the base to insure that other gangs in the area don't come to the aid of the gang at the base. The remainder of the assault party will move in on the base at dawn.

Weymouth is controlled by a megapunk gang called the Black Widows who are, as their name indicates, a female-dominated

gang. There are male Black Widows, but very few of them are in positions of power. The Widows are renowned for their viciousness and ferocity, but because of this quality, they tend to take chances other fighters would not, and the membership is dwindling rapidly due to attrition.

The base has recently become home for this gang. A single guard is posted in a makeshift shelter built atop the armory. The rest of the gang is asleep in the armory. The gang considers this to be the most secure building on the base due to its lack of windows, and its good defensive qualities have served the gang well in one or two recent sieges. The torpedoes are known to be inside the armory.

Since Black Widows do not have any technical personnel, the torpedoes are not armed, but all materials for doing so are also kept in the armory (retained as trade goods should they need them).

While team one secures the roads leading to the base and team two clears the rest of the base, team three (including the players) will assault the armory. Approaching the guard undetected and taking her by surprise are two separate tasks (both DIF:RCN). Dealing with her silently is something that will have to be played out using the combat rules.

If the guard is successfully silenced, the team can enter the armory silently. If not, the gang will awaken, and a firefight will ensue. The numbers and armament of the gang will depend on the number of people in team three and how well they are equipped. The referee should devise a suitable building plan for the armory, but its details are unimportant except for the bunker, described below.

One combat turn after the characters enter the armory, they will enter the central bunker, a 40x40 meter room. Directly in the center of the room, a small fire smolders. Candles placed at various points around the room provide tenuous lighting in the inky darkness. The floor is spread with mattresses, which are covered by the finest furs, silk, and satin that the looting of Boston could provide. Two knotted ropes hang from the ceiling directly beneath trap doors. If the gang has been previously alerted to the raid, four of them have climbed to the roof, where they will open fire on anyone left in the compound. The remainder of the gang will have armed themselves. If the players have taken the gang by surprise, only half the gang members in the bunker will be awake, and they will take one round to grab weapons.

Once the gang has been eliminated, the characters will have to load the torpedoes on board the ship, which will take the better part of two hours. The raid will have cost the marines dearly, and the leader will ask for volunteers to accompany the torpedoes to their final destination, as protection against the pirates that infest the area. Quick-thinking characters will volunteer.

THE BOSTON WAREHOUSE

Characters who move directly to Boston will be given an opportunity to trade at the UBF's Boston warehouse. This facility is a very large, heavily guarded building from which the UBF fishers trade their catches for goods the gangs have salvaged from the remains of Boston.

Background: The UBF

The United Brotherhood of Fishermen, or UBF, is based on the remnants of the powerful worker's unions which were active

along the Massachusetts and Rhode Island coastline before the war. A variety of resources along the coast (including a few former Coast Guard stations and lighthouses on and around Cape Cod) are under their control. The UBF maintains control of these areas through the use of a substantial private army and light naval force. Almost every New England coastal community has a UBF outpost; the largest of these outposts are the complexes maintained in Boston and Providence.

MASTER OF ALL HE SURVEYS

The UBF's ties to organized crime were being investigated by the FBI and other agencies prior to the disorder of 1998. It was believed that John Carlucci, a prominent Boston lawyer and elected head of the UBF, was backed by the Boston mob. But two years of investigation never revealed evidence, although he was known to be acquainted with criminal kingpins as part of his legal business. Since his rise to power, Carlucci has seized control of the Cape Cod peninsula (and some surrounding islands) and converted it into a private kingdom which he rules from his heavily guarded stronghold on Nantucket.

In 1996, with help from influential "friends," Carlucci maneuvered himself into a position as chief executive officer of the International Longshoremen's Association locals in the New England area. He moved the union headquarters to Nantucket and began a reorganization of the top brass.

Throughout 1997, the UBF experienced a financial boom, evidently due to Carlucci's management. Carl Rigetti, Carlucci's public relations manager, began a media saturation campaign to convince the New England populace that "Uncle John" is taking care of his own in these troubled times."

As part of Carlucci's plan to establish dominance over the fishing industry in New England, UBF warehouse complexes were opened in most of the coastal cities. This control angered many of the independent fishermen, whom Carlucci had forced out of business, and began to erode his benevolent public image.

With the first nuclear exchanges of the war, everything changed. Sensing that government would soon collapse, Carlucci no longer saw a need for restraint, and decided to silence his opposition and secure his power. As the newly elected leaders of the Congress of North Banks Fishermen were gathered in Gloucester for their first meeting, a terrible explosion ripped through the building where the delegates and their families were gathered. Over 100 people were killed outright, and 250 were wounded. Local authorities determined that the explosion was caused by flammable gas which collected in an empty heating oil tank. The survivors were under no such delusions.

With CNBF resolve weakened, UBF thugs, organized as "rioters," overran and destroyed CNBF offices in 15 towns. Carlucci's victory was complete and his power secure.

A rash of shootings and robberies prompted Carlucci to organize a private army to ensure the protection of the warehouses. With the help of Vietnam combat veteran and long-time friend Captain Thomas R. Holmes, Carlucci began organizing the UBF Marines. Holmes, director of Carlucci's A1 Security Guard and Courier Service, was convinced that complete civil collapse was at hand. Carlucci's avowed goal of preserving law and order appealed to Holmes and was quoted regularly during recruiting drives. The UBF's policy of never asking where you came from or who you were, together with the prospect of regular meals, appealed to large numbers of young men. Lavish funding, diverted from the UBF treasury, and a substantial stock pile of loot from Carlucci's black market operations provided am-

ple equipment for the UBF forces. Within a matter of months UBF marine companies began to appear at the UBF warehouses.

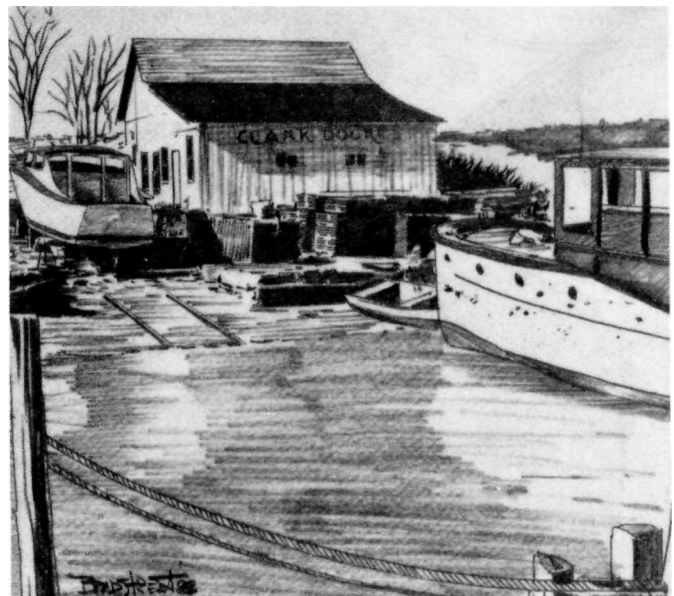
FOOD FIGHT

The populace didn't forget that food was available in the UBF warehouses, keeping them under siege almost night and day. At the largest UBF warehouses, located in Providence and Boston, hunger-crazed mobs made human wave attacks. In several of the smaller cities, understrength garrisons were overwhelmed by the assaults. These disturbances emphasized the fragility of the empire Carlucci had created. To retain control, he had to initiate increasingly stringent measures, and these angered a large number of the UBF membership who had seen him as their only hope for survival up until this point.

One splinter group, which calls itself the Gloucestermen after the city where it first decided to resist Carlucci's tyranny, consists predominantly of families who lived on and operated out of the small port cities along the coast of Maine. Within months, they had a large membership drawn mostly from the old-timers who formed the core of the Maine fishing community, and they began to stir up trouble in the northern reaches of UBF territory. Carlucci, feeling threatened, ordered Captain Holmes to move against renegades. After several violent clashes in which the UBF's superior firepower prevailed, the Gloucestermen managed to destroy a major raiding party of UBF Marines. Carlucci, needing his marines elsewhere in his troubled empire, withdrew UBF ships, and an uneasy truce ensued. Holmes wants to move and destroy the Gloucestermen once and for all, regaining the lost territory, but Carlucci is too preoccupied with the *Corpus Christi* to entertain such thoughts for the time being.

HOME SWEET HOME

To establish a safe area for the development of farming and industry, Carlucci ordered Holmes to secure and isolate the Cape Cod peninsula. UBF Marines seized the Cape Cod Canal and several Coast Guard stations. Large forces moved out of Provincetown unopposed. By 21 June 1998, Cape Cod was under UBF control. Holmes and the marines were brutal, and rumors persist of massacres of any non-UBF members and their families. Holmes claimed the peninsula was largely depopulated when his troops arrived. The entire peninsula of Cape Cod east of



the canal is now the private domain of John Carlucci.

Carlucci, deeply entrenched on the Cape Cod peninsula and wielding considerable power in New England, declared for the civilian government when the split came. Since Broward and the civilian government had no forces in New England, they were overjoyed to accept Carlucci into the fold, especially since he seemed to be the only power available to them which had a prayer of opposing the military government forces in the area.

IS THERE A SHIPWRIGHT IN THE HOUSE

In 1999, Carlucci, determined to maintain his dominance over merchant shipping, decided to build new wind-powered vessels, and began construction of shipbuilding facilities on Martha's Vineyard and Nantucket Island. He chose to employ many of the starving geniuses of the Isolationist community in this effort, paying the technicians and engineers in food, and shipping considerable amounts of food directly to the Isolationists.

Britt, leader of the Isolationists, established close diplomatic ties with Carlucci during this period. In meetings held between Carlucci and Britt, they agreed to an informal mutual assistance pact in preparation for a major strike against the remaining MPs. While Britt did not approve of Carlucci, he saw that Carlucci had the force needed to assure the Isolationists' continued survival.

The UBF's growing trade strength allowed Carlucci to raise the price of fish outside Isolationist and UBF areas. Carlucci used the increased amount of trade goods to broaden his sphere of influence outside New England. The increased cost of food and the UBF's increased influence angered both the Boston gangs and the Gloucestermen which resulted in clashes with UBF Marines and the Coastal Patrol Force (the UBF's naval armed forces).

MP AMBUSH

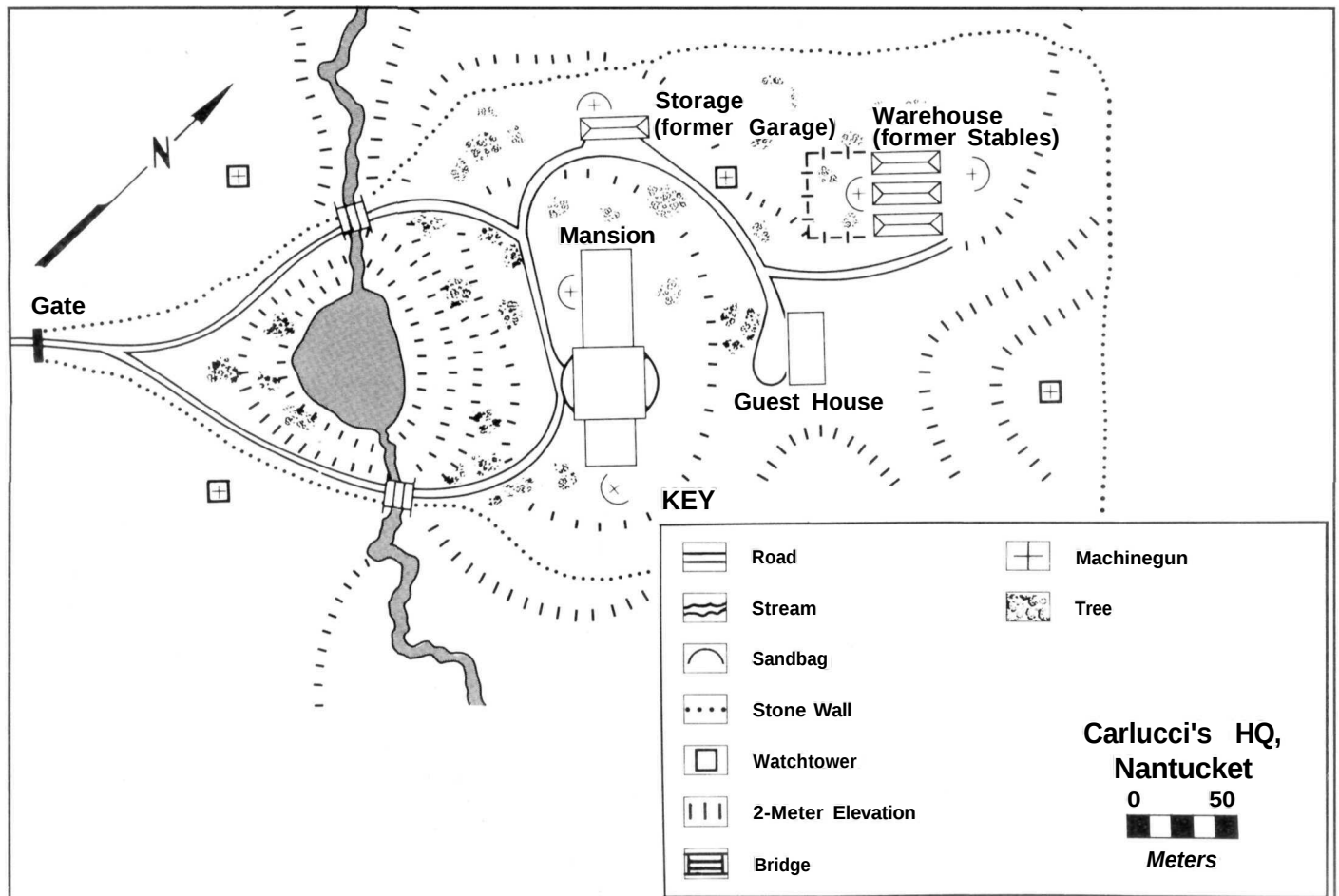
The main opposition to Civgov control in New England was the armed might (such as it was) of the 43rd MP Brigade, which was still loyal to the military government, and which by early 2000 was ordered to attempt a reassertion of military dominance into the coastal areas it had lost the year before. The activity to tie down the gangs and occupy the attention of the Gloucestermen allowed large contingents of the Isolationist militia to move west to the Connecticut River. CPF speedboats, accompanied by several ocean-going tugs disengaged, proceeded up the Connecticut River. In a combined river and land attack, a large shipment of war supplies sent down the Connecticut river by the MPs was ambushed, and the CPF captured all five of the barges.

In a brief but fierce boarding action, the CPF captured the barges. The victory over the MPs, together with the weapons and other cargo captured, brought a mood of celebration to the UBF and the Isolationists.

This mood of celebration was short-lived, however. A DIA mole was discovered in Carlucci's organization. Carlucci, who was unable to determine the extent of the penetration, ordered a violent purge of his middle-level staff. Carlucci's paranoia resulted in alienating Britt and the higher-ups in the Isolationist government. Carlucci, feeling increasingly isolated, became reclusive and made plans to withstand a long siege of his fragile empire.

SIGHTED SUB, STOLE SAME

At the same time he learned of the *Corpus Christi* from UBF agents in New London, Carlucci learned that the 43rd MPs



planned to withdraw from the area. Simultaneously, the only two survivors of the *Newport News* were picked up in a small yacht by UBF boats after having crossed the Atlantic in an epic voyage. In a moment of inspired genius, Carlucci determined that possession of the submarine would assure his dominance of the eastern seaboard's shipping, and consequently assure his power base. Carlucci ordered the the two submarine crewmen held in protective custody until he was able to find their surviving family members to use to force them to do his bidding. He began a search for UBF members with submarine experience.

Carlucci was overjoyed to learn of the withdrawal of the 43rd MP troops from New London. The day of the MP pullout UBF agents incited riots at the factories. The air of emotion was right, and explosive riots erupted throughout the New England area. As the ship carrying the equipment for the *Corpus Christi's* refit neared New London, Carlucci's agents spread a rumor that there was a food ship coming in from the Midwest to resupply the New London submarine base.

The rumor had more than the anticipated effect as 15,000 starving civilians, followed by Carlucci's men, overran the base. The plan worked so well that Carlucci's men were almost over-run themselves as they attempted to get the submarine in tow. The night of the attack on the submarine base, Carlucci's sailors got the *Corpus Christi* out to sea and on the way to the secure harbor in Nantucket.

Carlucci has managed to gather together the needed electronic equipment, technicians, and sailors to repair and refit the *Corpus Christi* and make her ready for sea once again. It has cost him dearly in trade goods, time, personnel and much-needed food. It has taken him many months to accomplish what a prewar shipyard could have done in only a matter of weeks. As the submarine has come closer to being made operational, it has become an obsession with him, and he thinks of little else these days.

Carlucci's preoccupation with the submarine has distracted his attention from the day-to-day activities of running the UBF. Conditions in Carlucci's empire lately have begun to deteriorate once again, and once again he has had to call upon Holmes and his marines to retain control.

Personalities

The following are non-player character descriptions:

JOHN CARLUCCI

John Carlucci is the boss of the United Brotherhood of Fishermen, and also the *de facto* ruler of Cape Cod. A Cambridge graduate, successful lawyer, and politician before the war, Carlucci has taken full advantage of the opportunities which the war has presented to him. Carlucci is 57 years old, sports a full head of silver-gray hair and is considered to be quite attractive. He always wears a three-piece suit, which appears unusually bulky because of the Kevlar body armor which he wears underneath it. Carlucci carries a WWII Luger 9mm pistol almost constantly (he has PIS 70).



Carlucci's wife, Tamara, was last reported in Boston, and it is likely that she became a casualty of the disorder. Carlucci's only known surviving family member is his 18-year-old daughter, Caroline.

Meeting Carlucci: Carlucci spends his time holed up on Nantucket, watching his submarine. Except for close associates (until recently including Britt), Carlucci rarely grants interviews. Most of his directives are delivered through Carl Rigetti.

Carlucci has gathered many other capable lieutenants around him; most notably, his long-time friend Captain Holmes and Guido Mancini, his chief enforcer. The characters are very unlikely to meet Carlucci. If after the characters reveal their true mission (i.e., steal the sub back), they will be transported to Nantucket for a meeting with Carlucci before their execution.

No one is allowed in Carlucci's presence with a weapon, not even his most trusted aides. Carlucci is always within shouting distance of four large heavily armed bodyguards. His bodyguards are Elite NPCs armed with 9mm pistols and Uzis.

NPC Motivation Results: *Spade Queen:* Carlucci is ruthless and will let nothing stand in his way. *Diamond 10:* Carlucci is ambitious and wishes to carve a personal empire out of New England. He is an Experienced NPC.

GUIDO MANCINI

Mancini is in charge of Carlucci's dirty work. Mancini is 35 years old, and usually wears a navy blue turtleneck sweater, jeans and a red windbreaker. His jet black hair is perpetually disheveled, and he does not look at all threatening except when he stares directly into your eyes. His eyes are jet black, and have been described as being as cruel as the eyes of a shark. He carries a large ugly-looking knife strapped to his lower leg and an Uzi slung on his shoulder. Mancini served for seven years in the FBI before retiring and entering Carlucci's employ as a member of his congressional



staff. He has served Carlucci faithfully ever since.

He maintains a network of informants among the membership of the UBF, and among the non-UBF communities as far inland as the remains of Hartford, Connecticut. Any important happenings in the New England area come to his attention sooner or later. If any characters should fall into UBF hands, Mancini will be called in to interrogate them.

NPC Motivation Results: *Spade Queen:* Like Carlucci, he is ruthless. *Club Jack:* Mancini is a compassionless killer, but completely loyal to Carlucci. Mancini is a Veteran NPC with the following skills: INT 80, CRM 55, DIS 75, LGN 75 (Spanish).

CARL RIGETTI

Rigetti is John Carlucci's official spokesman. Rigetti is the youngest of Carlucci's aides at 27. By no means an attractive young man, Rigetti nevertheless has a certain appeal which is hard to define. He dreams of establishing a Republic on the order of Plato's from the ruins of western civilization.

Rigetti graduated from Harvard with a public relations degree in 1995. He was serving in this capacity on the staff of Carlucci's law firm when Carlucci made his bid for control of the Longshoremen. Rigetti's PR experience proved invaluable in this effort, and he has been Carlucci's right-hand man ever since. Rigetti carries a 9mm parabellum. His bodyguards carry Uzis. Rigetti is a Green NPC. His bodyguards are Veteran NPCs.

Rigetti is the most likely of Carlucci's chief aides to be drawn away from the fold. Rigetti aspires to have power over people. He has developed a loyal following among many of the somewhat disaffected shipyard workers on Martha's Vineyard. Carlucci is aware of this and watches Rigetti closely.

NPC Motivation Results: *Spade Ace:* A very charismatic speaker, Rigetti can make the most rambling philosophical discourse hold an audience's attention for hours. *Club 4:* Rigetti is not impressed by threats.

Referee's Note: The troops who guard the *Corpus Christi* are under orders not to let Rigetti aboard. Holmes (Carlucci's chief of security) is one of the few people in Carlucci's employ who is not impressed by Rigetti's charisma.

CAPTAIN THOMAS R. HOLMES

Holmes is an aging Vietnam veteran with little else to live for but the dubious glory of combat. While in Vietnam, Holmes was wounded in the head by a shell fragment. He wandered in enemy-controlled territory for two weeks before stumbling into a friendly base camp. Needless to say, he has never been the same since.

Holmes turns a blind eye to the dark side of Carlucci's operation and has been known to order raids against the pirates in an effort to "clean up the place so decent people can live."

Holmes has developed an intense hatred of gang members. He was secretly in love with Tamara Carlucci and believes that she was murdered by Dain Dangerous' gang because he has had a recurring nightmare to that effect. If he is present during a skirmish with the gangs, he may go berserk (ESY:INT, his INT is 12), rush the enemy position and attempt to kill the offenders



in hand-to-hand combat. He has a remarkable propensity to survive these episodes unscathed. Holmes' combat savvy is unparalleled by anyone in the region with the possible exception of Colonel Fort.

The security zone he has established from Plymouth to Wareham is 95-percent effective in preventing gang incursions. His troops have a kill ratio of 12 to 1. (This does not include the 1998 human wave attacks on UBF warehouses in Boston and Plymouth.) Holmes' chief of staff, Matthew Warren, a former CPA, keeps track of administrative details with great efficiency. He will always be at Holmes' side. Holmes also has four bodyguards, Elites armed with M16s and grenades. Holmes carries an old AK47 for which he had stashed considerable ammunition away before the war. Holmes is an Elite NPC with RCN skill level of 100. His CRM skill is 70 percent, and his FOR skill is 80 percent.

NPC Motivation Results: *Heart 10:* Holmes is extremely loyal to Carlucci and to the UBF Marines, which he created and commands. He demonstrates a great deal of concern for the welfare of his men. This trait has inspired a fierce loyalty which is the greatest asset the Marines possess. *Club Ace:* Holmes is an unusually good military leader, and he has demonstrated this fact many times while in Carlucci's service, as well as previous to that.

RUMORS

The rumors which are listed below are to be used for any information obtained from any member of the UBF and from people in any region under UBF control. Referees may wish to substitute rumors of their own devising, and are perfectly free to do so.

RUMORTABLE

Die	Result
2-3	Rumor A
4-5	Rumor B
6-8	Rumor C
9	Rumor D
10-11	Rumor E
12	Rumor F

EXPLANATION OF RUMORS

The following listing provides an explanation of rumors. Use this list for information obtained from any member of the UBF and from people in any region under UBF control.

Rumor A: John Carlucci will be the next president, when everything gets back to normal.

Rumor B: My brother works one of the boats that takes food out to Nantucket. He says they got a whale beached itself right in the harbor. Guess they won't be needin' any meat for a while, huh?

Rumor C: I hear tell the MPs are about to rebel against the military government and come over to Carlucci's side. About time if you ask me!

Rumor D: Carlucci's got something big goin' on out on Nantucket. My sister says her brother heard Ole John hasn't left the place for months.

Rumor E: There's Plague in Boston. All them muggerpunks is comin' down here. Hope the canal's strong enough to keep 'em out.

Rumor F: Stay well clear of the cranberry patches—they're extremely dangerous.



Boston

The players may have arrived in Boston directly from New London/Groton (by UBF ship), or they may have come overland. They may or may not have already visited the UBF or the 43rd MP Brigade. In any case, the main reason to come to Boston is to retrieve Father John O'Grady from the clutches of the gang leader who holds him captive. Father O'Grady can provide full information on the *Corpus Christi* after it left New London, since he has been gathering information on Carlucci and the UBF for many months now. One of the reasons he came to Boston (and was subsequently taken prisoner) was to follow a lead concerning the submarine (a phony one, as it turns out).

After their arrival in Boston (however it is accomplished), the characters will need to gather some data about the Razor Heads before attempting to rescue Father O'Grady. Depending on how they have approached Boston, and what contacts have been made up to this time, there are several ways to get the characters into the immediate vicinity of the Razor Heads' turf.

It is important for the referee to portray Dain Dangerous in the proper light. Dain should be portrayed as the greatest evil that the inhabitants of Boston could possibly face. His followers see him as the "Prophet of the Faith" and imbue him with semi-divine status. In fact he is mortal, and will eventually die, but his followers can be expected to exact a horrible vengeance upon his killer(s). The characters should be discouraged from killing Dangerous, if only because it will tremendously decrease their chances of leaving Boston alive.

The best way for the players to rescue the Father is to allow them to come into contact with Am Dangerous, and/or make them aware of Am's desire to get the Father out of Boston and to safety. The referee should encourage this by planting rumors of the growing trust between the Father and Am and of the growing animosity between Am and Carmelita. If all else fails, have Am blunder into the characters' hiding place. After contact is established, Am will tell the characters that Carmelita is very close to convincing Dain to kill the Father. Am will know

where Dain is holding the Father, but will be unable to rescue him herself because she no longer can place complete trust in any of the gang members. This is one reason she is meeting with the MPs, and why she will be willing to deal with the players' group. Am offers to help in any way she can, but she has one unnegotiable condition: Dain is not to be harmed.

The characters should determine the best way to grab the Father. If asked, Am will tell them that she thinks the best opportunity will be at an upcoming party when the greatest number of gang members will be distracted, and the guards around the Father will be least alert.

The characters should undergo encounters on the various Boston encounter tables until they are clear of the city. Am will lead them through any Razor Heads encounters, and will leave them once the party has cleared the city (she cannot leave her brother).

RESCUE

Upon the successful rescue of Father O'Grady, he can easily be persuaded to reveal all he knows about Carlucci, the *Corpus Christi*, and the former's plans for using the latter. He will know that the submarine is nearly ready for sea, and will be making a shakedown cruise a few days after Carlucci obtains some last items he needs from Weymouth.

If the players already have most of the puzzle solved, then the Father should relate several other pieces of misleading information, which should be of such a nature that the players can easily determine their accuracy. For example, if the players have been to Martha's Vineyard and already know the *Corpus Christi* is not there (and have also escaped, or they would not be in Boston), the Father should tell them that he believes the submarine to be in the harbor at Martha's Vineyard. The players can determine this to be a false lead if they know of the rumors leading them to Nantucket (the "beached whale" rumor, or the "Carlucci has something big on Nantucket" rumor).

On the other hand, if the players have no idea where the *Corpus Christi* is, the referee can use Father O'Grady to fill them in.

After the Father is rescued, the players should be made to

feel honor-bound to escort him safely to New London. In any event, they will probably want to reclaim any equipment they left with the monks, in order to prepare for the sub-napping (assuming they aren't embroiled in something else by this time).

The Boston Gangs

Over the years 1994 to 1997, a minor recession in the Boston metropolitan area left thousands jobless. Hardest hit by the recession were the young college and high school dropouts, who normally provided unskilled labor.

Out of this sprang a new subculture, the megapunk gangs. The megapunk subculture was based on anger, depression, and boredom and began to manifest itself in outrageous dress and radical, almost senseless behavior. A musical style soon arose to give the subculture voice. The first major appearance of the music of this subculture was the Boston rock band known as Terminal Illness. The band's leader, who called himself Dain B. Dangerous, embodied the spirit of the megapunk culture and served as the spokesman and spiritual inspiration for the megapunk gangs.

TRUANT DAYS

Terminal Illness rocketed to the top of the local music charts with its hit single "Truant Days." The song became an anthem for high school students, and by the end of the '95-'96 school year, the number of high school dropouts in the Boston area had nearly doubled.

In an attempt to curb the rise in the number of juvenile delinquents, angered school board officials prohibited the playing of megapunk music on school property. The ACLU, on behalf of Amy "Am" Dangerous, Dain's little sister, sued the Boston school board for her right to listen to whatever music she chose during her free periods. The city attorney attempted to prove that megapunk music was the cause of an increased rate of high school dropouts and falling grade point averages in the Boston school system. The city's case received its first setback when Reuben Gonovich, the ACLU lawyer trying the case, entered Am's school records as evidence. The jury was nearly buried with her awards, superior test scores and 4.0 grades. As the trial neared its conclusion, the school board lawyers subpoenaed Dain Dangerous to testify.

Basing his knowledge of Dain on Dain's stage appearances, the school board's attorney was amazed at Dain's fluency and intelligence. In a 10-minute debacle of questioning, the city attorney was trapped by his own questions not less than three times. Attempting to save what chance he had left of winning the case, the school board's attorney cut short the questioning but reserved the right to recall Dain. With simple assurance, Gonovich continued the questioning, uncovering such interesting facts as Dain's graduation *cum laude* from MIT. The 20 minutes of questioning brought the city's case crashing down in flames.

The judge, left with no evidence to support the school board's claims, ordered the Boston school board to revoke its order immediately. A rumble of disgruntlement from concerned parents filled the courtroom. As Am and Dain were leaving the courtroom, a distraught mother screamed out "...you have ruined my Billy" and fired two shots into Dain's chest with a .22 caliber pistol, which failed to penetrate the metal studded jacket which he was wearing. Dain shocked the woman over the edge of insanity by turning to her and screaming back "Good!"

In an interview later that day, Dain answered the reporter's question concerning the incident by singing a line from his latest single, "Don't you know I'm young and I can't die!"

LET'S PARTY

The publicity caused by the shooting fueled the rise of the megapunk movement and served to confirm Dain Dangerous as its apostle. Dain, always aware of the value of free publicity, organized a megapunk concert to be held on the Boston Common. The day was revealing for everyone in the Boston area as over 70,000 megapunkers filled the downtown area.

To make certain that everyone could hear the music, and in violation of his permit and of city noise ordinances, Dain had brought six 30KVA portable generators and enough speakers to put out 40,000 watts of audio. Several of the modern glass-faced buildings in the downtown Boston area suffered damage.

All of Boston's 51 known street gangs were present. Forty-five other gangs were identified, many of them completely unknown to police. The most notable of the gangs in attendance were the Night Knights, Brother Hoods, Razor Heads, Blood Bandits, Banditos, Death Watch and SkiBooms. Several gang fights erupted as different gangs tried to force their way to the front of the crowd. Hundreds received minor injuries in the scuffles, but few left and no one was seriously injured. Police tactical intelligence units surrounded the Common and began a mammoth effort of surveillance, amassing thousands of feet of video tape and hundreds of still photographs.

Members of the local press and television crews had taken over several of the upper floors of the buildings surrounding the Common in order to cover the event. As live broadcasts of the concert appeared on the 11 o'clock news, public concern soared and outraged citizens began calling the city aldermen demanding to know how the gathering had been approved. Their answer was that the parks department hadn't asked them for approval before it had issued the permit (since it did not need to do so).

After a number of minor encounters with police, the concert finally broke up at dawn, and the Common resembled a war zone. The private company hired by Terminal Illness (as required by the parks commission) took three days to clean up the Common.

FRAME-UP

In the months that followed, gang/police incidents increased geometrically. Certain members of the Boston Metropolitan Police began to tail Dangerous, looking for evidence of a crime that could be used to jail him. They found nothing.

Frustrated, a Boston vice detective, father of a girl that had died in one of the megapunk gang fights, planted drugs and weapons in Dangerous' penthouse apartment and arranged a raid. During the arrest Dain "resisted" and was severely beaten (including having the nose ring he was wearing torn out). The whole episode, unknown to the police, was captured on the penthouse's video cameras (Dangerous was a video freak, and had rigged cameras throughout his rooms). Dain was taken to the Metropolitan jail and held incommunicado.

Am Dangerous, out on a date at the time of the arrest, returned to the penthouse and found the door broken down and blood on the floor. She called the police and then went to review the videotapes. Appalled by what she saw, Am called the members of Terminal Illness and explained what had occurred. They met at the apartment of Greasy Fellow, backup guitarist and Dain's closest friend, to determine a course of action. After

a lot of pointless discussion, Am decided that the best thing to do was to try to get the tape on television. Am and her boyfriend, John Blackwood, Terminal Illness's video effects specialist, took a copy of the tape to a local television station.

COVER-UP

They had the bad fortune to deliver the tape into the hands of the station's news director, who happened to be the brother of the woman who had tried to shoot Dangerous, and the uncle of the unfortunate "Billy." The videotapes were "accidentally" erased.

Meanwhile, Greasy Fellow, wanting to post Dain's bond, found that nobody in a position of authority in the city of Boston seemed to know anything about Dangerous' arrest. Fellow went from precinct to precinct, inquiring of desk sergeants, booking clerks, and anyone else he could find. The usual excuse was "he might have given the booking sergeant an alias," followed by a suggestion to look elsewhere.

After a day or so, Am Dangerous recovered enough of her composure to contact the band's attorney and have him file a writ of *habeas corpus*—the Boston police had to formally charge Dain Dangerous or release him.

BLOW-UP

On July 4th, Terminal Illness held a "Release Dain Dangerous" concert on the Boston Common. Fellow decided to omit the request for a permit, inviting the police to do something about it. A directive was issued by an emergency meeting of the city council to prohibit the concert and disperse any megapunks that gathered at the Common. The success at enforcing the directive was short-lived, and by early evening 80,000 megapunks filled downtown Boston. In the greatest blunder in the history of the Boston Police Department, Chief Elliot Washington ordered the arrest of Terminal Illness. Fifty veteran officers, armed with riot shotguns (loaded with rubber bullets and tear gas), approached the bandstand from the rear. As the officers rushed the band members, Greasy Fellow dropped one of them with a roundhouse swing of his guitar. Six shotgun blasts answered his defiance. The crowd, already whipped to a frenzy by the music, charged the bandstand. The officers fired into the crowd trying to disperse it, with no visible effect. In a crazed rush, the megapunks overran the officers. City riot units could not regain control of the Common, and the mayor requested aid from the governor.

By dawn National Guard units had secured the downtown area. Thirteen dead police officers were located.

Property damage in the downtown area was estimated at 25 million dollars. Twenty-six felony arrest warrants were issued against the members of Terminal Illness, who were arrested, charged, and eventually released on an astronomical bond.

The band's attorney had, in the meantime, found Dain in the Waltham County Sanatorium, where he had been admitted under the name of John Doe 23. Am's joy at the reunion turned to rage when she finally met her brother. Dain was incoherent and barely able to move because of almost constant palsied convulsions. It later transpired that he had been overdosed with Thorazine, and other antipsychotic drugs to which he was unusually sensitive, during his brief stay. Am tried to attack the doctor, but John Blackwood managed to restrain her.

Drug charges against Dain were eventually dropped, but the band was tried and convicted of numerous felony charges in connection with the "Free Dain" concert. Dain filed civil charges

against the sanatorium, the individual doctors involved, Waltham County, and the City of Boston. These suits were still pending when the bombs began to fall.

AFTERMATH AND HOLOCAUST

Throughout 1997, Dain's long absence from public attention allowed the fervor on both sides to cool. The megapunk movement began to balkanize, with the various Boston suburbs developing different gang characteristics. Confrontations with police were still frequent, but they had less to do with cultural suppression and more to do with street crime. Dain never recovered sufficiently to perform again, but he continued to write songs. Anger, stemming from what had happened to him, began to permeate his music, but in the maelstrom of the war, nobody seemed to care about him anymore. Most of his music went unperformed, even after the members of Terminal Illness were released on parole. He seemed to have lost whatever fire he had once had.

When the nuclear strikes fell and the collapse of civil government began, Dain seemed rejuvenated somehow. In the midst of the riots, the strikes, and the civil unrest, Terminal Illness began to give impromptu street performances, sometimes with only the most primitive sound equipment, sometimes without instruments at all.

Dain's new music was the saga of what was occurring in Boston, and like all sagas, it had a moral—"Only the gangs will survive." When the first of the gasoline riots occurred, the megapunks decided to add a little looting and arson to the list of crimes. Strangely coincident, the buildings and homes that were burned belonged to the old established leaders of the Boston area.

After the withdrawal of the beleaguered police from the Boston area and the complete breakdown of civil control, the gangs took up protecting the neighborhoods. They were resisted by citizens' militias and the remnants of organized crime in the city. By the seventh day of open fighting, it was evident that the megapunks were going to take control of Boston.

At about this time, John Carlucci cut a deal with the Banditos (one of the Boston gangs) for warehouse facilities in the Boston area. Enriquez Tolar, war chief of the Banditos, received copious



supplies of weapons and ammunition as payment for the deal.

RAZOR HEADS

The Razor Heads are the principal gang of the Boston area and were the original megapunk group, formed from groupies and hangers-on to Terminal Illness. Numbering some 1200 effective fighters, they are twice as large as the second largest gang in Boston. Several theories have arisen as to why this has occurred.

The size of any emotionally inspired group is limited by the charisma of its leadership. For that reason, the Razor Heads are especially dangerous, and that is why they have not shown any ebb in their growth.

The Razor Heads are organized similarly to a classical Greek tyranny. The "Tyrant" or war chieftain, Dain Dangerous, was elected by a unanimous vote of the faction leaders. Since the gang has made no provision for holding another election, and there is no indication of anyone wanting one, the election appears to be for life. The leadership of the different factions changes regularly, further securing Dangerous' power by diluting the visibility of any other leaders. The methods of choosing faction leadership are determined by the individual factions themselves, and often lack continuity. To help minimize the effects of the disorder on the strength of the gang, Dangerous has instituted a crude rule of order for gang meetings.

- For a faction leader to speak, the faction he represents must have 50 members.

- Dain can call for a vote of no confidence at any time for any faction. Failure of any of the faction members to stand behind their leader means that the leader is shot down on the spot. This would appear on the surface to be counterproductive, but the results have shown otherwise. The benefits are that open challenge by the faction leaders are held to noncontroversial subjects, because the faction leaders aren't willing to take the chance that one of the faction members won't back him up. Second, very few are willing to accept the burden of leadership without the complete support of the faction. This makes for unified groups which perform well in battle and raiding. Third, the factions only get large enough to have a voice if they have goals and ideals that are similar and clearly defined.

The advantage of this is that factions tend to develop a distinguishable character that defines their function in the gang, in effect allowing dynamic job descriptions to be made by the faction itself. Dangerous' success in expanding the gang is that he has an incisive way of reading people, allowing him to effectively utilize the gang's resources. And finally, no faction is likely to become large enough to threaten Dangerous' power because the larger the faction the greater the chance that someone won't back up the leader if there is a vote of no confidence. In short, the Razor Heads are different from the other gangs in that the cells, or factions, of the gang are differentiated for function as in any high order creature.

As in any high order creature, a killing blow must strike either the heart or the brain, and in both cases the target is Dain Dangerous.

The Razor Heads' Turf: Most of the city of Boston is held by the Razor Heads, the exception being the West Roxbury area, which is held by the Jaguars. About half of Cambridge is also held by the Razor Heads, including Radcliffe College, Harvard University and MIT. Dangerous decided that to insure the gang's survival he had to insure sources of food and fresh water. Rather than trade away the depletable resources of the city for today's

food, he instead traded for tomorrow's food as well. At his direction crops were planted in the Boston Common, Public Garden, Back Bay Fens, Franklin Park, Jamaica Plain and the Arnold Arboretum. Several water supplies were secured, primary of which was the Jamaica Pond. All of these areas have armed guards, and ready reserve forces of between 400 and 1000 gang members are within five minutes of the sites.

The Farms and Strongholds: "The farms" is the name given by the Razor Heads to the gang's farming projects in the parks, zoo, and botanical gardens of Boston. These areas are guarded by approximately 50 heavily armed gang members and are close to strongholds of up to 1000 other gang members.

ENCOUNTERS IN RAZOR HEAD TURF

Encounters should be generated every hour during daylight and every four hours during night while the players are in Razor Head turf.

ENCOUNTER TABLE-RAZOR HEAD TURF

Die	Result
2	Armed patrol
3	Farming group
4	Transport group
5-6	Scavengers
7	Raiding party
8	War party
9	Rival gang raiders
10	SDF raiders
11	MP raiders
12	UBF marines

Armed Patrol: The characters have encountered an armed patrol. On a D100 roll of 1-60 the patrol consists of 1D6+5 gang members. Three of the gang members will have military grade weapons; the remaining members will be equipped with an odd assortment of pistols, shotguns, and hunting rifles. On a D100 roll of 61-80 the patrol consists of 1D10+10 gang members. All will be armed with pistols, hunting rifles, and shotguns. On a D100 roll of 81-95 the patrol consists of 1D10+10 gang members, all of whom are armed with M16s and pistols. On a D100 roll of 95-00 the characters have come up behind an armed patrol which is fighting against a raiding group.

Farming Group: The characters have encountered a group of gang members who are engaged in some type of farming. On a D100 roll of 1-60 the farming group consists of 1D6+3 gang members. The referee should determine whether the group is on its way to the farms or coming from them. They will be armed with pistols, and one of the group may have a rifle or shotgun. On a D100 roll of 61-90 the farming group consists of 1D6+6 gang members armed with pistols and shotguns. The group tends the local livestock. On a D100 roll of 91-00 the group consists of 4D6 gang members who are moving farming equipment either to or from the farm. Up to six of the members may be armed with military-style weapons.

Transport Group: On a D100 roll of 1-40 the group consists of 4D6 gang members either on their way to or returning from trading with one of the other farms or gang strongholds. On a D100 roll of 41-80 the group consists of 2D10+20 gang members, 10 of whom will have military weapons. The group is transporting food to one of the other outposts of the gang. On a D100 roll of 81-95 the group consists of 2D10+30 gang

members armed with military-style weapons. They are transporting food and livestock. On a D100 roll of 95-00 the characters have come upon a transport group that has been attacked by a raiding group. The referee should determine the attackers at random.

Scavengers: The characters have encountered a gang scavenging party. On a D100 roll of 1-40 the party consists of 2D6 gang members all armed with pistols and shotguns. On a D100 roll of 41-70 the party consists of 1D6+10 gang members armed with pistols, shotguns, and submachineguns. On a D100 roll of 71-00 the group consists of 2D10+10 gang members. Ten of the group comprise a security team and are armed with military weapons and an M60 machinegun. The remaining gang members are armed with pistols and occasional shotguns. (Any of the scavenging parties may have goods of value. The determination as to what they have is up to the referee.)

Raiding Party: The characters have encountered a raiding party. On a D100 roll of 1-40 the raiding party is on its way out to raid and consists of 1D10+20 gang members. They are armed with military weapons and have an M60 tripod-mounted machinegun. On a D100 roll of 41-80 the party consists of 1D6+10 gang members. They will be laden down with loot and armed with military weapons. On a D100 roll of 81-00 the party consists of rearguard: 1D6+4 gang members armed with military weapons and a tripod-mounted M60 machinegun.

War Party: The characters have encountered a war party in the midst of a march. On a D100 roll of 1-40 the war party consists of 1D6x10 gang members. They are equipped with military weapons, including four M60 machineguns. On a D100 roll of 41-80 the war party consists of 1D6 x10 gang members armed with shotguns, submachineguns, rifles, and grenades. On a D100 roll of 81-00 the war party is returning from battle. The party consists of the group in result 41-80, but 1D10 of these will be injured. The group is likely to be laden with loot, and there will also be 4D6 prisoners.

Rival Gang Raiders: The characters have encountered the raiding party of a gang rival to the Razor Heads. On a D100 roll of 1-40 the raiding party consists of 1D10+20 gang members. They are armed with shotguns, military and civilian rifles, and hand grenades. On a D100 roll of 41-80 the party consists of 1D6+10 gang members. They are laden down with loot and are attempting to flee back to their own turf. They are armed with military weapons. On a D100 roll of 81-00 the party is a large one and is conducting a retribution raid on the Razor Heads. It consists of 4D6+30 gang members. They are armed with everything from zip guns and pipe bombs to an M249 SAW, at the referee's discretion. Likewise, booty and prisoners are up to the referee.

SDF Raiders: The characters have encountered a raiding group from the Salem Defense Force. On a D100 roll of 1-60 the characters are taken in an ambush by an SDF sapper group. If the characters are disguised as gang members, they will be attacked without warning. If the they are not disguised, there is a 50-percent chance the SDF will let them pass without making contact; otherwise, they will attempt to make contact, *very warily*. The sapper group consists of 1D6+6 men that are armed with M16s and grenades. In addition, they have two claymore mines in place at the ambush location. If this encounter comes up during a patrol encounter, the patrol will be in the process of being ambushed. On a D100 roll of 61-90 the group has encountered an SDF raiding party consisting of three squads. Each squad has 1D6+6 men armed with M16s and grenades. On a

D100 roll of 91-00 the characters have encountered a sapper team on the move: refer to the 1-60 encounter of this section. No claymore mines will be emplaced.

MP Raiders: The characters have encountered a raiding group from the 43rd MP Brigade. On a D100 roll of 1-40 the characters encounter a recon patrol. If the characters are disguised as gang members, they will be attacked on sight. If they are not disguised, the MPs will attempt to make contact to gather information. If there is even the slightest indication that the characters might cooperate with the gangs, the MPs will attempt to gun them down without warning. The recon group consists of 1D10+6 men who are armed with M16s and grenades. In addition, they have an M60 machinegun and an M203 grenade launcher. If this encounter comes up during a patrol encounter, the patrol will be in the process of being ambushed. On a D100 roll of 41-70 the characters encounter an MP raiding party consisting of two squads. Each squad has 1D10+6 men armed with M16s and grenades. In addition, each squad has an M60 machinegun and an M203 grenade launcher. On a D100 roll of 71-90 the characters have stumbled upon an MP Death Squad. The squad consists of 1D6+10 men, eight of whom are armed with H&K CAW combat shotguns. The remainder are armed with M16s fitted with M203 grenade launchers. They are assigned to attack the farmlands of the Razor Heads and destroy the crops, and will most likely avoid contact if possible. On a D100 roll of 91-00 the characters encounter six MPs and a female gang member. The MPs are armed with M16s and are meeting with Am Dangerous.

UBF Marines: The characters have encountered a group of UBF Marines. On a D100 roll of 1-70 the characters encounter a long-range patrol from the UBF warehouse. The patrol consists of eight men, seven of whom are armed with M16s and the other carrying a 12-gauge pump shotgun. They are out information-gathering in an attempt to keep the UBF warehouse from being overrun. The patrol leader will be highly experienced at moving about Boston safely, witness that he is still alive. On a D100 roll of 71-80 the characters have encountered a lone UBF scout. He is wounded and will soon die. Before death he will tell the characters about an opportunity to meet with a highly placed member of the Razor Heads, Am Dangerous, who wants to leave the gang. The meeting is arranged for two nights after



the encounter. On a D100 roll of 81-00 the characters encounter an assassin who will not be in the least happy at being discovered. Play can proceed along two paths: the assassin flees ending the encounter (referee's discretion), or he talks to the characters and attempts to recruit their help in killing Dain Dangerous.

BOSTON

The Boston area is the sole turf of the Razor Heads. Because of Boston's size and the danger of the gang being dispersed, large areas of Boston are uninhabited. Even so, all of Boston is patrolled, with manhunts similar in style to the 14th century Mongol Empire's great hunts. Encounters will occur on a 1-40 roll and are tested for once during daylight and three times at night.

ENCOUNTER TABLE-BOSTON

<i>Die</i>	<i>Result</i>
2-3	Demented refugee
4-10	Patrol
11	Fugitive
12	Great hunt

Demented Refugee: The characters have encountered a refugee of the collapse who is hiding out in the desolate areas of Boston. On a D100 roll of 1-75 the characters encounter one of the unfortunate homeless of the war. The person is dirty, alone and afraid. He will cower or run from the characters. If the refugee runs (50 percent chance), then there is a 20-percent chance that the racket of the chase will attract a gang patrol. On a D100 roll of 76-00 the characters encounter a dirty and crazed individual who will attempt to kill one of the characters and haul off the body. The refugee can be armed at the referee's discretion (it is recommended that the weapon be something like a meat cleaver or a brass fire hose nozzle on the end of three feet of hose).

Patrol: The characters have encountered one of the scavenging patrols. On a D100 roll of 1-60 the patrol consists of 1D6+2 gang members. They are armed with pistols. One of the group will have a hunting rifle, and one will have an automatic weapon of the referee's choice. The patrol will have an odd assortment of hand tools that they use to scavenge useful pieces of salvage. On a D100 roll of 61-85 the patrol consists of 1D6 + 4 gang members. They are armed with pistols and three hunting rifles. They are presently hunting down refugees with the intent of killing them. On a D100 roll of 86-00 the patrol is hunting for the characters. It consists of 1D10+4 members and they are armed with pistols and three hunting rifles.

Fugitive: The characters have encountered a fugitive. On a D100 roll of 1-45 the fugitive is from one of the rival gangs. If the characters are in north Boston, the fugitive is from either the SkiBooms or Brother Hoods. If they are in west Boston, then the fugitive is from the Banditos. In south Boston the fugitive will be from the Night Knights. The fugitive gang member is looking to join the Razor Heads. If the fugitive gets the opportunity, he would gladly turn the characters in to gain acceptance in the Razor Heads. On a D100 roll of 46-75 the characters encounter a fugitive from the Isolationist community who is looking for a place to start over again. The fugitive would gladly deliver the characters into the hands of the Razor Heads to gain acceptance. On a D100 roll of 76-00 the characters have encountered a fugitive from the Razor Heads who is looking for a way to es-

cape. The individual may plead for the characters' help.

The Great Hunt: The Razor Heads are engaged in a Great Hunt. Once a hunt has begun, it will continue for 1 D6 days. The gang members will cordon off an area of the city and collapse the cordon until they have trapped and killed every living thing inside it. The initial encounter will be with a group of 1D6x10 gang members. If the characters flee away from the encounter, the characters will continue to have this encounter, or the encounter they have will be subject to this one. For example, if the characters encounter a refugee, the refugee will be fleeing from the hunt. The only way out is to have the gang overlook the characters or have the characters fight past. Once this encounter has been avoided, ignore it for 2D10 days. The gang uses the hunt to keep down the "vermin" and to sharpen combat skills.

OTHER GANGS

This section covers the gangs other than the Razor Heads. The other gangs resemble the Razor Heads in outward appearance only. They are all loosely organized on the same structure. There is a war chief, two or three lieutenants, and a council of members. Not all the people on the gang's turf are gang members. Membership of the gangs typically ranges from 100-400 effective members, but may have as many as 800 to 1000 "tenants." The tenants perform many of the functions the gang members are not prone to do. In general it's the fear of other Boston gangs, the MPs, the Isolationists or the Razor Heads that keeps the tenants in servitude. Border areas between the different turfs are usually deserted and are seldom travelled.

ENCOUNTER TABLE-OTHER TURF

<i>Die</i>	<i>Result</i>
2	Tenant
3-4	Gang member
5-7	Trade group
8-10	Gang war party
11-12	Travellers

There is a 20-percent chance of an encounter during the day, as well as a 10-percent chance at night for any given two-hour period.

Tenant: The characters encounter one of the tenants from the turf they are on. On a D100 roll of 1-25 the tenant is a farmer who is working a rooftop garden on a building the characters are passing. The farmer will be suspicious but not too concerned about being attacked or captured. The building which contains the rooftop garden is heavily booby-trapped, and the farmer has an easy escape route. On a D100 roll of 26-60 the tenant is a craftsmen or tradesman who pays his protection payment in the form of labor to the gang. He will either be working at his craft or on a trading mission. The characters will hear one to two rumors from the tradesman. On a D100 roll of 61-80 the tenant is a "doctor." This "doctor" is a supplier of home and other non-medical drugs. On a D100 roll of 81-00 the tenant is a family member of a gang member, such as a mother or little brother. The family member will be overly suspicious and will try to ask endless questions. They are generally only used as a harassment, with no further action being taken. The exception to this is if the characters act really suspicious or if they hurt the family member in some way.

Gang Member: The characters encounter a gang member from the turf they are on. On a D100 roll of 1-60 the member

challenges them and wants to know what the characters are up to. If the characters appear hostile, the gang member will run and get a war party. On a D100 roll of 61-85 the characters encounter a gang member who is so wired up on an unidentifiable substance, he will be extremely paranoid and violent. During combat ignore all incapacitating wounds and treat killing wounds as fatal after 1D6 rounds. All characters who reach melee combat must pass a coolness check to stand their ground. On a D100 roll of 86-00 the gang member is on guard watching for strangers. Half of the time the gang member is there to guide a trade group to a trade location, and he may expect that the characters are the route scouting detachment from the trade group. The other half of the time, the gang member is on guard against a raid. In that case he will fire immediately and run for help. The gang will return to fight only if they can outnumber the characters at least 5:1. Roll D10x10 for available gang members.

Trade Group: The characters have encountered a trading mission. On a D100 roll of 1-75 the trade group is a small local group of 1D10+6 members who are taking their trade goods to the next gang or to the UBF Warehouse for trade. They will be expecting to pay a small "tax" for use of the road to any armed group they encounter. On a D100 roll of 75-00 the trade mission is a large one that comes from a group of the smaller gangs operating together. There are 4D10 tradesmen with their goods and 3D6 guards from 1D6 gangs. The gang members are armed with shotguns, pistols, and hunting rifles. The group is on its way to a UBF Warehouse.

Gang War Party: The characters encounter a war party from the gang whose turf they are on. The war party is made up of 1D10x20 gang members armed with a full gambit of homemade weapons, sporting and personal firearms, and a few military weapons. The characters may get off by cutting an extremely expensive deal with the war party. If things turn nasty, they will need to run for it.

Travellers: The characters encounter a traveller of the referee's choice. This should be someone from outside the Boston area and who is here for reasons that are in keeping with the group he is from. The traveller will be a source of 1 D6 rumors from either his native group or the gangs. One rumor may concern some other group.

Personalities

The following are descriptions of non-player characters in **The Last Submarine**:

DAIN B. DANGEROUS

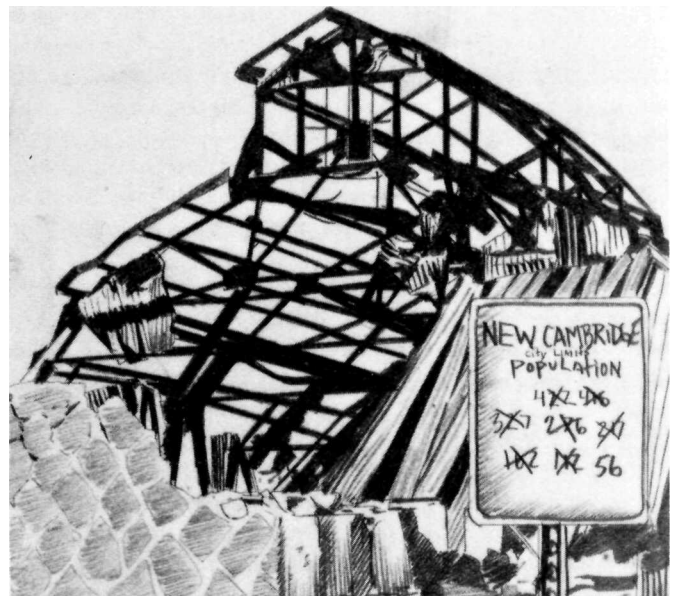
Dain Bee Dangerous (formerly Daniel James Hopkins) is a 28-year-old graduate of MIT with a masters in physics. At first meeting, he appears to be nothing more than a psychopathic megapunk. This is an impression he fosters by shaving an "X" across the top of his head and dying each of the four patches of hair a different color. His dress and demeanor are carefully calculated to give the impression that he is a borderline psychotic about to explode.

Dain and Am's mother was murdered by their stepfather during a drunken rage. After their father was imprisoned, Dain and Am spent years in foster homes until Dain reached his majority and was able to get control of his mother's life insurance money. Dain and Am went to Boston where he enrolled at MIT. After graduating and failing to get a job in the recession of the

mid-1990s, Dain began writing music under the assumed name of Dain B. Dangerous and became associated with the band which was to become Terminal Illness. When the band began to achieve success, he and his sister legally changed their names (to complete the break with their past).

Dain is a cunning and extremely charismatic leader. His bodyguard of 16 of the toughest gang members in Boston is always close at hand. Dain's guards are fanatically devoted and have been known to kill people who have asked to see Dain just because their attitudes weren't right. The bodyguards are never out of hearing, even when Dain is with Carmelita (his consort) or Am. The Razor Heads' seven "Captains of Hordes" are the only people whom the guard allows to be alone with him. Even with the over-protective bodyguard, however, Dain B. Dangerous is seldom secluded from his followers.

His high profile has a lot to do with the gang's unusual cohesiveness, but it also has left him as an easy target for assassination attempts. Dangerous has survived five to date, not including the distraught mother who shot him at Am's court case. His ability to survive these attempts has greatly troubled his enemies and increased his fame among his followers. The most famous story about Dain surviving an assassination attempt has not been enhanced in the telling; the events can be verified by witnesses: An assassin from the Isolationist community attempted to kill Dain during one of his outings. The assassin secreted himself in a house close to the Franklin Park farms and waited almost a week for an opportunity to kill Dain. When his opportunity finally came, he was caught napping and almost missed it. In his eagerness to get his shot, he crawled out on a porch roof. The assassin took quick aim and fired, hitting Dain in the shoulder. The bullet, failing to penetrate the leather, kevlar, and steel mesh vest that Dain was wearing, spun Dain around to face directly at the assassin. Dain pointed at him



and screamed out, "Die!" The assassin immediately obeyed Dain's command by falling off the roof and impaling himself on a picket fence in the front yard. Some hold this was due to his surprise and shock at seeing the target of his shot still alive and evidently a direct threat. His followers attribute it to a "power" that they believe he has.

This and other similar episodes have caused wild stories to surround Dain. Some of the harried, fearful, and irrational people began to believe that the tribulation had come and that Dain was the Devil incarnate.

Father O'Grady tried to establish a working dialogue with Dain in the hope of converting him. Dain is psychotic, erratic, and explosive, but not stupid or imperceptive. He has always had a fascination with the Bible and enjoys lengthy discussions with the Father. But he also realizes that people's fears and uncertainties will keep them disordered and timid. So for both these obviously rational reasons, he seized the Father, keeping him as part of his travelling company.

Dain regularly spends his evenings in combination party and mass indoctrination sessions at one of the gang's farms or outposts. On occasion, usually for no particular reason, Dain holds a mass rally somewhere in the Boston area. When the gang gathers en masse at these meetings, all that hear about it tense in fearful expectation. Many of the meetings have led to mass assaults commanded by Dain Dangerous. Many of the smaller gangs have given up on withstanding these wave attacks and have taken to grabbing all of their valuables and carrying them to Dain in hopes that willing tribute will appease him. The Falcons made the mistake of taking their valuables and running away from Dain. They were wiped out, including women, children, dogs, and livestock. When the butchery was over, Dain ordered the Razor Heads to hold a feast in the middle of the carnage at which Dain put on a victory concert. In all the killing, however, Dain never has personally killed anyone. He believes that if his followers ever saw him kill anyone, he would lose his aura of deity.

NPC Motivation Results: *Spade Ace:* Dain is a highly charismatic leader, and a lover of argument for the sake of argument. He inspires people with his opinions as if they were facts, purely on the basis of his personality. Though Dain would never admit it, he lives to be admired and followed, and to a degree has become selfless in this pursuit. Because of this he has taken on the appearance of having the best interests of his followers at heart at all times. His orations are moving, even enthralling at times. His music strikes a primal chord in its listener. Coupled with the lyrics, it is an exercise of will to resist his message. *Club King:* Dain has a bone to pick with everyone but the Razor Heads. His anger about his imprisonment has never even started to abate. Dain has spent many nights presiding over the slow torment and eventual murder of all the members of the old government who caused him so much suffering -municipal, civil and military. His rage at what he calls "govers" spills over to any who have any dealings with them. This trait has brought violent attacks against many of the other Boston gangs. Dain is an Elite NPC.

CARMELITA FLORENTINE

Carmelita Florentine is Dain's "Killer Queen." Her mother was a dancer, and her father was a reputed "don" in the Puerto Rican underworld. She is stunning, with thick, wavy, reddish-brown hair and dark brown eyes. Carmelita was orphaned at the age of 16 when her father was killed by the MPs in the food riots

of 1998. She has had no love for anyone in authority since.

Left on her own, she quickly found that survival was extremely hard. By her 17th birthday, she had been accepted in the Skull Crushers, another Boston gang. Through some carefully applied persuasion, she convinced the war leaders to raid a local MP outpost. The raid was a success and yielded much food and equipment. Carmelita is reputed to have personally killed seven MPs. The MPs were so infuriated that they launched a punitive raid against the gang that virtually wiped it out. Carmelita escaped through the sewers and fled to the Razor Heads.

After arriving at the Razor Heads, Carmelita lost little time in working her way close to Dain. Am was unhappy at Dain's interest in Carmelita and has told Dain repeatedly. Carmelita and Am have had many fights, both public and private. Carmelita has started a campaign to discredit Am with Dain and was well on the way to succeeding when Father O'Grady intervened, leaving Carmelita with a burning desire to kill the priest.

Carmelita has been frustrated lately and even tried to stab Dain after feeling humiliated by him at a gang meeting. Dain was amused by her attack and stopped her by catching her wrist, forcing her to her knees in front of thousands of cheering gang members. Applying pressure that nearly broke her wrist, he extracted a plea for her to dance out her apology. Dain happily agreed with this suggestion and had her dance for him in front of the entire gang the next night. When she had finished the dance, Dain brought out a diamond-studded collar and placed it around her neck, announcing that she was now "Queen" of the Razor Heads. Dain's decision was not met with cheering.

NPC Motivation Results: *Spade Jack:* Carmelita is self-centered, egotistical, pompous and elitist. She has always had her way with men and never cared what any of the women in those men's lives thought. Her ability to find a willing champion, or chump as the case may be, has saved her on more than one occasion. She will promise her benefactor anything to get her way but seldom stands good for her promises when it's time to fulfill them. Carmelita has learned to use her beauty as a bargaining chip and plays off against it with deceit, flattery, and inflammatory comments. *Club 10:* Carmelita is brutal and takes great pleasure in inflicting pain on others, especially anyone associated with the military, and most especially any member of the 43rd MP Brigade. Her enjoyment of violence has often gotten the best of her, allowing Dain to manipulate her for his own amusement. Carmelita is an Experienced NPC.

AM DANGEROUS

Am Dangerous (formerly Amy Hopkins) is the only person who has any real compassion or love for Dain. Am was raised by her brother from the age of 11. Am has always remembered Dain's love and caring for her during those tough years, and loves him utterly.

Recently she has tried to protect him and encourage him to adopt a more normal life. She was making some real progress until Carmelita maneuvered her way into Dain's life. Since then she has done everything possible to convince Dain that Carmelita is a manipulative liar. Am made some



inroads at convincing Dain that Carmelita was a problem to him up until Carmelita produced proof that John Blackwood, Am's boyfriend, was trading looted electronics to the MPs in exchange for gold, medical supplies, and weapons. Dain ordered Blackwood killed, and Carmelita lost no time in exploiting the incident, driving a wedge between Dain and Am.

It is almost a certainty that she would have succeeded if Father O'Grady had not intervened and soothed Dain's anger. Since then, Am, Dangerous, and Father O'Grady have become fast friends.

IMPC Motivation Results: *Heart Queen:* Am is devoted to Dain, and (more recently) to Father O'Grady. In him she has found sanity and peace for the first time in her life. Am spends many hours each day talking with the Father and learning the Psalms and Proverbs which the Father can recite from memory. Am's love for the Father is great enough to be used by the characters to get her assistance in achieving his release. *Heart 9:* Am is fiercely loyal to the gang and to Dain, both of which have provided for Am her entire life. The characters will find that approaching Am for help will bring her into a conflict which will not allow her to immediately agree to their request. Am is not likely to betray them, but the impression that she might do so under the right set of circumstances should be left with the characters. Am is a Veteran NPC.

GRISWALD "GREASY" FELLOW

Greasy met Dain when Dain first came to Boston and began writing for Greasy's band, Litter Box. Their shared love of the old punk rock made them fast friends. At Greasy's invitation, Dain began to relieve Greasy on lead guitar. After awhile the band began to draw sizable crowds. Never one to argue with success, Greasy surrendered his lead role in the band and, at Dain's suggestion, renamed it Terminal Illness. Three years later, Terminal Illness released a number-one single, "Truant Days."

Greasy tried hard to handle the success, but couldn't quite get control of it. Soon he was drinking heavily and occasionally using drugs. The change in Greasy drove Am away from him, mostly because of her stepfather's similar actions. Greasy has been on a downhill slide ever since his days in the band. Greasy's deteriorating life has closely mirrored that of Boston. Greasy has reached the point of being a burnt-out shadow of himself.

IMPC Motivation Results: *Diamond Jack:* Greasy is a coward, a man wrapped up in the fear of living, failing to live, failing his friends, and being cast aside by his friends. Greasy is incapable of reliable support of, or participation with, any individual or group. One word permeates everything associated with him: failure. *Spade 2:* Greasy, when he is sober, is a boastful glory seeker, but he lacks the wit or charisma to get very far in this vein. In years past, there was a glimmer of character to Greasy, but the war, drink, and his cowardice have completely destroyed all traces of this. Greasy is a Novice NPC.

FATHER JOHN ALLEN O'GRADY

John Allen O'Grady, age 41, is a Roman Catholic priest and leader of the small brotherhood of monks which has moved into New London (see page 10). Father O'Grady is a tall, thin man with a balding forehead and a thick, heavy black beard. The Father was appointed prelate of Rhode Island shortly before the war in recognition of his excellent service to the church in the government housing projects of Boston and Providence. When the war started, he organized the churches in the Providence area to help ease the suffering of those who lost loved ones in

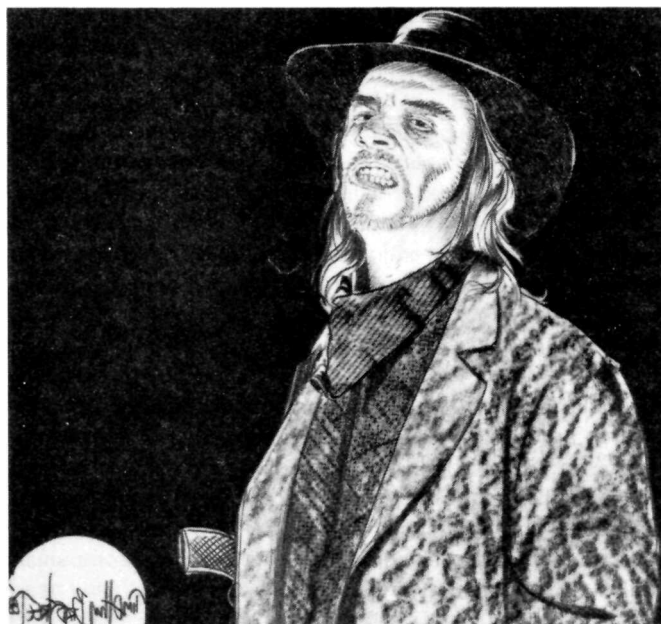
the war. Over the years many of those who worked with Father O'Grady lost hope and left or were killed. But the Father, like the Apostle John, could only see the needs before him and has persevered. O'Grady is in every way the embodiment of the Christian disciple who is his namesake.

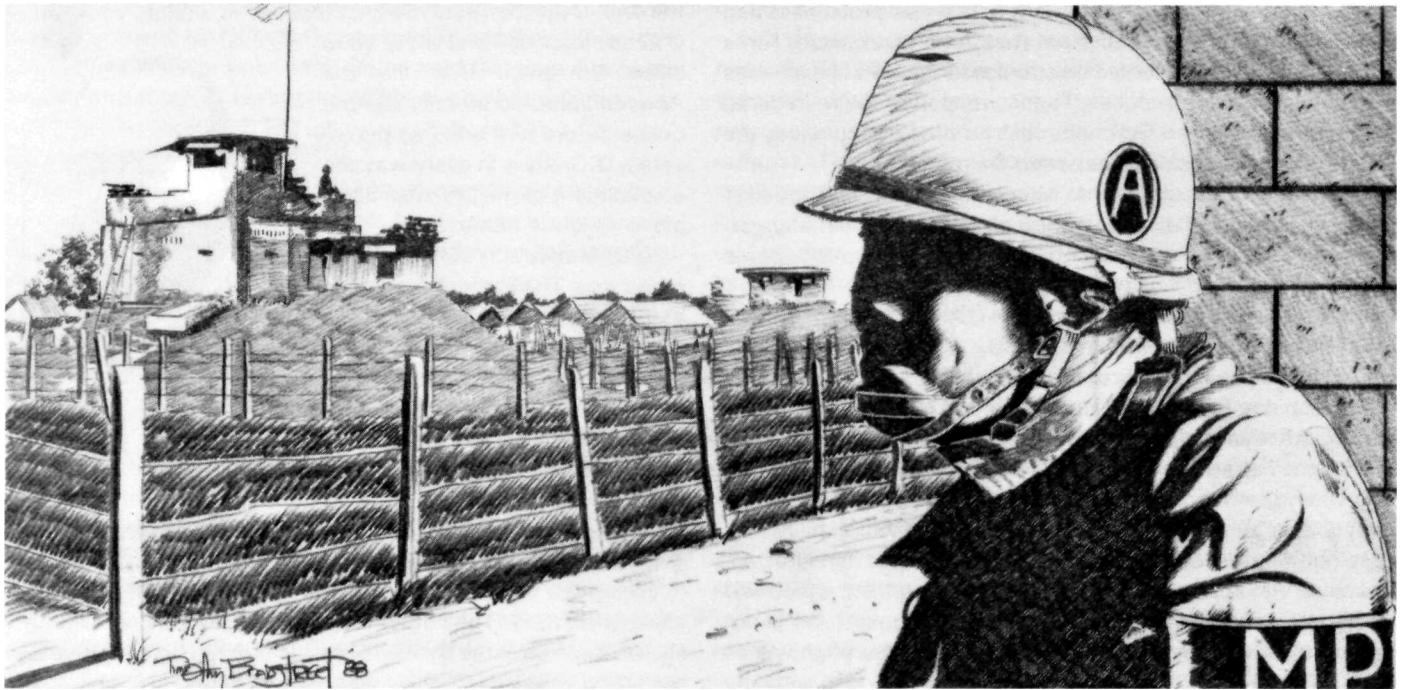
NPC Motivation Results: *Diamond Ace:* The Father is generous and kind to all he meets. He has no regard for his personal well-being when he is attempting to help another. If anyone asked for the Father's coat, he would give them his raincoat, shoes, and carry them across a stream to keep them from getting wet. He considers everything he has available to anyone who would ask and does not feel constrained in asking the help of others in what he sees to be a divine mission. *Heart King:* The Father is honest to everyone at all times. He has been arrested by the MPs twice for hiding a fugitive and not telling where the fugitive was. In both cases the Father freely admitted hiding the individual and promising sanctuary. The Father's word, and hence the brotherhood's, is legendary for being honest and fair. The Father is an Experienced NPC, but in keeping with his calling carries no weapons.

RUMORS

Any rumors which the players hear in Boston should be fabricated by the referee. The degree of accuracy and content of these rumors are left to the referee's discretion. Wild, unsubstantiated rumors are encouraged, since these are the sort of thing that would generally be in circulation in a community such as this.

The group should not receive much of value from them in helping them to locate the *Corpus Christi*, but they can receive rumors that can direct them to the Isolationist community (a rumor to the effect that Steven Britt and John Carlucci are like peas in a pod, for instance).





The MPs

This session will bring the characters into contact with the remnants of the 43rd Military Police Brigade. Characters can arrive overland, or by sailing up the Connecticut River in a small boat. It is possible that the characters will come towards the beginning of the adventure, seeking the 43rd's assistance in recovering the *Corpus Christi* from John Carlucci. They will soon discover that the 43rd is not an ally, and may very well be an enemy.

Basically, if the characters are open about their mission (locating the *Corpus Christi*) upon arrival at the territory controlled by the 43rd, and they have not yet gone to rescue Father O'Grady, they will be given passes and a guide who will take them to Major Sandra Orwelle. If they have Father O'Grady with them, their first encounter should be with Brother Andrew (see "The Priest," below). Otherwise, they will not be allowed in unless they can demonstrate that they will be of value to the 43rd (if, for instance, they have combat experience) or something to trade (such as weapons or equipment).

Colonel Fort is not particularly interested in a submarine, and he will be unwilling to spare the troops for an assault to recapture it. He will be anxious to enlist the characters in his service, however, and will offer them work. This will not consist of anything exciting or rewarding, and is basically a dead end. It will, however, enable Major Orwelle to make contact with the characters if she has not already done so.

ANDREW & ABDUCTION

The session begins when the characters enter the territory controlled by the 43rd Military Police Brigade, either from the Boston area or from New London/Groton. There are several possibilities, but the referee will be able to play most of them by ear. The contingency in which the referee will require guidance is if the players approach the 43rd while accompanied by Father O'Grady. It may be that the players have already been to the area occupied by the 43rd, have been dispatched by Ma-

jor Orwelle to rescue the Father, and are returning with him (all of which assumes the players do not know Major Orwelle's plans).

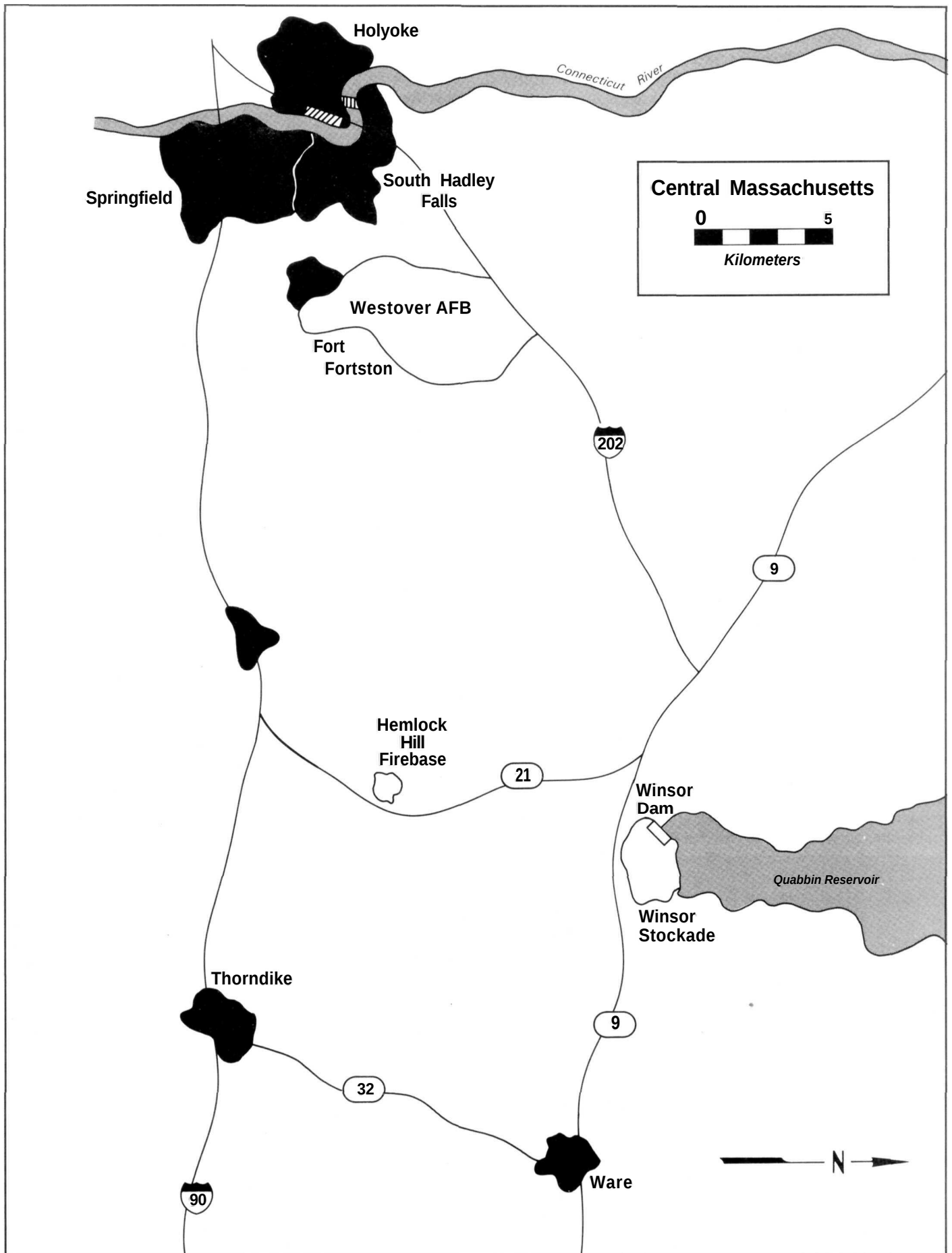
Brother Andrew: As the characters approach the territory controlled by the 43rd, the referee should roll as for an encounter. The exact roll is irrelevant—it is made so the characters don't detect an interruption in the game continuity. The encounter will be with a priest who is driving a horse cart loaded with blankets, pots and pans, and other basic living needs. He will introduce himself as Brother Andrew Manon.

Andrew, a recent member of the Brotherhood who was assigned to the Brotherhood mission at Worcester, is actually one of Major Orwelle's DIA field agents. He will actively attempt to convince Father O'Grady to come with him to Worcester. If the characters refuse to allow the Father to make the side trip, Andrew will notify Orwelle of the group's location. Either action will result in the arrival of an MP detachment, led by Captain Ashley Thomas Sherman, for the purpose of capturing Father O'Grady. A description of Captain Sherman and his forces is provided in the section containing the MP character profiles.

As soon as he sees the MPs, Father Andrew will excuse himself from the characters and speak directly to O'Grady. Andrew will inquire of his health, how he escaped, and repeatedly tell the Father that the people of the Worcester parish would be overjoyed at the Father's deliverance, for which they had prayed unceasingly. Andrew will then seek to maneuver the Father into addressing his congregation at his parish in Worcester.

Andrew Encounter, First Option: If the characters refuse to allow the Father to make the detour, Andrew will reluctantly leave, only to cache his cart, send a message to Major Orwelle (by carrier pigeon—radios are in short supply), and follow the characters. Andrew will mark the trail taken by the characters for Sherman's detachment to follow (this information, and the probable destination of the players' group, if they let that slip, will be contained in the pigeon message).

The referee should allow the characters to part company with Andrew on a positive note, and then continue with the normal



random encounters until the characters are lulled back to a less suspicious state. Spotting Andrew will be a task (DIF:RCN), but the referee should roll it in secret, and only if the group has had the foresight to assign a rear guard. The referee should pick an opportune time to have the characters encounter Captain Sherman.

Andrew Encounter, Second Option: If the characters agree to allow the detour, Andrew will happily lead the characters to Worcester. Once the party arrives at Worcester, Andrew will strongly suggest that waiting till the morning will allow him to let all the local populace know of the Father's safe arrival, and give him time to arrange for the gathering. He will offer the characters the full hospitality of the community. If the characters accept, he will use this time to contact Captain Sherman. The evening should be very pleasant and can include a rarity such as a banquet and a movie, or some other social event that the referee deems appropriate. The next morning Father O'Grady will address a large congregation from the steps of the city courthouse. Andrew will provide the characters with "front row seats"; this is to isolate them from the Father during the address. It is Andrew's intent to lead the Father into the hands of Captain Sherman immediately after the address.

Abduction, First Option: During the party's first extended stop, Captain Sherman will close on their location and prepare a trap for them. He will know that the Father is with the group and will know the group's composition and armament from Andrew's message. Sherman will use the time to scout out a suitable place to spring his trap and will be waiting for the party to move.

Father O'Grady will offer himself if Captain Sherman will pull back and let the characters go. The Captain agrees. Even if the characters protest, Father O'Grady will point out that his job is to prevent killing, and that he is sworn to do his utmost to ease the ravages of the war, even at the cost of his own life, if need be.

Abduction, Second Option: Captain Sherman will secretly enter Worcester with a squad from his detachment. With Andrew's help he and the squad will be hidden in the city courthouse. After the Father's address, Andrew will lead the Father into the courthouse where he will be forced to accompany Captain Sherman at gun point. It will probably take several minutes for the characters to realize that the Father is missing. Captain Sherman will waste no time in calling for the APCs to enter town, and he will leave the courthouse via a parking garage in the back of the building. He will then proceed to a prearranged meeting place.

Regardless of Captain Sherman's method of acquiring the Father, he will take State Highway 9 on the way back to the Fort. The countryside needs to be alerted as to Captain Sherman's abduction of the Father. The characters are most likely to catch up with Sherman at Cherry Valley, but the referee can decree some other location if desired. The inhabitants of Cherry Valley will have erected some impromptu barricades which will slow Captain Sherman. This is a good chance for the characters to attempt to close assault and capture the trailing APC. The method is left up to the referee.

RESCUE

After Sherman has reached the Fort, the characters will need to find a way to get to Father O'Grady and get him safely away. What transpires next is up to the referee. Materials are provided that describe the MPs' deployment and what type of en-

counters can be expected at the different locations: the Fort, Holyoke, the reservoir and Hemlock Hill.

Finding the Father: The characters will find that most of the local populace is outraged at the MPs' abduction of the Father and will willingly provide a wealth of information. There are no specific guidelines for this section of the adventure, other than that a full scale attack by the local civilian populace against the MPs will not occur. The referee is free to use any of the material from the background section and should direct the characters to get the Father back.

THE MUTINY

At some point during this adventure, there will be a mutiny among the troops of the 43rd. This can occur at just about any time in the adventure, but it is best for plot purposes if it starts shortly after the players begin their plan to rescue Father O'Grady. If the characters have managed to keep O'Grady out of the hands of the MPs, but find themselves in the MP camp for some other reason, the referee must work the mutiny into the plot somehow. This action is provided to remove the MPs from serious consideration as an ally in whatever raid the players have in mind to recover the submarine. The characters can play a part in this if they wish, or if they happen to be caught in the camp when the mutiny starts.

Major Margin has finally come to the conclusion that Colonel Fort must be removed as commander of the 43rd MP Brigade. He has gathered a small force with which he intends to strike swiftly, remove those loyal to Fort, and replace them with his own people. The mutiny will start at 0500, but will fail to achieve the necessary degree of surprise. Colonel Fort had a premonition that trouble was coming and dispatched Sergeant White and two squads of trusted men to the Hemlock Hill firebase. When the mutiny starts, White is outside the Fort, but hasn't made it to the firebase. He will arrive to find it in the hands of the mutineers and will begin an immediate assault. This assault will begin at about the same time as the assault on the Fort, and will hold the artillery out of action for the first 2D6/2 hours of the mutiny. After this, Major Margin will begin to lose the fight as 155mm artillery rounds break up his attacks. Margin will quickly realize that the fight is lost and will approach the characters offering to trade information on the location of one or more of his secret equipment stashes in return for safe passage north to his clandestine bolthole. He will be accompanied by Allen Brader (whom the characters might find useful in the future). Margin will attempt to get Major Orwelle to accompany him, but it will transpire that she cannot be found. (She is with Colonel Fort and was responsible for the Colonel's "premonition" of trouble—Sandra would as soon see Fort in control of the 43rd as Margin.)

ESCAPE DOWNRIVER

When the characters reach the Holyoke compound, they will find it empty. The troops at the compound were almost all loyal to Colonel Fort and have been called away to the fighting in and around the Fort. A quick inspection of the pier area reveals only a single river tug, immobilized because the injectors and fuel pump for the alcohol-powered engine were pulled for service. The group can rely on Brader to reassemble the fuel system (since he built it in the first place), or a character with MEC skill may try it within the time available (DIF:MEC). Failure means that 20 minutes before the repairs are complete trouble arrives in the form of Colonel Fort and two companies of MPs. He will

attempt to assault the Holyoke compound. The characters will not be able to hold the perimeter against the attack and should attempt a collapsing defense. The final strong point is a frozen custard stand near the piers. The stand has been converted into a fortified warehouse. The characters will have to hold out here for several minutes while the repairs are completed. Care must be taken in balancing the final run to the tug boat. The MPs should come up short allowing the remaining characters to escape along with Margin, the Father, Brader, and the skin of their teeth.

Encounters along the river are up to the referee. Once out in the open ocean, the characters are pretty much home free.

The 43rd Military Police Brigade

The 43rd Military Police Brigade was a Rhode Island National Guard Brigade before the war. Its personnel were experienced in a variety of military police functions, and the unit had a level of training equal to that of other units in the National Guard.

OVERTURE

By late 1996, forces of the DDR (East Germany) had taken heavy casualties in their actions in the Sino-Soviet War, and the reaction at home was hostile to the Warsaw Pact. On 7 October 1996, units of the Bundeswehr crossed into East Germany and began attacking Soviet garrison units there. By the end of November, opposed by Czech, Polish, and Soviet troops (none of whom were anxious to see Germany reunited), the German forces were in trouble, and asked for aid from the NATO alliance. It was granted, and within days U.S., Canadian, and British forces entered the fray.

The 43rd Military Police Brigade had been federalized in August, in response to the worsening world-wide situation. With the entry of NATO into the war, a short-term period of panic occurred in the United States. The sale of firearms, medical supplies, survival gear, tools, and canned goods skyrocketed. A *New York Times* poll showed that 76 percent of the American public thought there would be a nuclear war within six weeks. By January, shortages of survival-related durable goods were a national phenomenon. A steady climb in the crime rate, particularly in the metropolitan areas, accompanied the hysteria, but the local authorities were able to handle most of these disturbances. In time, when no bombs fell on American soil, the panic settled into a low-level tension.

The component units of the 43rd Military Police Brigade were dispersed throughout Military Region I (New York and the New England area) for internal security and to facilitate logistical movements. The demanding list of responsibilities resulted in some facilities being inadequately covered. Security for the warehousing and transportation of the war materials fell to the already overstretched MPs. The resulting inadequate security led to charges of theft and black-marketeering.

SHORTAGES

The start of 1997 found the 43rd settling into the job of internal security. The nation had somehow come to terms with the idea that it was in the war, and was busily gearing up "the arsenal of democracy" to work a miracle similar to that of WWII. Jobs in war plants were plentiful for those with the right skills (as was overtime pay); supermarkets still had full shelves (except for a few survival-related items); and the satellite TV pictures of the war that was going on "over there" were keeping

people angry but uninvolved. In short, the majority of the American people were feeling unthreatened and comfortable. But the unfortunate task of burying the New Englanders killed in the war "over there" fell to the 43rd. The duty rotation for pall bearers and honor guards, originally scheduled as monthly, was shortly changed to weekly. Morale began to suffer. Many of the men began to drink heavily, and desertions began to occur.

With the entry of NATO into the war, a short-term period of panic occurred in the United States. The sale of firearms, medical supplies, survival gear, tools, and canned goods skyrocketed. A New York Times poll showed that 76 percent of the American public thought there would be a nuclear war within six weeks.

On 13 April 1997, Bostonians were rudely jarred from their apathy by news of the sinking of the *Universe Carolina*, a super-tanker bound for Boston Harbor. The military authorities placed the residents on notice that gasoline and heating oil rationing were imminent. The local press leapt upon the local government and military officials, trying to find out why the loss of one tanker (albeit a giant one) could trigger such massive fuel rationing. They were met with stonewalling until an enterprising reporter got an anonymous source to do a live interview. The woman detailed how the area refineries had been instructed by the federal government to crack all processable crude into the highest possible proportions of naval light fuel oil and aviation fuels for shipment overseas. The result was that reserves of heating oil and civilian fuels (which were to be replenished by the supplies on the *Universe Carolina*) were now very short. The area was moving into summer, and the heating oil shortage would not be severe, but the sudden shortage of automotive gasoline and diesel fuel caused considerable unrest. While the



rest of the nation could drive where it wanted, New England felt discriminated against. Conditions remained fairly calm everywhere but Boston.

TSURIS

Just about the time the city was cooling down after the megapunk crisis, the fuel shortage hit. The populace of Boston was furious and began taking every opportunity to strike out at police and government agencies, short of actual gunfire. The first reaction of the government was to dispatch two companies of the 43rd to aid civilian authorities in keeping order. But the presence of soldiers only served to provide the populace with more opportunities to strike out, and by the end of August tempers were running high on both sides.

By the end of September, the local fuel crisis was beginning to be relieved, and state and city police felt that the 43rd could safely be withdrawn to other duties.

Boston was not hit during the nuclear attacks of November 1997. When news of the nuclear strikes against Washington DC and the other areas broke in New England, fear of nuclear holocaust resurfaced. Widespread rioting in the metropolitan areas of Connecticut, Rhode Island and Massachusetts taxed both the civilian and military police, but settled down within a few weeks as it became clear that New England was not to be a target.

During the initial strikes, President Tanner was killed, not by the strike on Washington, but by an accident during takeoff of the NEACP (National Airborne Emergency Command Post) aircraft after the submarine-launched nuclear missile was detected heading for the city. Vice President Pemberton was also in Washington, and was to take a different plane out of the city (per established practice, the president and vice president never travel on the same airplane). For reasons which have never been completely clear, however, the vice president's aircraft took off without her, and she was killed during the attack. Shortly before her death, however, she ordered retaliatory strikes on the USSR and issued a proclamation of the existence of a state of war (since only Congress has the power to declare war, and that body was not in session due to the Thanksgiving holiday).

For a time, the United States had no official chief executive. At the time of the strikes, Speaker of the House Munson was skiing in northern California, and 22 hours passed before he could be located by the Secret Service and transported to the nearest PEF (Presidential Emergency Facility). After being sworn in by the Chief Justice of the California Supreme Court, President Pro Tem Munson proclaimed that the full provisions of Federal Emergency Plan D were in effect. These included, among other things, a declaration of martial law. The military government's claim to sovereignty is based on the "Plan D" documents and Pemberton's Proclamation of a State of War.

COLD, DARKNESS, HUNGER

As the nuclear exchanges escalated, the fabric of modern society began to unravel immediately. Electronic communications networks were destroyed by EMP (Electromagnetic Pulse) effects from the nuclear blasts. The power generation network was also severely damaged. Control circuits in all plants were fried by EMP, and the surge that occurred when the target cities went off-line brought down power transmission lines throughout the country. In some places, the power grid never did recover. In the few weeks following the first C3 (command, control, and communications) strikes, roughly 80 percent of the refining

capacity of the nation was destroyed in the fire of nuclear bombs.

The nation's nuclear power plants had been shut down for safety reasons before the strikes (if a nuke plant's control circuitry were to be fried by EMP while it was functioning, an accident would be almost unavoidable). No one was willing to start one up again while there was still a chance of EMP damage, and by the time the bombs petered out there were not enough technicians left in any one place to keep a nuclear power plant operating. Some conventional power plants were repaired, and limited power came back. But the grid was down, and it was not possible to get it where it was most needed. As time passed, trained technicians became scarce and more units had to be shut down. Fossil-fueled plants not adjacent to fuel supplies became inoperable.

The effect of all this was that New England regained some power in the beginning of 1998, and gradually lost it again as the year ended. Practically every aspect of modern life depends on electricity, and without it, civilization quickly deteriorates. Without fuel for trains, trucks, and barges, food transportation broke down. This last was particularly bad for New England since the Northeast has one of the worst ratios of stored food to population in the country.

THE LONG, COLD WINTER

Left to freeze in the dark, New England's urban populace began a blind search for warmth and food. More than ten million people began descending on the farms and picturesque towns in the countryside. Hundreds of thousands died each month of illness, hunger or winter exposure. Thousands more died each day in the fighting that erupted as the farmers and citizens of the towns tried to stop the locust-like approach of the urban refugees.

Most electronics factories and other critical facilities necessary to the war effort were being operated under military supervision, under the martial law proclamation. Power was provided by portable generators, and materials and fuel were shipped in via armored convoys. The convoys also brought food. The distribution of food was regular and equitable, but since there was never enough to satisfy everyone, each community felt they were somehow being shortchanged and that some other place was getting more than a "fair share." On rare occasions the convoys were attacked by well-armed mobs.

In the midst of it all, the 43rd began suffering heavy losses. Colonel Fort, the 43rd's commander, felt that he was forced to abandon control of factories and facilities in the eastern part of New England in order to consolidate his strength in the west. Getting his troops away from the facilities they were assigned to protect was less than simple.

PULLOUT,SELLOUT

Colonel Fort decided to use a fake attack as a ruse to pull the troops out. Information was passed secretly between the convoy commander and the OIC at each of the facilities the week before the pullout. Fake radio distress calls were made to each of the facilities. Live firing and other battle sounds could be heard in the background as the radio frantically gave the location of the attack before going silent. Word of the attack on the supply convoy was allowed to ripple through the facility to convince everyone of the seriousness of the situation. The OIC then called for his troops to mount up and roared off to "rescue the convoy and the local food supply."

To minimize the chance of interference, the OIC charged local militia with protecting the facility. As they pulled out they were cheered on by the locals and factory workers. The plan's success was outstanding. Only one soldier was lost and that was to an accident.

As it became obvious that they had been deserted, panic, despair and anger set in and quickly exploded into a region-wide riot. No vestige of authority was safe from the zeal of the outraged masses. They seethed like a firestorm, fed by hunger and fear. The local and civil leaders who spoke for reason quickly fell scapegoat to the mobs. A few took up their cry. Steven Britt was one of them.

The small Navy garrison of New London/Groton was not expecting trouble as a result of the pullout. After all, hadn't things been fair and square up until now? What could the civilians have against them?

The first whiff of trouble that the marines guarding the naval base at New London got was when 5000 indifferently armed civilians began a human wave attack on the main gate. The marines opened up with tear gas and warning shots and managed to drive the mob back. The attack broke up when marines and sailors assigned to the base arrived to reinforce the perimeter guard. When the initial rush appeared to have been repulsed, CINCLANT, Vice Admiral Jesse Margrave, contacted Colonel Fort for reinforcements.

The next morning brought more trouble to New London in the form of a freighter. Its approach was seen by some of the local fishermen who fervently declared that it was "piled to the scuppers with wheat from Iowa." The rumor spread like wildfire, and the riot exploded again. An estimated 60,000 thousand people descended on the base and quickly overran the perimeter guard. The mob rolled through the workshops and warehouses like a tidal wave and burst onto the newly arrived freighter, swamping it with humanity. They stormed aboard only to find it loaded with electronic components and machine parts. The mob, finding their larder still empty, broke into widespread looting and destruction out of anger and frustration. Admiral Margrave and all of the New London/Groton personnel were killed or are missing.

AFTERMATH

The loss of the New London base was devastating to the Navy. As Colonel Fort's hand in it began to be exposed, it drove a solid wedge between the Navy, the locals, and the 43rd Military Police Brigade. Left without the power of his office, Steven Britt began to forge a new constituency among the dispossessed craftsmen, technicians and engineers that had been deserted by the MPs.

As a measure of revenge and warning, Britt amassed a substantial stockpile of critical repair parts and electronics and arranged a trade with the 43rd for canned goods and medical supplies. The MPs sent an armored convoy to make the exchange at Fayville, Massachusetts, at a location just south of the Sudbury reservoir. The MPs were alert and entered the area already expecting trouble. True to their expectations they found it.

Steven Britt contacted the column leader on a two-way handheld radio and offered to let him surrender. The column commander laughed and invited him to take his best shot. The sharp sudden thunderclaps that greeted his ears prompted him to button-up his M113 and order his men to deploy. They realized too late that their enemy was a 20-foot wall of water rushing

from the newly demolished dam. The easy defeat of the MPs and almost complete recovery of the food and medical supplies solidified Britt's hold on his following.

FURTHER PROBLEMS

The passage of time found the MPs contracting the area of their control and shifting their center of operations from Fort Devens to Westover AFB near Springfield, Massachusetts. Farm equipment was located and repaired, seed was procured, and the roundup of a labor battalion began.

When the first thaw of spring came in early April, Colonel Fort had his workforce ready. Every secure acre of ground was planted, even the lawn around the headquarters building. The effort was no less than herculean. The last of the refined fuels were used up, as was the stored seed grain. The few head of livestock that remained were closely guarded and meticulously cared for.

When they completed the planting, the labor battalion was relocated to the Quabbin reservoir. Colonel Fort assigned them to repair the hydroelectric plant and establish an outpost for fishing and hunting, hoping that over half the battalion would die off.

As spring passed into summer the first crops began to sprout and with them came growing trouble. The survivors of the winter die-off began to flock to the base. Colonel Fort's policy towards refugees was simple—if you were useful or had something to trade you could get food. Many of the survivors had little of any value (one ex-stockbroker gave 10 gold "Maple Leaf" coins for a kilo of corn and a fletch of bacon). Some of the survivors had nothing of value and no skills, such as used car salesmen, beauticians, and disk jockeys. These people took to robbery, murder, and other less violent crimes to survive. A few of them tried to sneak onto the base and steal food. Their bodies were left tied to the base's perimeter fence as a warning.

FORTSTON

By midsummer, a sizable shanty town had managed to grow up around the main gate. A play on words, used by the enlisted MPs to represent the base, stuck to the town. The Fort soon had a Forts-town or Fortston. The inhabitants were people who provided skilled labor or scavengers who systematically stripped



the regional factories, cities, and countryside for trade goods.

As the scavengers ranged farther and farther from the base, they began encountering organized resistance to their looting. Most areas were left alone when the fighting wasn't worth the gain, but in some rare cases the prize was worth a serious fight. In those cases the MPs would join the scavengers in fighting off the locals to get the goods.

Inevitably, whatever losses were sustained were highest among the scavengers. At irregular intervals the MPs would send an armed barge convoy down the Connecticut River to Long Island Sound. The convoy delivered the war materiel and picked up medical supplies, munitions, and fuel. The last shipment from "the Fort" was attacked by an irregular force of more than 2000 men. Colonel Fort reacted quickly and managed to extricate himself and most of his MPs from the trap, but by then they had sustained considerable losses in personnel and equipment.

THE CURRENT SITUATION

In early 2001, the 43rd MP Brigade (800 effectives) is deployed in and around Westover AFB, Massachusetts. The base is presently called "the Fort" in honor of Colonel Dean Fort, the brigade commander. Several outposts are maintained, the hydroelectric plant at Windsor Dam, the docks and warehouses in Holyoke, and the Hemlock Hill resort.

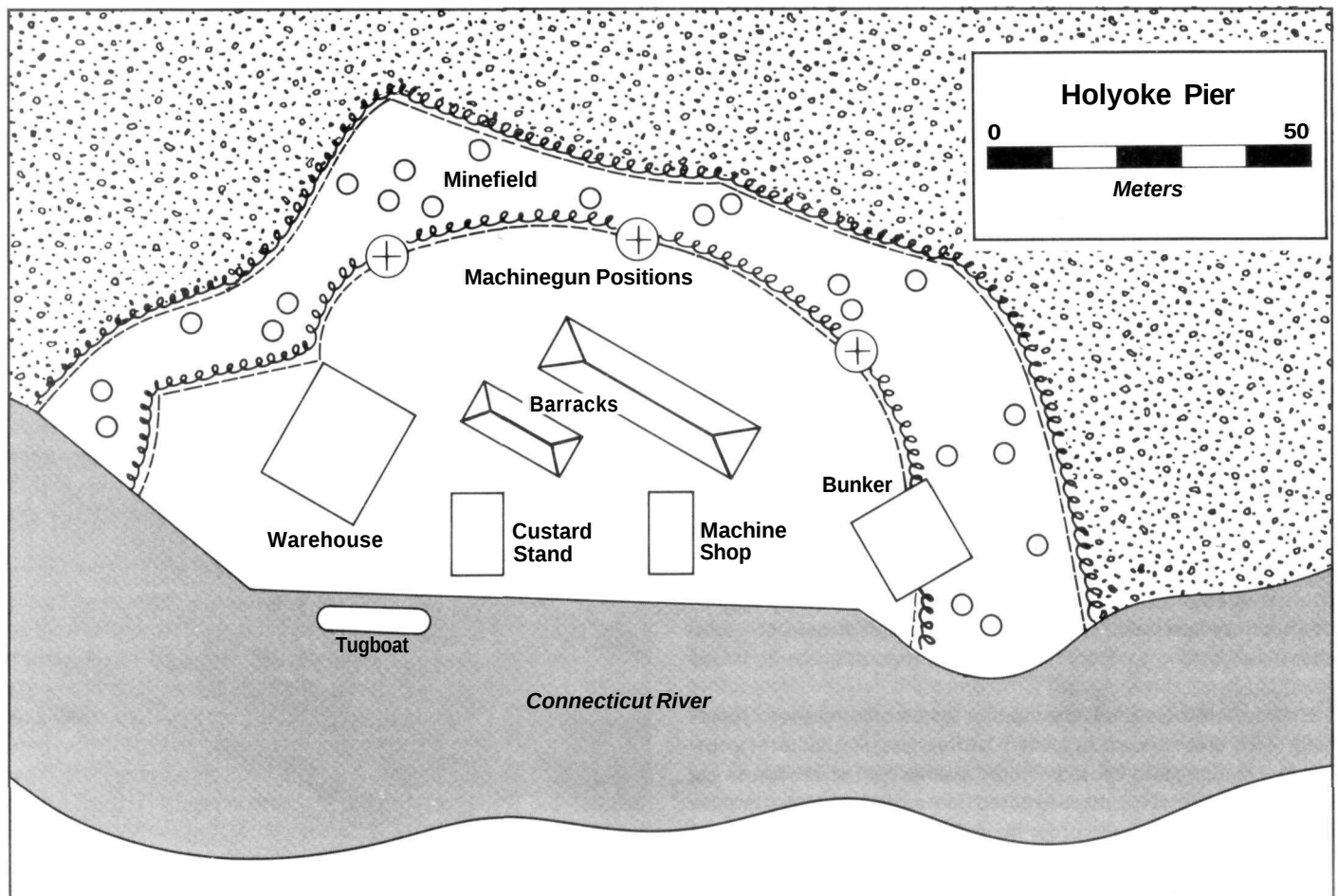
The Fort: The Fort is in every sense a modern fortress. A 26-mile perimeter of cleared fire lanes, ditches, abatis, and concertina wire, interwoven with listening posts (LPs) and a few of the scarce electronic detectors, surrounds the 65 square miles of fields and factories. Attempting to cross this perimeter is a task (DIF:RCN + CBE/3). Success means that a way through the perimeter has been found. The character may lead a group

through the perimeter defenses (see below). Outstanding success will allow the character to find an unimpeded path across the perimeter. The path will allow access to the base with no further problems. Failure will result in a perimeter encounter and, if the resolution of the encounter permits, will require a retry of this task. Catastrophic Failure will result in the character crawling upon a land mine. On a D100 roll of 1-70, character suffers a concussion and grenade attack as if a contact hit. On a D100 roll of 71-95, treat attack as a fragmentation hit. On a D100 roll of 96-00, the mine is a dud.

Leading a group across the perimeter is a task (AVG: RCN + CBE/3) which can only be attempted if the character has already crossed the perimeter once. Success means that the character has led a group across the perimeter and into the base. An encounter test on the Fort encounter table should be made, and play should then proceed using the section for inside the Fort. Outstanding success allows the characters to forego the encounter, but play still proceeds using the section for inside the Fort. Failure results in a perimeter encounter. Catastrophic failure results in an automatic ambush, per the Ambush entry on the perimeter encounter table.

ENCOUNTER TABLE-PERIMETER

Die	Result
2	Lost
3	Dead body
4	Booby trap
5-7	Perimeter alarm
8-9	Sentry
10-11	Patrol
12	Ambush



ENCOUNTER RESULTS

Following is a list of encounter results:

Lost: If resolving an encounter for a single character crossing the perimeter, then the character has come to a dead end. If the character is leading a group across the perimeter, then he has led them astray and must retrace his steps.

Dead Body: This encounter could be with any carcass, human or animal. The description and details are left totally up to the referee.

Booby Trap: The character or a member of the character's group has encountered a trap. Detection is a task (ESY:RCN or AVG:INT), raised one level of difficulty at night. Disarming the trap is a task (AVG:CBE). Failure of either causes an explosion. Resolve the attack as a fragmentation grenade landing 1-6 meters from the character.

Perimeter Alarm: The character has encountered a perimeter alarm. On a D100 roll of 1-50, the character has encountered a trip flare (a tripwire-activated light-and-noise-maker designed to attract a sentry's attention). On a D100 roll of 51-80, the character has set off a flare or smoke marker. On a D100 roll of 81-00, the character has set off a motion detector or IR detector.

Sentry: The character has encountered a sentry. Resolution is up to the referee.

Patrol: The character has encountered a patrol: a D100 roll of 1-50 is a routine patrol of 3-6 men; a D100 roll of 51-80 is a group of 2-3 repairmen coming out to investigate a failed sensor; a D100 roll of 80-00 is an encounter with 1D+4 alert combatants.

Ambush: The character or party is ambushed by 3D + 5 combatants.

INSIDE THE FORT

The interior security of the Fort is just as elaborate. The interior of the base is segregated into 20 separate areas that are sealed off when not in use. People found in sealed areas after they are closed are shot on sight. Access to the Fort by outsiders is strictly controlled. Each worker has his name recorded and is assigned a mustering number. Musters and raids are held often but not at predictable intervals. The entire Fort is under a dusk-to-dawn curfew in addition to the fields and storerooms being cleared well before dark. To top it off, entry or exit from any of the segregated areas requires a pass.

Assuming the characters have access to a genuine pass, getting past a sentry at the main gate or at a checkpoint is a task (DIF:FRG). Success will result in the character being passed through the check. Outstanding success will result in the check turning up a discrepancy in the pass and the guard issuing a real pass to replace the one with the error. (After the pass has been changed only a catastrophic failure will have any effect.) Failure at the task results in the guard passing the character by, but later becoming suspicious of the pass and reporting it. The action taken is up to the discretion of the referee. Catastrophic failure results in the immediate detainment of the character. If the characters do not have a pass, catastrophic failure is automatic if they try to go through a checkpoint.

Avoiding encounters once inside the Fort is a task (ESY:RCN). Success means that the characters are able to minimize the encounters to one in the next three hours. Outstanding success means one encounter in the next four hours, and that the characters have found a safe hiding place. Failure means that

the characters have an encounter immediately. Catastrophic failure means that the characters have been caught in a raid (see the Raid result, below).

ENCOUNTER TABLE-FORT INTERIOR

Die	Result
2-3	MP patrol
4-7	Suspicious soldier
8	Muster
9-11	Raid
12	Major NPC

ENCOUNTER RESULTS

The following are encounter results:

MP Patrol: The characters encounter an MP patrol of 2-4 soldiers. On a D100 roll of 1-60 the MPs check the group's passes and let them go. On a D100 roll of 61-80 the MPs check the group's passes and search them. The referee should decide the results of the search. On a D100 roll of 81-95 the MPs are not satisfied with the results of the pass check and search and decide to call the Watch Commander. On a D100 roll of 96-00 the MPs attempt to arrest the characters and take them to HQ (all of this assumes the characters have a pass, forged or otherwise).

Suspicious Soldier: The characters are followed by a suspicious soldier. On a D100 roll of 1-80 he loses interest or is successfully avoided. On a D100 roll of 81-95 he is avoided by the characters but reports the incident to the gate guards. On a D100 roll of 96-00 the soldier confronts the characters.

Muster: The characters have been caught in a surprise muster. Attempting to hide will require a task check of AVG:RCN. Failure means that the characters are immediately arrested. Passing muster is accomplished on a D100 roll of 1-92. If muster is failed, it is because one of the characters' identities is blown by the real person being present at the muster. They are both arrested and taken away.

Raid: The characters are caught in a raid. On a D100 roll of 1-12 the character is arrested and taken in for questioning. On a D100 roll of 13-00 the character was by-passed.

Major NPC: The characters have a face-to-face encounter with a major NPC from this section, the referee's choice.



FORTSTON ENCOUNTERS

The shantytown that has grown up outside the main gate of the Fort was originally a temporary barracks for the labor battalions. Named Fortston, as a contraction of Fort's town, it grew up on the ruins of Smith Highlands, a suburb of Springfield, Massachusetts. Smith Highlands was totally destroyed by fire over a period starting in mid-July 1998 till early August. On the ashes of the destroyed town, Fortston was built out of whatever material could be scrounged from nearby Springfield or Holyoke. The occupants of Fortston are a polyglot lot of scroungers, traders, factory workers and people who meet the social and physical needs of inhabitants of this area. Because of the trade and factory production, Fortston has become the only growing community in New England. Originally housing 2000 laborers, the town has grown to 7000 inhabitants in the last year and a half. Most of these people are refugees, and have been put to work on the farms.

ENCOUNTERS-FORTSTON

<i>Die</i>	<i>Result</i>
2-3	Scavenger
4	MP patrol
5	Trader
6-7	Beggar
8-10	Thieves
11	Priest
12	Agent

ENCOUNTER RESULTS

The following are encounter results:

Scavenger: The characters have encountered a scavenger. On a D100 roll of 1-50 he has spotted a piece of the characters' equipment he wants to acquire. On a D100 roll of 51-80 the scavenger tries to unload a worthless piece of equipment on the characters in exchange for anything of value. On a D100 roll of 81-95 the scavenger wants to enlist the aid of the characters on a scrounging expedition. On a D100 roll of 96-00 the scavenger is looking for information about good unlooted sites which the characters may have come across in their travels.

MP Patrol: The characters have encountered an MP Patrol that decides to stop them. On a D100 roll of 1-70 the MPs ask routine questions and release the characters. On a D100 roll of 71-95 the MPs question the characters and release them, but report the presence of the characters to their watch commander. On a D100 roll of 96-00 the MPs have become suspicious of the characters and decide to arrest them.

Trader: The characters have encountered a trader. On a D100 roll of 1-50 the trader is from a small community in the area. His trade goods consist of farm products and hand crafts. He is an Experienced NPC and will be accompanied by 4-6 Novice NPCs. On a D100 roll of 51-75 the trader is from one of the gangs, probably from Hartford or Worcester, but possibly from as far away as Boston or Providence. His trade goods consist of wire, motors, machine parts, and hand tools. He is a Veteran NPC and is accompanied by 12-18 Experienced NPCs. On a D100 roll of 76-90 the trader is from the Fishers. His trade goods consist of some very valuable pieces of equipment, items gained in trading food to the Isolationists and gangs, as well as by scrounging. He is an Elite NPC and is accompanied by 12-16 veteran NPCs. On a D100 roll of 91-00 the trader is from one of the other Milgov outposts in the area. His trade goods will

be for the MPs only and generally are high-tech military items. He is a Veteran NPC and is accompanied by 8-12 Experienced NPCs.

Beggar: The characters have encountered a beggar. The encounter is based on a person that has nothing to trade and no skills, and as a result is slowly starving to death.

Thieves: The characters are the target of a robbery attempt. On a D100 roll of 1-50 a thief has spotted a piece of the characters' equipment which he can steal surreptitiously. The referee should wait for an opportunity to attempt the thievery. On a D100 roll of 51-80 a teenage thief has decided to attempt a grab-and-run operation. On a D100 roll of 81-00 the characters are the target of an armed robbery attempt.

Priest: The characters meet a priest during their wanderings. If the characters have not yet attempted to free Father O'Grady, the priest may attempt to enlist the characters to make the attempt. If the characters have attempted the rescue, then the priest can be a good source for a description of what is occurring in the area of Springfield.

Agent: The characters encounter an agent but will not know it. On a D100 roll of 1-50 the characters have encountered a DIA agent of Sandra Orwelle's. The agent will attempt to win the characters' trust and then find out who they are and what they are doing here. On a D100 roll of 51-70 the characters have encountered an agent of the Fishers. If the agent finds out who they are or what they are really looking for, he will make sure that they are set up to be killed by the MPs. On a D100 roll of 71-90 the characters have encountered an agent for the Isolationists. The Isolationist agent will only become involved with the party if he is in danger from them. On a D100 roll of 91-00 the characters encounter a CIA agent that reports to Civgov.

WINDSOR DAM

The MP outpost at Windsor Dam was established in 1999 and since then has been working on the restoration of the hydroelectric power plant. Two of the six 10-megawatt generators have already been restored and are supplying power to the Fort via buried transmission cables. The area around the dam is heavily patrolled and shoot-on-sight orders are always in force. Three hundred MPs are stationed at Windsor Dam on Quabbin Reservoir. A ready response force from the Fort can be at the Dam in under an hour if the resistance along Highway 202 is light. In addition to the production of electricity, the reservoir produces fish. A small group of coastal fishermen were forced to relocate to the Quabbin Reservoir to act as harvesters of the reservoir's fish. To date the fish production has been good, but the reservoir is beginning to be depleted. The fishermen have thought about attempting to escape before they have outlived their usefulness. Among them is a UBF agent who has had no way to report to his superiors.

Hemlock Hill: The Hemlock Hill resort is an advanced station for the MPs' cavalry patrols. Two hundred and fifty MPs and 160 horses are stationed at the resort. It was established in 1998 as a radio relay station but was converted into a reconnaissance outpost in the winter of 1999. The resort is ringed with listening posts and patrolled by mounted and foot patrols. Early in the spring of 2000, Colonel Fort decided to establish a firebase on Hemlock Hill and shipped the brigade's four towed 155mm howitzers and six 4.2 inch mortars along with 1 2 tons of ammunition to the outposts. The 155s are capable of indirect fire in support of any of the other MP outposts. The mortars are divided into sections, with section one covering the east

approach of the hill, section two covering the southern approach, and section three covering the north and west, along with the 155s.

ENCOUNTER TABLE-WINDSOR DAM & HEMLOCK HILL

Die	Result
2-4	Listening post
5-8	Foot patrol
9-11	Mounted patrol
12	Ambush

The frequency of encounter checks should be increased the closer the characters come to the dam.

Listening Post: The characters have come upon an MP listening post. This consists of three soldiers in a concealed slit-trench or pit, armed with M16s and hooked to the central headquarters by battery-operated field telephone. Roll for surprise as directed by the basic game rules, and adjudicate the encounter accordingly.

Foot Patrol: On a D100 roll of 1-60 the characters have encountered a foot patrol of 6-10 MPs, Veteran NPCs. The group of non-player characters will be armed with M16s, one M60 machinegun, and one M203 grenade launcher. On a D100 roll of 61-85 the characters encounter 8-12 militia sent out from the Fort to forage for the reservoir outpost. These will be Experienced NPCs, and they will be armed with shotguns, hunting rifles, and various handguns. On a D100 roll of 86-00 the characters have encountered a small patrol of 4 MPs, (Veteran NPCs), making the rounds to the listening posts and armed only with rifles and sidearms.

Mounted Patrol: On a D100 roll of 1-70 the characters will encounter a mounted patrol which consists of 20 men on horseback. The men in the mounted patrol are Experienced NPCs, and they are armed with a selection of weapons which can run the gamut from M231s—which were never shipped—to .22 caliber target pistols. On a D100 roll of 71-00 the characters have encountered a rarity—a patrol of three operational M113s. The APCs are carrying 24 MPs armed with six M60 machineguns and three M203 grenade launchers, as well as M16 rifles.

Ambush: On a D100 roll of 1-70 the characters have been caught by an ambush of a group of 6 MPs. Use the information given in the foot patrol section to run this encounter. On a D100 roll of 71-00 the characters manage to catch a foot patrol unaware.

HOLYOKE PIERS

The Holyoke Piers were a shipping point for war materiel prior to the barge attacks in late 1999. Presently there is a small garrison located at the piers. They are assigned to protect the one remaining barge and the warehouses located at Holyoke. A 100-yard area immediately surrounding the compound has been bulldozed. The cleared perimeter has been back-filled with stakes and barbed wire. Inside the perimeter is a stake-filled ditch, as well as a rampart dotted with machinegun positions and bunkers. A single road leads into the compound from the north, along the river, which passes "under the guns" for 20 meters before it reaches the gate. On the river side of the compound, the defenses are rather limited, in part because the river is a good defensive barrier and also because the river is blocked with ocean-going mines to the north and a boom to the south.

ENCOUNTER TABLE- HOLYOKE PIERS

Die	Result
2-7	Patrol
8	Convoy
9	Trader
10-11	Scavenger
12	Outcasts

Patrol: The characters have encountered an MP Patrol. Before the mutiny has begun, the MPs will do one of the following: on a D100 roll of 1-70 the MPs ask routine questions and release the characters; on a D100 roll of 71-95 the MPs question the characters and release them, but report the presence of the characters to the their watch commander; on a D100 roll of 96-00 the MPs have become suspicious of the characters and decide to arrest them. After the mutiny has started the MPs will do one of the following: on a D100 roll of 1-40 the MPs warn the characters away from the area; on a D100 roll of 41 -60 the MPs open fire on the characters without warning; on a D100 roll of 61-00 the MPs ask the characters a lot of questions, appear uncertain, and even seek the characters' advice.

A 100-yard area immediately surrounding the compound has been bulldozed. The cleared perimeter has been back-filled with stakes and barbed wire. Inside the perimeter is a stake-filled ditch, as well as a rampart dotted with machinegun positions and bunkers.

Convoy: The characters have come across a convoy that is transporting equipment. On a D100 roll of 1-30 the convoy consists of seven pickup trucks and is guarded by six militia. On a D100 roll of 31-50 the convoy consists of four trucks and is guarded by 20 MPs in jeeps. On a D100 roll of 51-75 the convoy consists of two trucks guarded by 30 MPs in M113s, Elite



NPCs. On a D100 roll of 76-90 the convoy consists of two wagons pulled by slave laborers and guarded by four guards. On a D100 roll of 91-00 the convoy consists of 10 trucks of various sorts and 130 MPs on foot. The force can be treated as a relief force or as an expeditionary force, at the referee's option. The specifics of cargo are left up to the referee, but there should be little of immediate use except ammunition.

Trader: The characters have encountered a trader delivering goods to the MP compound at Holyoke. On a D100 roll of 1-40 he is from a small area community. His goods consist of farm products and hand crafts. He is an Experienced NPC accompanied by 4-6 Novice NPCs. On a D100 roll of 41-65 he is from a factory at Hartford or Worcester. His goods consist of wire, motors, machine parts, and hand tools. He is a Veteran NPC accompanied by 5-10 Experienced NPCs. On a D100 roll of 66-85 he is from the fishing and farming areas west of Holyoke. There is a 40-percent chance he is trading livestock. He is a Veteran NPC accompanied by 6-12 Veteran NPCs. On a D100 roll of 86-00 he is from one of the other area outposts. His goods are for the MPs only and generally are high-tech military items. He is a Veteran NPC accompanied by 8-12 Experienced NPCs.

Scavenger: The characters have encountered a scavenger. On a D100 roll of 1-40 the scavenger is out in Holyoke attempting to find something of trade value. On a D100 roll of 41-75 the scavenger tries to trade for a piece of the characters' equipment. On a D100 roll of 76-85 the scavenger wants the characters to help him dig out a piece of equipment which the scavenger thinks is valuable. On a D100 roll of 86-00 the scavenger flees from the characters, clutching something.

Outcasts: On a D100 roll of 1-60 the characters have encountered a group of 3-6 people that are in various stages of starvation. There is a 20-percent chance that one of them will have an infectious disease. On a D100 roll of 61-85 the characters have encountered a single individual that is in a state of advanced starvation. There is an 80-percent chance that the person will have an infectious disease. On a D100 roll of 86-00 the characters have encountered a group of 12 to 16 people that are starving and are not too particular about what they eat, including the characters.

Personalities

Following are non-player character descriptions:

COLONEL DEAN FORT

The CO (commanding officer) of the 43rd Military Police Brigade, Colonel Fort is a rather short, powerfully built, and very dynamic man. A graduate of West Point, he was regular army up until he was asked to resign his commission after the dubious death of one of his officers. Colonel Fort managed to avoid losing his retirement by pleading his way into command of an obscure National Guard unit, the 43rd MP Brigade. Intending to replace him after the completion of his 20 years, the general staff promptly forgot him with the outbreak of the war.

NPC Motivation Results: *Club*



Ace: Colonel Fort is a capable and fearless commander in combat. He is nearly prophetic in his sense of danger and lightning-like in his responses. Unfortunately his ability to plan is less than adequate. He deplores staff work, logistics and administration, having little patience for administrative mishaps or mistakes. Colonel Fort is a lead-from-the-front type and can regularly be found in the field. If encountered he will leave the party with the impression that he has read their intentions. This is not the case. *Club 10:* Colonel Fort has a sharp temper. It has gotten him into trouble more than once. On one occasion he actually frightened a supply officer to death. He will be intolerant of failure and indifferent to success. In combat he is ruthless and counts all who oppose him as traitors not worthy of life or mercy. He is an Elite NPC.

MAJOR SANDRA ORWELLE

Major Sandra Orwelle made her mark in counterintelligence before the outbreak of the war. In 1997 she was assigned to the 43rd MP Brigade to break up black market activities and screen critical facilities from sabotage or compromise. Since her assignment to the 43rd, she has built an extensive organization throughout New England and has been the main reason for the continuing effectiveness of the 43rd MP Brigade. She is extremely secretive about her operatives and has not even provided for a method of maintaining the organization in the event of her death or incapacity. Major Orwelle is steadily working toward a complete takeover of New England. To accomplish her goals she has been working her people into key positions in all the major organizations throughout New England.



Her network has managed to find out Carlucci's plans for the *Corpus Christi*, but so far she has been unable to determine exactly where the submarine is, or its current condition. She does know, however, that Father O'Grady has this information, and will be very anxious to question him. She will not be willing to allow the submarine to fall into the hands of anyone but herself, and will use all of the forces at her command (effectively the whole 43rd) to prevent this.

NPC Motivation Results: *Spade Queen:* Major Orwelle has become completely ruthless in dealing with the inhabitants of New England. She no longer considers the locals as members of the nation she is trying to preserve. *Club Jack:* She has more than once used assassination to further her goals and will willingly do so again. Sandra's love of killing is probably her only real weakness. She is an Elite NPC.

MAJOR ERIC MARGIN

Eric Margin was a police lieutenant in the Providence Police Department before the war. Prior to his recall to active duty, Internal Affairs had him under investigation for extortion and obstruction of justice. The case file strangely disappeared after martial law was declared. Major Margin is the *de facto* commander of the 43rd MP Brigade. He controls all the administrative activities of the brigade and carefully censors the information reaching Colonel Fort. Margin is currently plotting

to take over control of the 43rd officially so that he will no longer need to operate through the figurehead of Colonel Fort.

NPC Motivation Results: *Diamond Queen:* Eric Margin is a man driven by a consuming desire for Sandra Orwelle. Soon after he transferred to the 43rd, Eric developed a liaison with her. At her insistence, their relations have been kept secret. *Spade 9:* Major Margin enjoys the benefits of power and has worked hard to gain it. To date, this has worked to the benefit of the 43rd MP Brigade. To prepare for the day the 43rd falls apart, he has secretly started building a stronghold in northern Connecticut. Major Eric Margin is a Veteran NPC.

MGS ROSCO WHITE

Rosco White is a massive man, well over six feet tall. He enlisted in the army at the age of 17 in 1970 and volunteered for combat duty in Vietnam. During his short tour, he won the Silver Star with cluster and an Army Commendation Medal. Upon his return to the States, he volunteered for Airborne Ranger training and was accepted. In 1979 White was selected for the multiservice hostage rescue team and was part of the aborted attempt to free the embassy staff held by Iran. In 1987 White saw service in the Granada Operation under Second Lieutenant Dean Fort. White had recently made platoon sergeant and was nervous about taking a "Shave Tail" into combat as part of an independent recon force. Fort not only performed superbly under fire, he saved White's life at great personal risk.

NPC Motivation Results: *Club Ace:* Sergeant White is a skilled soldier with vast experience. In his 30-odd years of soldiering he has received numerous awards and medals and was under consideration for promotion to Sergeant Major of the Army. *Heart Queen:* Sergeant White has served for almost 20 years under the command of Dean Fort. His loyalty to the Colonel is one of two master craftsmen consumed with the love of their shared craft. White's devotion to Fort is fully recognized by the Colonel and has become *sine qua non*. In battle the pair often maneuver their forces so quickly that they overwhelm superior forces or recover a lost situation. Sergeant Rosco White is an Elite NPC.

CAPTAIN ASHLEY SHERMAN

Captain Sherman is a capable leader, fiercely loyal to Colonel Fort. A game shop owner before the war, Sherman is at heart a frustrated general. Early in the war Fort lost his mechanized detachment commander to a trick, masterminded by Steven Britt. In need of another commander, Colonel Fort disregarded a more senior captain. Since then, Sherman has been working to feel worthy of this trust. Sherman carries an HK-54 when not mounted, and his firing position on his M113 has been fitted with a M214 gatling gun. The mech detachment consists of eight M113s and two M106s, but is seldom used.

NPC Motivation: *Heart 7:* Sherman is committed to the MPs and looks the other way when his soldiers are unjust. He fears being removed from command by Colonel Fort and so tries too hard. So far it hasn't caught up with him. His men have become devoted to him, even to the point of being fanatical in some cases. *Spade 6:* Sherman is quick to point out to everyone when he has done a good job. Some people take him as boastful but it is in reality his way of promoting his career. Captain Sherman is a Veteran NPC.

ALLEN BRADER

Allen Brader is a civilian who has been pressed into service

by Major Margin. A graduate of MIT, Brader is a man too skilled for his own good. Before the war he was a collector of military, technological, and survivalist literature, and (due to a photographic memory) he effectively carries in his head a complete library of how to build lethal weapons and useful machinery. He consistently manages to be of use to someone. He first became useful to a farming community in 1998, for being able to set up a small methanol plant. When the community was attacked by the "Skull Krushers" (a street gang turned robber barons to capture electronics, which were traded to the UBF, MPs, and Isolationists). Brader was captured.



The MPs got word of Brader's value through one of Sandra Orwelle's agents. The MPs decided to mount a raid to try and capture him. The raid was partially successful. Brader managed to escape and trade his way into the Razor Heads, a rival street gang. Dain Dangerous, leader of the Razor Heads, found Brader useful but boring. The only thing he did that was appreciated was to manufacture mustard gas, which was used by Dangerous to destroy an MP company that attempted to raid the Razor Heads' stronghold.

Brader found life in the Razor Heads strange. At first he was closely watched and regularly summoned by Dangerous. But as time wore on he seemed to be forgotten. He struggled with the idea of leaving but was afraid of what would happen if he didn't make it. In late August, he wandered off. Three days later he asked an MP patrol for protection. The sergeant in charge was one of the men who had raided the Skull Krushers and was willing to exploit the blessing fate had dropped in his lap.

People who spend any time with him at all will find a creative giant locked in the body of a man consumed with fear.

NPC Motivation Results: *Diamond Jack:* Brader is a coward at heart and has survived to date only because of his brilliant mind and photographic memory. When faced with doing something against his moral principles he will protest until faced with the threat of violence, and then will quickly agree to the demand. There is nothing and no one that will induce Brader to suffer death or endure pain. He is the quintessential coward. *Heart 2:* Brader is likeable and good company. People who spend any time with him at all will find a creative giant locked in the body of a man consumed with fear. His conversation is always interesting, and he quickly adjusts to the level of the person he is talking to. His preoccupation with his fear makes it impossible to form a long-term relationship with him.

RUMORS

No rumors of importance are unique to the MPs. If the characters seek information in the MPs' zone of control, the referee should devise some or give modified versions of other rumors.



Britt and the Isolationist Community

In the event that the characters are unable to learn anything about the location of the submarine from Father O'Grady (either because they fail to rescue him or do not choose to do so), the characters may learn from Major Orwell that she suspects Carlucci has the sub and that Britt knows where he is keeping it. It will be necessary to penetrate the Isolationist community and either extract Britt or convince him to cooperate. Britt's missing daughter, Amanda, will obviously play a very important role here.

If the group members decide to grab Britt outright, they will first have to eliminate interference from the three Elite NPC bodyguards at Britt's home. They will then have to escape through Cranston to their boat or overland, depending upon which way they got into town.

This operation may result in considerable bloodshed. If gunfire is involved in the kidnapping operation, roll five times on the Cranston encounter table to simulate the escape to the docks. If the kidnapping can be pulled off quietly, roll twice. Consider all encounters to be hostile.

If the group decides to go for Britt's daughter instead, roll on the Providence encounter table once per hour until the proper encounter occurs. Amanda can be expected to resist any attempt to "rescue her" until all the gang members escorting her have been disabled. Once it is clear that no more excitement is to be had, Amanda will then begin a "poor little kidnap victim" act which will be immediately transparent to anyone but Britt.

The characters will receive full cooperation from Britt once his daughter is returned. Britt will tell the group that the sub is located in the UBF shipyard on Nantucket. He also believes that the sub is not yet seaworthy or at least unable to submerge. His information is very out-of-date.

Britt has been to Carlucci's compound on Nantucket several times, but not recently. He will be able to provide maps and other important information (represented by the map which is provided

along with this module). This same information can be extracted from Britt under interrogation if he is removed from Providence forcefully.

Background: The Isolationist Community

The Isolationists are a group based in the Providence area. Their leader is Steven Britt, former governor of Rhode Island. Britt rallied the rabble who had survived the first harsh winters after the nuclear strikes, and has begun the task of providing them with a secure future.

The community is governed by a council of 12 elders. These individuals decide all internal affairs by majority vote. Britt, who retains his title of Governor, votes only in the event of a tie. Britt retains absolute control of all non-domestic issues, including command of the defense forces and negotiation of trade agreements. At least half of the council members can usually be expected to vote according to Britt's instruction on any given topic. However, defections are not uncommon. The council is not entirely in Britt's shirt pocket.

As would be expected from their name, Isolationist doctrine calls for just that—isolation. They are officially opposed to contact with any government or other organization outside their borders. They claim the boundaries of the former state of Rhode Island to be the limits of their dominion, but effectively, they only control parts of Providence and the adjacent area bounded by the Providence and Pawtucket Rivers and the Scituate Reservoir. They are opposed by small bands of megapunk gangsters within Providence itself, and by the various bandit and marauder bands which wander New England. The megapunk gangsters control the ghettos and parts of the downtown Providence area. The council members are somewhat uneasy over Britt's overtures to Carlucci, but the force of Britt's personality has kept them mostly in line.

THE POWER AND THE GLORY

The Isolationist population contains a high proportion of skilled laborers and technicians. Britt's efforts have been concentrated

to take advantage of this by keeping the factories open and in production whenever and wherever possible, although the shortage of electrical power is requiring him to close down operations right and left. Methane, alcohol, wood, solar, hydro-electric these power sources and more have been harnessed to try to keep the machines working, turning out trade goods to buy food. There is no power available for private consumption, however, and what is available to industry is beginning to dwindle due to exhaustion of resources (human and material) and spare parts.

The few high-tech goods which have continued to be produced have been used to establish a trading partnership with the UBF, who provides the bulk of the Isolationist food supply. Carlucci is in turn dependent on Britt's pool of technicians to support his empire. Rather specialized electronics have dominated the UBF purchases of late, and Steven Britt has managed to piece together most of Carlucci's plans regarding the *Corpus Christi*.

This unholy alliance has been the whole basis of survival for the Isolationists. Recently, they have expanded their agricultural efforts; however, they have been less than completely successful. There is a small trade in weapons and medical supplies with the 43rd MP Brigade. Many of the council members find this contact exceptionally distasteful, mainly because of their lingering distrust of the military, due to the MP pullout, and the bad blood that has come about since.

HISTORY

When the 43rd abandoned Rhode Island to the darkness and the cold, Steven Britt was horrified. He had been deserted by the people he had trusted most, the federal government and its representatives, the military. With state government no longer viable, Britt began to forge a new constituency among the dispossessed craftsmen, technicians, and engineers who had been deserted by the MPs.

As a measure of revenge and a warning, Britt formed a plan. He amassed a substantial stockpile of critical repair parts and electronics and arranged a trade with the 43rd for canned goods and medical supplies. The MPs sent an armored convoy to make the exchange at Fayville, Massachusetts, just south of the Sudbury Reservoir. The MPs were alert and entered the area expecting trouble. True to their expectations they found it.

Steven Britt contacted the advance column's leader on a two-way hand-held radio and offered to let him surrender. The column commander laughed and invited him to take his best shot. The sharp sudden thunderclaps which greeted his ears prompted him to button-up his M113 and to order his men to deploy. They realized too late that their enemy was a 20-foot wall of water rushing from the newly demolished dam. The easy defeat of the MPs and almost complete recovery of the food and medical supplies (which were safely out of reach of the wall of water) solidified Britt's hold on his following.

PROVIDENCE

Much of Providence was ravaged by the disorder and starvation that followed the first nuclear exchanges. Fires have gutted many of the large buildings in the downtown area. This area and the low-rent housing projects are the stronghold of the megapunk gangsters. The punksters, due to their uncompromising attitudes, have created a siege situation with the Isolationist defense forces surrounding them. Only the presence of Britt's daughter, Amanda, prevents the Isolationists from cutting off

food supplies and making downtown Providence a megapunk tomb.

When the 43rd abandoned Rhode Island to the darkness and the cold, Steven Britt was horrified. He had been deserted by the people he had trusted most, the federal government and its representatives, the military. With state government no longer viable, Britt began to forge a new constituency among the dispossessed craftsmen, technicians, and engineers who had been deserted by the MPs.

Britt's daughter was allegedly kidnapped by the Pigs on the Wing faction of the Providence gangs late in 1998. This prompted a violent series of clashes between the Isolationists and gang members. Amanda was never recaptured. Some witnesses have since placed Amanda, as a willing participant, at the scene of gang raids. Nevertheless, Britt still believes his daughter to be an innocent victim and refuses, for her sake, to cut off food supplies to the gangs.

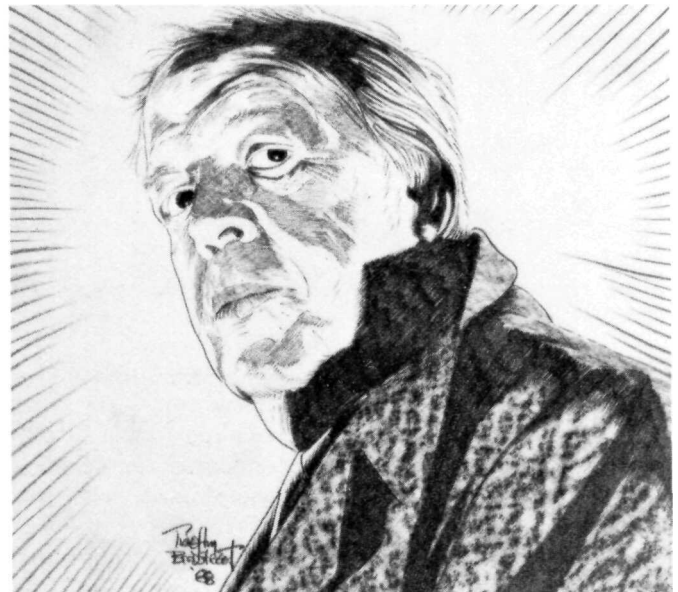
ENCOUNTER TABLE-PROVIDENCE

Die	Result
2-5	Megapunks
6-8	Militia patrol
9	Dangerous debris
10	Animal
11-12	Lunatic

ENCOUNTER RESULTS

Following is a description of encounter results:

Megapunks: The group has encountered a band of 2D6



megapunks. They are armed with knives, .38 pistols and a few .22 rifles. Ammo is limited, and each weapon will have only 3D6 shots available. The punksters are half-starved and desperate. They will attack immediately if they spot the group. They have an effective RCN skill of 35. Gang members are Green NPCs.

Roll 1D100 to determine the gang faction to which any punksters encountered belong: 1-35 Pigs on the Wing, 36-50 Rabid Wolf Lingerie Society, 51-84 Killer Sheep, 85-00 Dogs of War.

As punksters are a dying breed in Providence, a group should not be encountered more than twice if the encounters prove fatal to the punksters. There is a 50-percent chance that a Pigs on the Wing group will include Amanda Britt. If a first encounter does not include her, a second encounter automatically will. If she should be captured and returned to Britt, this would be very advantageous for the party. If she should be killed, Britt would put a price on the head of those responsible if he ever found out.

Militia Patrol: The group has encountered a squad of seven Isolationist militia troopers. They are armed with a mixture of military and civilian firearms. Five of the troopers are Green NPCs; the other two are Experienced NPCs. If the members of the party approach in a nonthreatening manner and do not appear to belong to a gang, the troopers will not attack. They will offer to escort the group back to Isolationist HQ, but will not insist. If the group chooses to accompany them, Isolationist leaders will be very suspicious of the group's presence (as they are about all outsiders). If the group admits to be working for a government, this will cause them to be taken into custody. Mention of the search for a submarine, however, will cause Britt to call for a private interview. He will question the players about the subjects of the submarine, Carlucci, and the UBF.

Dangerous Debris: This could be anything a wrecked city could hold, as discussed on page 9.

Lunatic: This is a nuisance encounter with an obviously insane individual. He or she will have dirty matted hair, smell terrible, and be persistently obnoxious. It will be virtually impossible for the group to chase this nut off, although the referee should emphasize the harmless nature of the encounter. Shooting out of hand should be discouraged (by having the shots miss). Ingenious methods of getting him or her to leave should be encouraged.

PAWTUCKET, NORTH PROVIDENCE, AND GREENVILLE

The Pawtucket area is the northern limit of Isolationist control. This area, like all other perimeter areas, is heavily patrolled to prevent incursions by outsiders.

ENCOUNTER TABLE-PAWTUCKET

ENCOUNTER RESULTS

The following section details encounter results:

Refugees: The characters have encountered a group of 2D6 desperate refugees. On a D100 roll of 1-50 they are unarmed, half-starved and too weak to live much longer on their own. They will offer to act as porters for the group in exchange for food. They will remain loyal to this promise as long as they continue to be fed and are not exposed to a firefight. If they are with the

group when involved in a shoot-out, they can be expected to steal what they can and run. On a D100 roll of 50-99, they are armed with a variety of civilian and military small arms. If they outnumber the group, they will attack immediately. If they do not outnumber the group, they will attempt to escape and shoot it out only if cornered. On a D100 roll of 00, as above, except they are lying in ambush. Half the members of a group of refugees are Green NPCs; the rest are Experienced NPCs.

Militia Patrol: The group has encountered a squad of 10 Isolationist militia troopers. Troopers in this area have been given shoot-on-sight orders. They will open fire as soon as they spot the characters. They have an effective RCN skill of 40. Their squad is armed with M16s and grenades. Six members are Green NPCs, three are Experienced, and one is Elite.

Bandits: The characters have encountered a group of 3 to 8 bandits. On a D100 roll of 1-50 the bandits attack immediately. They are armed with hunting rifles and .38 caliber pistols. On a D100 roll of 51-75, as above, but the friendly bit is a ruse to allow four fellow outlaws to outflank the group. To recognize that they are being set up is a task (AVG:RCN). On a D100 roll of 76-99 the outlaws open fire immediately. On a D100 roll of 00, as above, but firing from ambush.

Sniper: The group comes under fire from a lone sniper. He is armed with a high-power hunting rifle equipped with telescopic sights, and he is an Elite NPC. The sniper will fire one shot, then retreat. Why does he attack? Only the sniper knows. This encounter is primarily to inculcate an attitude of persecution and paranoia in the players.

CRANSTON

Cranston is the heart of the Isolationist community. The chambers of the Isolationist council and Britt's personal headquarters are both located near the town. The UBF warehouse in south Providence is also nearby.

ENCOUNTER TABLE-CRANSTON

Die	Result
2-5	Citizens
6-9	Constabulary
10	Travelling merchants
11-12	Militia patrol

ENCOUNTER RESULTS

The following describes encounter results:

Citizens: The group has encountered from 5-50 unarmed citizens. The citizens of the Isolationist community are very suspicious of strangers. They will not be willing to offer any useful information. If the group cannot convince them that they do not pose a threat to the peace and order of the community, the citizens will report this encounter to the local militia or constabulary immediately. Of course, it will be very difficult for the characters to appear well-intentioned when they are obviously heavily armed.

Constabulary: The characters have been confronted by the Cranston constabulary. From 1-5 officers will stop the characters and demand to see identity documents. If the characters cannot satisfy this requirement, they will be placed under arrest and taken to Britt's headquarters in Cranston for questioning. The officer(s) are experienced NPCs armed with 9mm pistols, hunting rifles, and shotguns.

Travelling Merchants: The group encounters one or more merchants. These people will always have some sort of information

for the group, and will usually be heavily armed (especially if they are headed out of the Isolationist areas).

Militia Patrol: The group has encountered a squad of five Isolationist militia troopers. They are armed with M16s and grenades. Four of the troopers are Green NPCs, the other one is an Experienced NPC. If the members of the party approach in a non-threatening manner and do not appear to be armed, the troopers will not attack. They will question the group and ask for proper identity papers. If such papers are not forthcoming, they will insist that the group accompany them to headquarters.

THE FARMING CO-OPS

The area west of Cranston and east of the reservoir has recently been developed into a series of farming co-ops in an effort to break the community's dependence on outside sources for its food supply. Unfortunately, the community lacks a large body of experience in agriculture and animal husbandry. As a result, the yields for 1999 fell woefully short of expectations.

ENCOUNTER TABLE-CO-OPS

Die	Result
2-4	Laborers
5-6	Militia patrol
7-10	Locals
11	Bandits
12	John Brown's advisory team

ENCOUNTER RESULTS

The following describes encounter results:

Laborers: The group has encountered a group of 10 to 20 field workers. They will beg the characters for food and water. The workers are unkempt and malnourished. Many have festering sores evident on their bodies. They will tell the group that they are held as virtual slaves, fed a starvation diet, and beaten if they disobey the co-op's strict rules. If the group offers them the requested food and drink, they will leave their fields and follow the characters.

Militia Patrol: The group has encountered a squad of seven Isolationist militia troopers. They are armed with M16s and grenades. Five of the troopers are Green NPCs, and the other two are Experienced NPCs. If the members of the party approach in a nonthreatening manner and do not appear to be heavily armed, the troopers will not attack. They will offer to escort the group back to Isolationist HQ, but will not insist. If the group chooses not to accompany them, Isolationist leaders will be very suspicious and may increase patrols in the area or heighten the alert status of those patrols. If the group has encountered laborers and are being followed by them, the troopers will attempt to disperse the laborers back to their fields and arrest the characters as rabble-rousers.

Locals: On a D100 roll of 1-55 the group encounters a merchant, who will always have some sort of information for the group. On a D100 roll of 56-75 the group has encountered a group of women and children engaged in some peaceful bucolic activity, such as rat-catching or berry-picking. Convincing them of the group's peaceful intentions is a task (AVG:INT, DIF:INT if heavily-armed). If successful, the women are friendly. Roll twice on the Isolationist rumor table. If unsuccessful, the women will flee and alert the authorities. On a D100 roll of 76-00 the group encounters a group of farmers. The farmers are working and have no time for the group. If the group persists in questioning them or are accompanied by delinquent laborers, they

will alert the militia as above.

Bandits: The group has encountered a band of 3-9 bandits lying in ambush. The bandits are Green NPCs armed with shotguns and pistols. The bandits will flee after taking half their initial number as casualties.

John Brown's Advisory Team: The group has encountered four jeeps full of dignitaries and security personnel. The advisory team will most likely ignore the group. However, if the characters should try to stop the jeeps or are accompanied by delinquent laborers, two jeeps, manned by a team of four security troopers each (Elite NPCs), will disperse them with whatever force necessary. The troopers are armed with M16s and concussion grenades. One of the jeeps has an M60 mounted on it.

RUMORS

Die	Result
2	Rumor A
3-4	Rumor B
5-6	Rumor C
7-8	Rumor D
9-10	Rumor E
11-12	Rumor F

Rumor A: The UBF is building a nuclear weapon on Nantucket from parts they took off a wrecked Navy ship they found floating off-shore.

Rumor B: The Isolationists are delivering war supplies to Russian submarines late at night.

Rumor C: There is some kind of a race of giant, frog-like mutants that come out of the ocean and take people away.

Rumor D: The UBF has managed to capture a Russian sub, and, furthermore, they're going to use it to take over the country.

Rumor E: I heard that there's a giant oil supertanker, drifting about 300 miles off Cape Cod, and the UBF is trying to find it.

Rumor F: Australian Marine Commandos have landed in New York and have stolen the gold that used to be in the banks there.

Personalities

Following are non-player character personality descriptions:



STEVEN BRITT

The Right Honorable Steven Randolph Britt, governor of the State of Rhode Island, is a short, stocky man of 63 years. Many years of soft living prior to the war have left him with baggy eyelids, a swarthy complexion, and a rather large paunch. His dark hair is tinged liberally with gray, and his deep brown eyes now peer out from behind ill-fitting bifocals. Some say Britt is too fond of his drink. Nevertheless, he is a brilliant leader and statesman. Were it not for his efforts, it is unlikely that any of the Isolationist community would be alive today.



Britt began his political career at an early age. After graduating from Providence University with an M.A. in History, he ran for mayor in his hometown of Grants Mill. He won the election by a slim margin and continued to serve in that position until 1968, when at age 32 he successfully campaigned for a seat in the State Senate. He was elected governor in 1994.

Britt married his late wife Angelica while still in college. Their only child, Amanda Chastity, was born in 1963. Angelica's labor was purportedly brought on two months prematurely by the news of John F. Kennedy's assassination. Amanda has proved to be a constant source of grief for Britt ever since. She was heavily involved in the '60s drug craze and it is thought her intoxication was the cause of a 1979 car crash in which her mother was fatally injured. Recently, Amanda has been "kidnapped" by one of the megapunk gangs which oppose Britt's authority in the ruins of downtown Providence.

Since the twilight fell on the east coast of the United States, Britt's qualities of patience, persistence and wisdom have allowed the beleaguered people of Rhode Island to survive. His brilliantly devised raids on the MPs and his well-conceived agreements with Carlucci have won for him tremendous respect in the Isolationist community. He has a few vocal opponents who believe his policies stray too far from isolationism for the safety of the whole. But, they are yet to agree upon a better solution.

Britt is a kind, thoughtful, considerate man. He is also very deliberate. After thorough consideration of a matter, he will move to expedite his chosen course of action with an iron will. If the initial solution continues to produce unsatisfactory results, he tends to reverse course completely rather than modify his original plan. This tendency has resulted in a number of unpleasant surprises for his opponents. Britt is a shrewd judge of character. There is an 80-percent chance that he will be aware of any untruth told him. Apparently, his paternal instincts have blinded this characteristic with regard to his daughter. Britt refuses to believe that she is anything less than an angel. When dealing with Britt, characters can expect to spend a considerable period of time answering his inquiries and waiting for him to consider alternatives. One thing Britt is not is spontaneous.

Britt would do anything to get his daughter back from the "terrorists" who kidnapped her almost a year ago. Armed sweeps of the gang's territory have produced heavy casualties on both sides. Nevertheless, Amanda is still missing. Britt will be

eternally grateful to anyone who returns his daughter alive.

Britt's relationship with Carlucci has fallen upon hard times of late. The full extent of Carlucci's plan for domination has driven a wedge between the two. When it became clear that Carlucci's aspirations of power were a threat to the Isolationist community, Britt cut off direct contact with Carlucci.

Britt makes his headquarters in Cranston. He sometimes travels about the surrounding area in a WWII surplus jeep converted to alcohol power. He is always accompanied by his driver and radio operator. Usually a convoy of councilmen and their bodyguards in similar vehicles will be close on his heels. This entourage is notorious for turning up in the most unlikely places. The closest thing he ever carries to a weapon is a penknife. He wears a baggy green hunting jacket and an ancient trout-fishing hat to all but the most formal occasions.

NPC Motivation Results: *Heart Jack:* Britt has great wisdom and considerable political savvy, but it has recently been dulled by his heavy drinking. *Spade 10:* Britt has sought power throughout his career, which is what propelled him into a political career in the first place. Britt is a Green NPC.

Note: Britt has determined almost as much about the missing *Corpus Christi* as Father O'Grady. He knows the full extent of Carlucci's plans, and has deduced the location from shipments of electronics to the UBF on Nantucket.

DR. NATHAN SCHNELL

Nathan Schnell is a tall, blonde man of obvious Nordic descent. He was born in northern Germany in 1959. His mother was a Red Cross nurse during WWII. His father was an *Oberstleutnant* in the Wehrmacht. They met when he was wounded and captured by Canadian forces during operation Market Garden. Helmut Schnell was sent to a prison camp in Canada. He remained in Canada following the war and later became a Canadian citizen. He secured a job as a commodities broker. While on a business trip to Chicago, he met his former angel of mercy in a hotel bar. They were married within the year.

Much of Nathan's childhood was spent in Alberta. He likes to think of himself as a German in exile. However, his values are markedly North American. In keeping with his interest in the plight of the poor exile and in order to impress a young French Canadian girl, Nathan became an expert on the history of the Acadians. A research paper he wrote on this subject earned him a scholarship to Louisiana State University. He spent 10 years wallowing in the comparative decadence of Baton Rouge in order to earn a Ph.D. in Philosophy.

He accepted an offer to teach at Providence University in 1986. He was made head of the department in 1996. He keeps to himself whenever the duties of Head Councilman do not require his attention.

Schnell was elected to the position of Head Councilman due in large part to his outspoken opposition to Britt. The other members felt that this would lend balance to the council. So far, Schnell has limited his opposition purely to trivial matters of principle, much to the disappointment of some of his colleagues.

Callers at the Schnell compound are routinely given an appointment some weeks in the future. It is all but impossible to arrange a private conference with him on short notice. However, anyone who can produce a document which looks sufficiently important (DIF:FRG) will be able to command Schnell's attention immediately. Depending upon the contents of the document, Schnell may grant an audience with the character

immediately. Those wishing to traverse the grounds of the compound through the use of stealth face a tough task (DIF:RCN) at night and a nearly impossible one (DIF:RCN/3) during daylight hours. Failure results in an immediate hostile encounter with the guards. The guards are Veteran NPCs armed with M16s and concussion grenades. From 4-7 guards will respond to any unauthorized entry attempts. Should the characters prevail, they will find that Schnell has fled the compound with his important records during the firefight.

Schnell is planning to take over the Isolationist community when he feels the time is right. Possession of a major military threat (such as a submarine) would enable him to call the shots in the council, and he will be very interested in the characters' true plans.

IMPC Motivation Results: *Spade King:* Deceit, combined with *Diamond King:* He projects a staid, philosophical image. In reality, he is deceitful and selfish. He may be encountered at any Isolationist council meeting or at his home near Cranston. Schnell is an Experienced NPC.

DR. MATTED RODRIGUEZ

Dr. Matteo Rodriguez, the Isolationist secretary of health and sanitation, is a native of Puerto Rico. He is a fat, bald little man with dark beady eyes and a professional reputation to match his unpleasant exterior. Dr. Rodriguez always wears a baggy suit and walks with a pronounced limp, the product of a childhood bout with polio. He carries a black medical bag well stocked with the morphine auto-injectors for which he has recently developed an overwhelming passion.

Rodriguez has four large bodyguards, who arm themselves with Ingram 9mm submachineguns. They are easily offended and not afraid to demonstrate their displeasure. Rodriguez manages to keep them in check for the most part. However, they have been excluded from following the doctor into the council chambers by unanimous vote of the members. The doctor's bodyguards are Elite NPCs with CRM skill 70 and MC skill 80.

Rodriguez was the head of the City of Providence's Department of Health before the war. Through a monumental effort on the part of his department, Providence and the surrounding area managed to avoid the full brunt of the plagues associated with the massive die-offs of the first post-war winter. Rodriguez also managed to stockpile considerable stores of medicine and medical supplies at the expense of those who he felt were beyond help.

In the eyes of the masses, Rodriguez is a mad scientist. He is almost universally disliked outside the confines of the council. Lately, there has been increasing tension in the ranks of his own staff due to his continued hoarding of much-needed supplies. Rodriguez seems to think these supplies are more valuable as instruments of barter than as instruments of healing.

Britt continues to support Rodriguez, partially because the doctor is the only one who knows where some of the more crucial caches of supplies are located and partially because, despite his shortcomings, the doctor continues to vote for Britt's measures in the council.

Rodriguez's primary motivation at this point in his life is the continued security of his morphine supply. The drug has taken complete control. He has so far managed to conceal his addiction from all of his fellow council members except Britt. Britt uses the knowledge of the doctor's addiction to bleed information from him on the location of his medical supplies.

NPC Motivation Results: *Spade Queen:* Ruthless, combined with *Diamond Jack:* Cowardice. Rodriguez's drug addiction has resulted in the complete deterioration of every aspect of his character except his utter ruthlessness. There is a 5-percent chance each month that Rodriguez's deteriorating mental and physical condition will cause him to die. This increases to a 20-percent chance if things start looking really bad for the Isolationist community. Rodriguez is a Green NPC with a skill level of 65 in Medical and 75 in Chemistry.

ALFRED GASPARD

Alfred A. Gaspard (General U.S. Army, retired) is a tall, lanky wraith of a man with silver-grey hair and beard. His true age is a well-kept secret. However, there can be no question that he is nearing 80. His arthritis, failing eyesight and hearing, and increasing weakness all bear witness to his age.

His military experience was limited to logistics. Nevertheless, he fancies himself a great field commander. This delusion has been reinforced by the successful raids against the MPs. While Gaspard presided over the scene of these victories, it was Britt's impeccable planning and the desperate courage of the troops which carried the day.

General Gaspard is another of the members of the council who are lodged firmly in Britt's shirt pocket. He is very pragmatic about the Isolationists' ever-growing predicament, however. As a former supply officer in the Army, he is all too familiar with the task of doing everything with nothing, but seems to realize that the Isolationists' current position is untenable in the long term. Nevertheless, he makes every effort to prepare his beleaguered charges to defend themselves during the inevitable collapse only he and Judy Livingston seem to forsee.

He is in the process of building fortified depots near Cranston and the reservoir. He plans to stockpile these locations with a



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year's supply of food and ammunition. When the last of the high-tech trade goods are gone, he will relocate the core of his militia and their families to these outposts to ride out the inevitable waves of starvation and riot.

General Gaspard is a Veteran NPC. He still wears the uniform of the U.S. Army and carries his .45 caliber service automatic for self defense, and will usually be accompanied by several militiamen. These will be Experienced NPCs armed with M16s. The general's failing health prohibits extensive travel. He issues his directives and haggles for supplies from his headquarters in Cranston, and depends on aides for first-hand information.

NPC Motivation Results: *Spade 8:* Gaspard tends to seek forceful solutions to problems. *Heart King:* Gaspard believes himself to be honor-bound to prolonging the survival of the Isolationist community he is sworn to defend.



JUDITH LIVINGSTON

Judith Stewart Livingston (she prefers to be called Judy) is secretary of commerce for the Isolationist community. An attractive woman in her early 40s, she is perhaps the widow of Lt. John Livingston, who is missing in action in the Mediterranean. He was stationed on USS *Texas* when it was sunk by SSMs from a Soviet submarine near Cyprus. She clings to the hope that he survived, somehow, on the basis of a recurring dream to that effect.

Ms. Livingston had recently been named to the Board of Directors of TRW, Inc. when the war broke out. Governor Britt picked her for the council because of her experience in negotiating trade agreements for high-tech goods. Britt realized that strict limits would need to be set on trading if this tenuous lifeline was to remain intact. He has trusted this power to Livingston. Livingston alone has complete and final authority with regard to all trade agreements with entities outside the Isolationist community. All merchants wishing to trade in Providence must carry an authorization trade signed by her. No outsiders are permitted to bring trade goods into Isolationist territory without such authorization.

So far, she has done a marvelous job of milking the Isolationists' pitifully few trade goods for all they're worth. Judy has long seen the beginning of the end. Production at the few factories which remain open has steadily fallen as available sources of power dwindle. With the community's stockpile of goods now nearing depletion, the only hope for maintaining the status quo lies in a successful harvest from the farming co-ops. If the crops fail again, all is lost.

Judy, being a smart businesswoman, has provided her own means of escape from this coming apocalypse. Her salvation is found in Barry Elliott. Elliott, a DIA operative sent to penetrate the Isolationist community, has promised her that he will take her away with him in exchange for information about what goes on in the council meetings. Judy feeds him a mixture of fact and fiction that suits her needs.

Judy Livingston is proud of her position and honored by the trust Britt has placed in her. She is not above lying to serve her interests or those of the community.

NPC Motivation Results: *Heart Queen:* She is devoted to the memory of her missing husband. She claims to have had a dream in which he returned home to look for her. This is the primary motivation for her to stay in Rhode Island as long as possible, despite the fact that the situation there continues to deteriorate. *Spade 6:* She is aggressive, which is not uncommon in an executive of her caliber.

BARRY ELLIOTT

Barry Elliott is a dashing, young, good-looking DIA agent, who is Sandra Orwell's contact in the Isolationist community. His cover is electrical engineering, a badly needed service in this community and one in which Elliott had experience prior to his DIA training. Judy Livingston is the only member of the community who knows his true identity. She is the source of all information which the DIA receives about the Isolationist community. Because she knows of Elliott's mission, very little of this information is of any real importance.

NPC Motivation Results: *Diamond Queen:* Elliott is driven by a lustful attraction for members of the opposite sex (Livingston refers to him in private as "that lounge lizard mouth-breather"). *Club 10:* Elliott has a tendency towards brutality which he

usually keeps hidden, but which can come out in crisis situations.

JOHN BROWN

Brown, the Isolationist secretary of agriculture, is the newest member of the council. He replaced the former secretary of agriculture who died after a sudden illness. Brown is in charge of the farming co-op operation. The fate of the community rests firmly on his shoulders.

Brown is quite capable of doing the job which he is called upon to do. A graduate of Texas A&M University, he has had extensive farm management experience. Unfortunately for the Isolationists, he is also on Carlucci's payroll, laying the groundwork for a takeover of the Isolationist community by the UBF. Should he discover that a council member or any character in the community poses a threat to his boss, Carlucci, he can be expected to attempt an assassination immediately. However, should a sufficiently lucrative counter-offer be proposed....

NPC Motivation Results: *Diamond 10:* Brown is afflicted with an insatiable greed, and is very susceptible to bribery. *Club Jack:* Brown is quite capable of murder to further his aims.

AMANDA BRITT

Amanda Britt was born to be wild. As the only child of a wealthy New England political figure, she had every opportunity to lead a happy and successful life. Perhaps it was inevitable that she should lose it all. She was sent to the best schools and thrown out of them. She was given the finest automobiles and wrecked them all. She was given everything anyone could ever possibly ask for, and she just didn't seem to care.

Perhaps Amanda is just terminally bored. She will do anything if it promises her a few moments of excitement. This tendency led her to become involved in drugs. As a result of this involvement, she killed her mother in a car accident on her 16th birthday. Unfazed by this experience, she has continued to live her life in the fast lane. Daddy has always been there to catch her when she falls.

With the start of the war, Amanda's party came to an end. The high society parties and wild nightlife quickly vanished when the bombs began to fall. Soon, the only thing left was the megapunks. So, Amanda began to run with the Pigs on the Wing.

The megapunks didn't really accept her at first. Amanda is over 40 years old and not much more than a burn-out case. When the gangs found out who her daddy was, their attitudes changed considerably. As long as she was with them, they would have a bargaining chip with Britt. As long as they had a bargaining chip, Britt didn't dare try to wipe them out completely.

NPC Motivation Results: *Heart Queen:* Love, but not of anyone or anything other than excitement. Amanda will do anything to keep from being bored. *Club Queen:* Amanda is unbelievably stubborn, which is why she remains with the megapunks.

The Gloucestermen

If the players' group needs "cannon fodder" or a group of NPCs to act as a diversion, the best candidates can be found among the ranks of the group known as the Gloucestermen.

A small but tenacious group of fishermen, the Gloucestermen were formed as a splinter group off of the larger and more powerful United Brotherhood of Fishers. Sinclair Leverett, former

representative from Massachusetts, has rallied this group behind his cause of thwarting Carlucci. Under his leadership the Gloucestermen have not only survived but prospered. They ache to give the UBF a taste of its own brutal medicine.

The Gloucestermen have an inbred sense of independence. They have always held self-sufficiency as one of the highest virtues in any person (they are not alone—many New Englanders do). They initially went along with the UBF as the best of a group of bad choices. The fishing grounds dispute, which arose after the discovery of contamination in shellfish and the subsequent unfair treatment they received at the hands of John Carlucci and his henchmen, drove a wedge between them and the UBF membership as a whole. Sinclair Leverett took advantage of this dissatisfaction and has managed to develop a formidable though fragile organization, largely based on hatred of the UBF.

The Gloucestermen are grimly determined to hang on to the half-dozen or so coastal and offshore communities they control in Massachusetts and southern Maine. Despite constant losses of their ships and personnel at the hands of the CPF (the maritime forces of the United Brotherhood of Fishers, Carlucci's organization), they maintain a fleet-in-being off the New England coast, although they have been driven from every community in Massachusetts. They operate diesel-powered speedboats (running on alcohol), sailboats, and a few wood-fired steam vessels, and their patrols are limited to near shore protection for their fishing boats. Patrol boats are supported by sail-powered mother ships while on station with the fishing fleet.

On land, the Gloucestermen form a loosely organized militia which, in concert with another group, the Salem Defense League, helps form a barrier for the gangs which have begun exerting pressure to spread north from Boston into the Gloucester area. Their main trading partners are the people of the fledgling communities in Maine and the Salem Defense League. This brings them into direct competition with the UBF by drawing business away from the Boston warehouse.

The animosity between Leverett's clan and Carlucci may be the strongest tie that holds the Gloucestermen together. Many of the group leaders were friends or relatives of those killed when Carlucci disposed of the Congress of North Banks Fishermen (the CNBF)—they feel they have an old score to settle. In the eyes of many, nothing short of Carlucci's head will pay this debt.



The Raid

The final session in this adventure is in many ways the most important one, but it is also the one for which the least space is required. To summarize, the *Corpus Christi* has been moved to the UBF shipyard on Nantucket Island. The characters will find this out somehow during the course of the adventure, either from Father O'Grady, Steven Britt, or by deduction from rumors and information gathered in several locations. In any case, a raid will have to be attempted in order to recover the boat.

THE MAP

The players should be presented with the map of the compound on Nantucket which is presented on this page. The referee can photocopy it and give it to them minus this text, or make a tracing by hand to add additional realism (since the map represents a drawing made either by Father O'Grady or Steven Britt).

A POSSIBLE DIVERSION

To divert attention from the operations against the sub, the characters' may decide to try a separate attack against Carlucci's HQ. This assault can be made by a detachment of the characters' group, a hired group of Gloucestermen, or by a group of one or more characters leading the Gloucestermen.

THE DEFENDERS

The characters' only intelligence on the UBF facilities located on Nantucket Island will be provided either by Britt or O'Grady. Carlucci's bodyguard (discussed in the UBF chapter on page

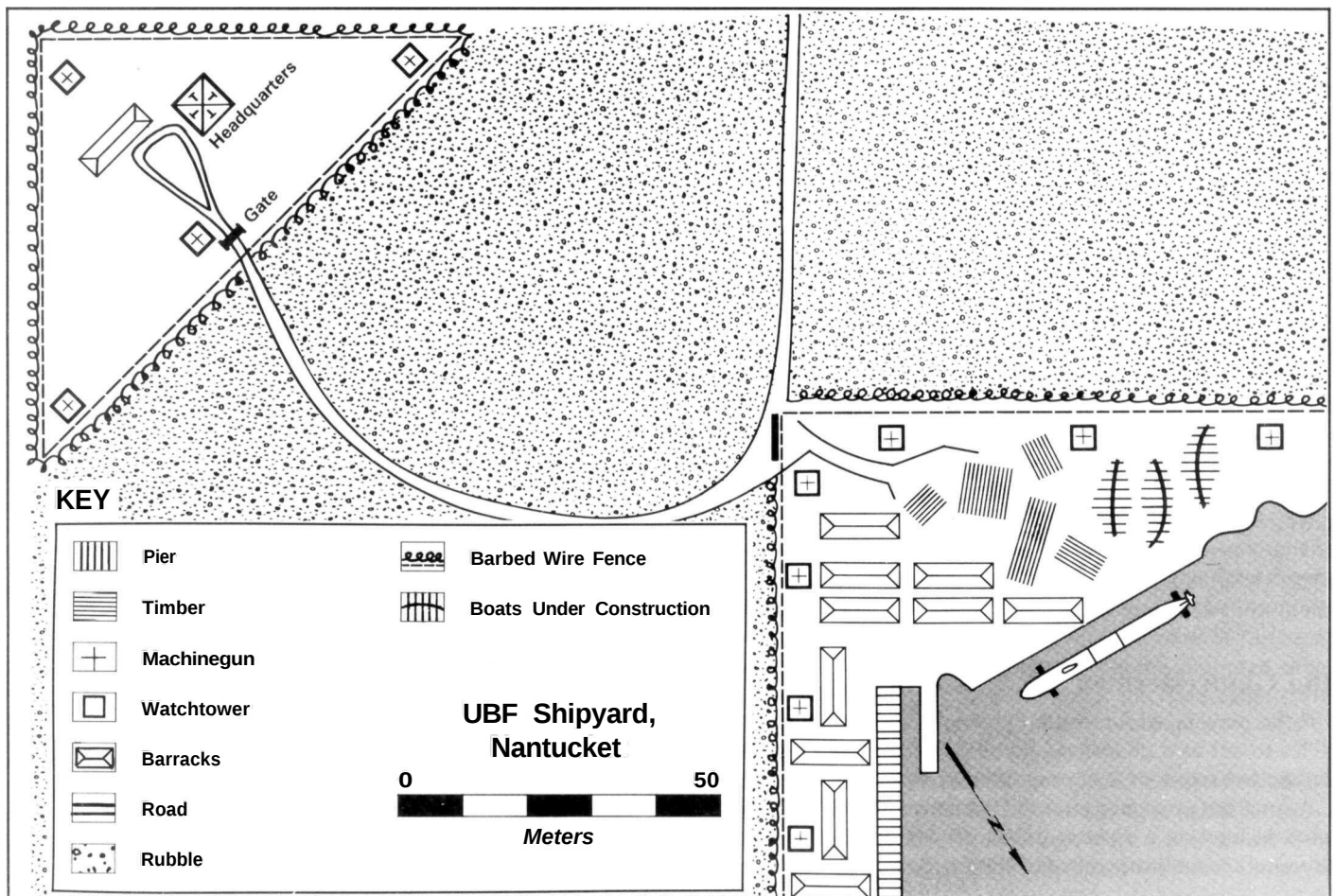
17) will be present, as will 20-40 UBF Marines and about 100-300 other UBF members who can be armed if enough time passes. The referee should adjust the number of opposing forces and their armament according to the size and equipment of the characters, in order to make the escapade a challenging adventure session and a fitting climax to this module. After the characters are discovered and the alarm is sounded, the UBF should grow stronger with each passing minute, as people wake up and are armed and sent into the fray. After the Naval party is put aboard the *Corpus Christi*, they will need at least 15 minutes to get her under way and out to sea.

Once out to sea, it will soon be determined that the sub is capable of running submerged unless the characters have damaged it in the takeover attempt (by throwing explosives around inside the conning tower or blowing hatches, for example, or if the submarine has taken a hit by any weapon larger than 20mm). If the sub is not damaged, it can submerge and put an end to pursuit.

CONCLUSION

With the recovery of the *Corpus Christi*, Lieutenant Commander Sacks and his crew take over the mission, and the characters' part in it is finished. They may proceed back to Norfolk and collect their reward. The reoccupation of the Naval facilities at New London is an obvious impossibility given the present situation, and Lieutenant Commander Sacks will abandon this plan.

This is not the end of Carlucci, since (oddly) he will not be on Nantucket when the raid occurs. He now has a bone to pick with a certain group of characters, should they ever return to his domain.



The Last Submarine

I don't know why I stayed with the team. They offered to let any of us out who wanted out—just say so and you're a civilian. But then the chief gave us a pitch about how we came through the war without a loss because we worked as a team, and how we might be able to help the authorities rebuild our country by staying together. We were all a little euphoric over being back in the states after so many years on the sharp end. Frankly, if I'd known what was coming up, I think I'd have stayed overseas.

The Last Submarine is a game module for use with GDW's World War III role-playing game, **Twilight: 2000**. The story centers around a group of characters operating out of the remains of New London, Connecticut. This lucky group must attempt to recapture the USS *City of Corpus Christi*, a Los Angeles-class, fast attack submarine which has somehow found its way into the hands of a New England warlord. The warlord has managed to scrape up the necessary spare parts to repair the boat, a moderately knowledgeable crew to do the repairing and sail her once she is repaired, and a nefarious scheme which will seriously upset governmental plans along the whole eastern seaboard. The players must locate the *Corpus Christi*, capture her intact, and return the boat to New London for further orders.

Information presented in this module includes source material for the region of southeast New England, background material on the *Corpus Christi*, a brief history of submarine actions in the Atlantic, and six programmed adventure sessions.

The Last Submarine is the first module in a trilogy of **Twilight: 2000** adventures which will carry the *Corpus Christi* and her crew on an exciting odyssey across the Atlantic and through the Mediterranean, and will culminate in an exciting encounter in the frozen wastes of the far north. The adventures will surprise and amuse players and referees alike.

Design: Jeff Billings and John Caskey
Development: Loren K. Wiseman



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