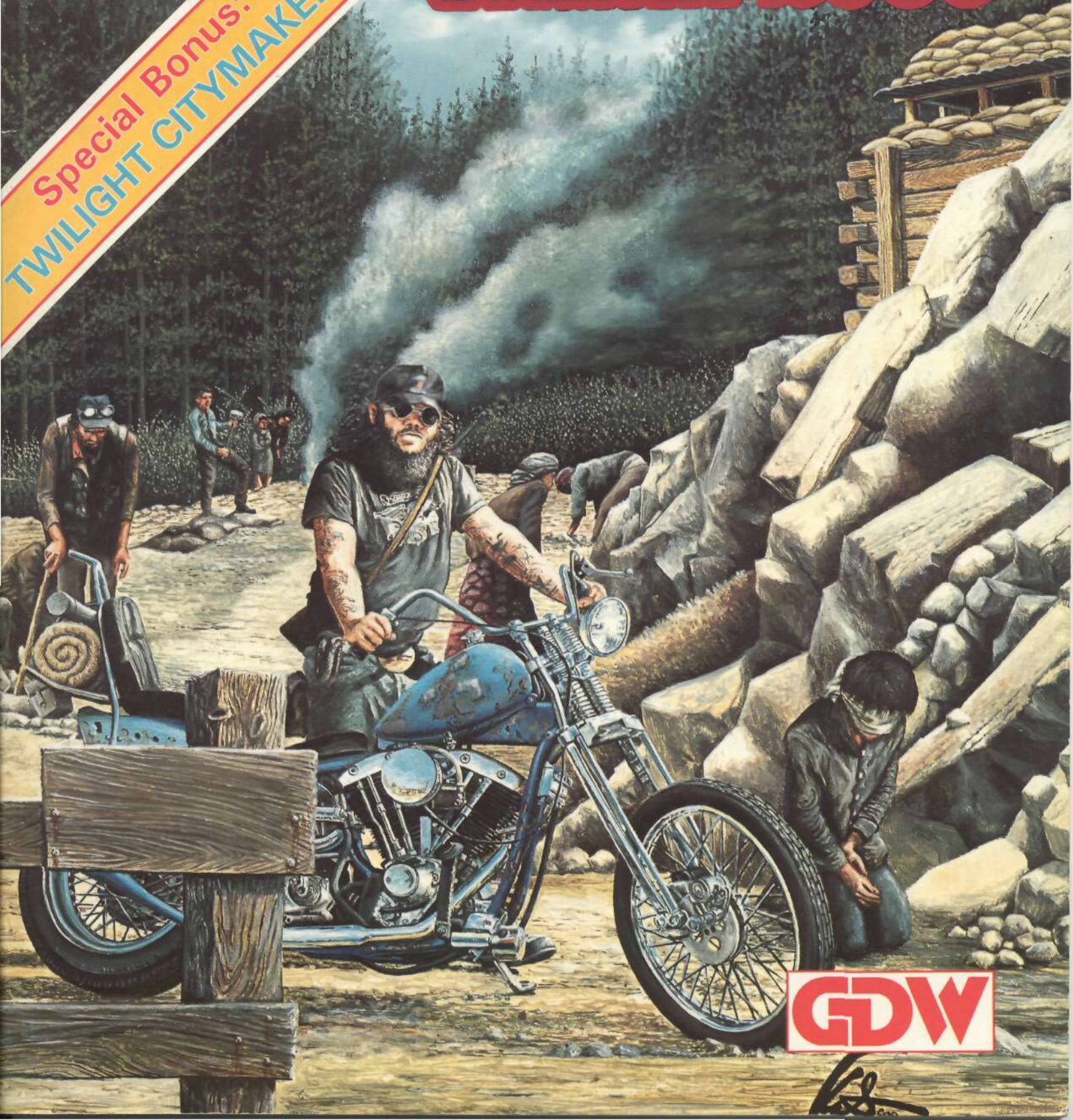


Howling Wilderness

Series Module

Twilight: 2000™

Special Bonus:
TWILIGHT CITYMAKER



Howling Wilderness

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Twilight: 2000



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Howling Wilderness

Contents

Howling Wilderness	4
The Drought.....	4
Adventures.....	4
Referee's Notes.....	4
Twilight Citymaker.....	4
References.....	4
The Attack and Its Aftermath	5
Prelude.....	5
The Best Laid Plans.....	5
Gang Aft Aglay.....	6
The Thanksgiving Massacre.....	6
Aftermath.....	6
December 1997.....	7
January 1998.....	7
February-May 1998.....	9
Breakdown.....	9
The Mexican and Soviet Invasions.....	9
September-December 1998.....	9
One New Year and Two New Governments.....	9
Annotated Target Listing.....	10
Effects.....	10
Target List.....	10
The Winter of 2000/2001.....	11
General Events and Encounters	12
Milgov	13
Communications.....	13
The U.S. Army.....	13
Unit History and Current Status.....	14
49th Armored Division.....	14
10th Infantry Division (Mountain).....	14
40th Infantry Division (Mechanized).....	14
46th Infantry Division.....	15
47th Infantry Division.....	15
78th Infantry Division.....	15
85th Infantry Division.....	15
91st Infantry Division (Light) (3rd Brigade).....	16
95th Infantry Division (Light).....	16
98th Infantry Division (Light) (2nd Brigade).....	16
100th Infantry Division (Light).....	16
104th Infantry Division (Light).....	16
1st Infantry Brigade (Arctic Recon).....	16
2nd Infantry Brigade (Arctic Recon).....	17
29th Infantry Brigade.....	17
43rd Military Police Brigade.....	17
49th Military Police Brigade.....	17
194th Armored Brigade.....	17
197th Infantry Brigade (Mechanized).....	18
221st Military Police Brigade.....	18
The Cadet Brigade.....	18
The School Brigade.....	18
Civgov	19
Communication.....	19
Census.....	19
Elections.....	20
Things to Come.....	20
Civgov's Military Forces.....	20
84th Infantry Division (Light).....	20
108th Infantry Division (Light).....	20
30th Engineer Brigade (Combat).....	20

35th Engineer Brigade (Combat).....	21
184th Infantry Brigade.....	21
228th Infantry Brigade.....	21
New America	22
Organization.....	27
Philosophies.....	28
The Hierarchy of New America.....	28
Arise, New America!.....	28
The Attack.....	29
Kidnapped.....	29
New England	30
Milgov.....	30
Civgov.....	30
New America.....	30
Encounters.....	30
Local Conditions.....	31
The Middle Atlantic States	32
Milgov.....	32
Civgov.....	32
New America.....	32
Encounters.....	32
Local Conditions.....	33
The Southeast	35
Milgov.....	35
Civgov.....	35
New America.....	35
Encounters.....	35
Local Conditions.....	36
The Great Lakes States	37
Milgov.....	37
Civgov.....	37
New America.....	37
Encounters.....	37
Local Conditions.....	37
The South Central States	40
Milgov.....	40
Civgov.....	40
New America.....	40
Encounters.....	40
Local Conditions.....	40
The Great Plains	42
Milgov.....	42
Civgov.....	42
New America.....	42
Encounters.....	42
Local Conditions.....	43
The Western States	44
Milgov.....	44
Civgov.....	44
New America.....	44
Encounters.....	44
Local Conditions.....	44
Alaska and Hawaii	47
Alaska.....	47
Milgov.....	47
Civgov.....	47
New America.....	47
Encounters.....	47
Local Conditions.....	48
Hawaii.....	48
Milgov.....	48
Civgov.....	48
New America.....	48
Encounters.....	48
Local Conditions.....	48

Howling Wilderness

This sourcebook is intended to supplement and expand upon the information concerning the United States of America contained in **Twilight: 2000**. It describes, in more detail than was possible in the original rules, the attack upon the United States in November 1997 and the aftereffects of that attack. In addition, it carries our future history down to May 2001, and summarizes conditions in the US as of that date. It will also deal with the shift in weather patterns in late 2000/early 2001 and the effects this will have.

What happened to the United States from 1997 to 2001 is a question of interest to almost every player of **Twilight: 2000**. Even those whose campaigns are not set in the US want to know what happened to their hometowns. Almost from the beginning, we had an overall skeleton of events worked out (the Soviet invasion of Alaska, the presence of "Division Cuba" in Texas, and so on). We used this skeleton to flesh out individual modules after **Going Home** brought the player characters back from Europe, but a broad overview of the United States has always been high on the list of "most wanted" products from our customers, and here it is.

In this sourcebook, we will be dealing with regions, rather than individual states, but references to states will occasionally be made for the purpose of geographic location. By and large, the boundaries of the states have actually ceased to be of anything but historical importance, and the populace of the year 2000 is concerned much more with individual than with any remaining state loyalties.

THE DROUGHT

Major changes are on the way in **Twilight: 2000**. Rainfall patterns are changing worldwide, and the result has been a severe drought over most of the United States, especially the central plains, which serve as the breadbasket of North America. Massive crop failures will create a famine, and the results of this famine will topple what is left of civil government in the United States. By May of the year 2001, all but the most unobservant will know that the spring planting is all but dead, and that the harvest to come will be woefully short of projections. This knowledge will mean that everybody will be looking to secure their own food supply at the expense of their neighbors'. Governments will either have to become increasingly totalitarian, or cease to exist.

As the spring moves into summer, the populace will become restive, increasing violence will topple what remains of government above the county level, and the country will descend into a period of chaos unequalled in its history. Entire towns will war over supplies of food or hunting grounds. Those areas fortunate enough to have been able to lay up stockpiles will increasingly find themselves the subject of attacks by those less fortunate. Whole populations will migrate, searching for someplace where rain is plentiful enough to grow crops. These migrations will become death marches for most, since (with the few exceptions noted herein) no one place is any better off than any other place.

What this will mean for the adventurers is that life will become even more dangerous. Those who have managed to settle in one place will find their efforts to rebuild thwarted. Only those who are both mobile enough and strong enough will be able to survive.

ADVENTURES

For each locale covered in this sourcebook, there will be a short background history, a summary of current conditions, and suggestions for adventure situations which can occur in the locale. The player characters, of course, will have to struggle as much as anyone else in order to find food, fuel, and equipment to stay alive and keep moving. Basically, the areas where chaos and anarchy reign supreme are increasing, since these make much more fertile adventuring environments than more civilized areas.

REFEREE'S NOTES

Referees who have already set campaigns in areas covered by this sourcebook need not change their data—after all, it is your game. Simply adapt the sourcebook to fit what you have done, integrating your campaign into the new conditions of drought. Since almost every place is uniformly descending into chaos, it doesn't make a great deal of difference where the player characters are. In any case, what order they may have established will come under great pressure, and the characters will find themselves once again immersed in a struggle for their very existence (if they ever left it).

TWILIGHT CITYMAKER

This sourcebook also contains a special bonus: *Twilight Citymaker*. These are geomorphic map sections, at a scale of 1:5000 (1mm = 5 meters). We have given a nice selection of geomorphic sections (90, plus some blanks for you to fill in yourself) for referees to photocopy. Using these geomorphs, referees can put together villages, towns, and fortified strongpoints at a moment's notice, or create them quickly and easily ahead of time. See page 23 for more details.

REFERENCES

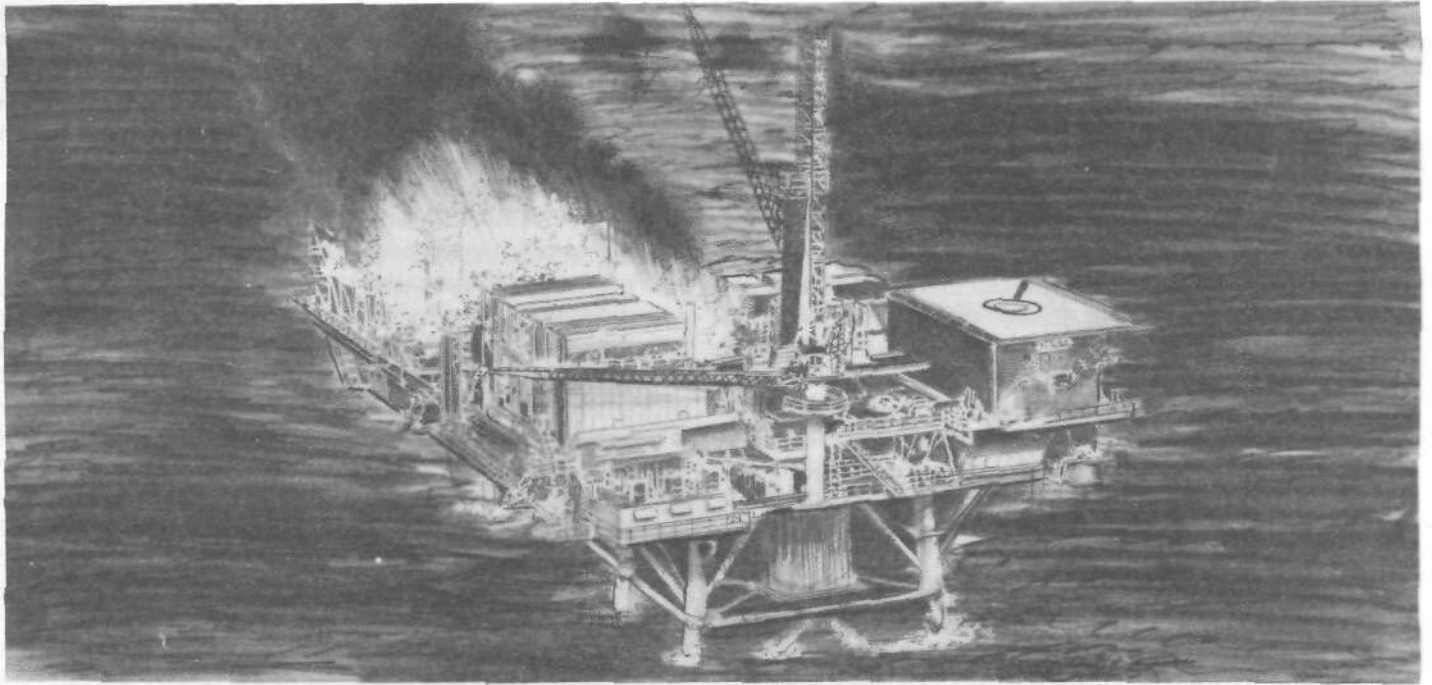
A word on the references used in the preparation of this sourcebook seems to be in order. The target list was primarily determined based on information contained in the Office of Technology Assessment's 1979 study "The Effects of Nuclear War," supplemented by other sources (and modified by the notions of what needed to be destroyed to obtain maximum game interest).

For the specifics of the aftermath of the nuclear strikes (local and national), I was guided by *Last Aid: Medical Dimensions of a Nuclear War* (Chivian, Chivian, Lifton and Mack, ed.), the scenarios in the back of the OTA study mentioned above, *The Day After World War III* (Edward Zuckerman), *Life After Nuclear War* (Arthur Katz), and numerous books, pamphlets, and articles on civil defense and post-attack survival.

Other works, such as *The Coming Dark Age* (Roberto Vacca), *Nuclear War, What's in It for You* (Ground Zero), and *Surviving Doomsday* (Bruce Clayton) provided useful background reading.

I recommend players and referees of **Twilight: 2000** read works of post-disaster fiction (nuclear and otherwise) for general ambience. A short (but hardly comprehensive) list follows:

Alas, Babylon, Pat Frank
Lucifer's Hammer, Larry Niven and Jerry Pournelle
The Stand, Stephen King
Final Blackout, L. Ron Hubbard
Farnham's Freehold, Robert Heinlein
Warday, Whitley Streiber and James Kunetka



The Attack and Its Aftermath

The international events leading up to the nuclear attacks on the United States have been covered in the chronology given in the **Twilight: 2000** rules. The general conduct of the war is described well enough in the game, and it will not be repeated here.

PRELUDE

Until October 1996, when the *Bundeswehr* crossed the frontier into East Germany, few Americans expected that they would become directly involved in the Sino-Soviet War. The notion of two "communist" powers (although the application of this label to China had become absurd by the late 1990s) going for each others' throats made many American conservatives ecstatic. "Let's hope both sides lose" was a sentiment commonly expressed in the American conservative community. A number of Americans felt this war was a prelude to Armageddon, holding that any war involving two major powers must inevitably slide into a nuclear exchange, and that once one thermonuclear bomb had been used, others would follow in a chain reaction. When the West Germans moved east, most Americans felt that America would soon be drawn into the war.

The involvement of NATO troops in November came as a surprise to no one, and American public opinion was divided, but by and large the prospect of a reunited Germany did not frighten Americans as much as it did Germany's neighbors. Support for the war was fairly high, and although there were antiwar protests, these were mostly antinuclear scare campaigns. There were short nuclear attack scares every few months, but as the war dragged on and no nukes were exchanged, most Americans fell into a general support of the war. The attitude was remarkably similar to that held by most Americans during WWII—concern over the casualties, but general support for the war itself. There were periodic shortages of some consumer products, but unlike during WWII, there was no rationing, and the industrial boom caused by war manufacturing kept unem-

ployment low. The American economy had been in the doldrums since the early 1990s (a mild depression, some called it), and there was considerable slack to be taken up. A war boom was just what the doctor ordered, it seemed.

THE BEST LAID PLANS...

To continue to exist as a sovereign power, the Nation must be able not only to withstand an initial nuclear assault, but also to restore its social, political, and economic systems. This entire survival and recovery period would probably last for several years....

National Plan for Emergency Preparedness, 1964

The American government has had formal plans for the survival of the nation after a thermonuclear exchange since the Eisenhower Administration. The military and civil command structure had been set up with this in mind, and plans were laid to ensure the continued existence of American government, industry, and culture. Alternate command headquarters were built, stockpiles established, personnel trained and prepared, and a special government agency (the Federal Emergency Management Agency, or FEMA) established to oversee planning and preparations. It would all work—theoretically.

According to the plan, government agencies were divided into three categories—A, B, and C. Category A agencies (the cabinet-level departments and independent agencies, such as the CIA) are those which require continual operation through the attack and the immediate postattack phase. Category B agencies (such as the National Science Foundation and the Federal Home Loan Bank Board) are those which are to be reconstituted as soon as postattack conditions permit. A and B agencies rate emergency relocation teams, shelters, backup stockpiles and records centers, and so on. Category C agencies are those which do not rate shelters—they are ordered to disperse and reconstitute themselves when conditions permit, making their personnel available for other emergency duties in the meantime.

Category A agencies are to set up three emergency manage-

ment teams (A, B, and C). The three teams are to disperse during the preattack crisis relocation period. Team A is to remain at the agency's normal headquarters, but relocate to the in-building shelters. Team B is to go to the so-called Special Facility at Mount Weather in Virginia's Blue Ridge Mountains. Team C is to disperse among other shelter facilities within a few hours of Washington, an area known as the Federal Relocation Arc.

The problem of presidential succession has been given a great deal of thought as well. Only the President or an authorized successor (all documents on the subject refer to the "National Command Authorities") can order nuclear attacks. The command codes to initiate these attacks are carried by a warrant officer, permanently assigned to follow the President (the attack codes and other documents are carried in a briefcase which has been nicknamed "the football"). Other arrangements have been made for the 16 other people in the line of succession, including the Vice President, the Speaker of the House, the President Pro Tempore of the Senate, and on down the line to the Secretary of Education. A network of FEMA employees called the Central Location System (CLS) is to continually track each successor at all times, and to make sure all of them are never in the same place at the same time. Should the President be killed in the initial attack, the CLS is to locate the next successor in line.

GANG AFT AGLAY

I'm on the team that goes home and drinks gin and tonic until the bomb drops.

Unidentified federal emergency coordinator

Some agencies were more enthusiastic about the above emergency plans than others. In any case, no plan ever survives contact with reality.

With the first use of tactical nuclear weapons in September 1997, the emergency relocation plan was activated, and the various team members were notified. The major flaw in all these plans was that no allowances had been made for families. Some sent their loved ones to supposedly safe areas and reported for duty. Some showed up at the facilities with their families and demanded that they be admitted also. Many refused to report for duty. In any case, the minor civilian panic clogged roads and made transportation difficult. Chaos ensued.

During this time, President John Tanner ordered Vice President Julia Pemberton to board the NEACP (National Emergency Airborne Command Post, pronounced "knee-cap") aircraft while he remained in Washington (taking shelter in the facility under the east wing of the White House). President Tanner refused to leave Washington during this crisis. At the time he said, in an informal remark to an aide, "I can't tell Americans to stand firm and stay calm if I'm hiding in a cave in the Smokey Mountains. If there's an inbound missile, I'll jump on a helicopter, but not one second before." Mrs. Tanner also refused to leave Washington, but insisted that their two children leave school and go to the family ranch in Wyoming. Although the Pembertons were divorced, the Vice President arranged for her daughter to take an extended hiking trip in the Cascades with her father. When it became obvious that a nuclear attack was not imminent, the readiness level was downgraded, and conditions returned more or less to normal.

After it was all over, Vice President Pemberton objected to what she called the "women and children first mentality" which had put her on the NEACP aircraft, and insisted that she and the President trade off each time there was a crisis. The next

time Tanner would board "Knee-Cap," and Pemberton would stay in Washington until the last minute.

Over the next month as the tactical nuclear exchanges continued, people seemed relieved—a nuclear holocaust hadn't resulted immediately, and although things were still tense, it seemed like one might not break out.

THE THANKSGIVING MASSACRE

In late November, data from various sources indicated an attack might again be imminent. Congress declared an early recess (ostensibly for the Thanksgiving holiday, but this fooled no one). The teams were sent out once again, and even though some provision was made for families of team members, less than half of the required personnel showed up for duty. Everyone, from the President on down, seemed to think the whole thing was another false alarm.

The day after Thanksgiving, an orbiting military surveillance satellite picked up a number of IR signatures, characteristic of the launch of SLBMs (Submarine-Launched Ballistic Missiles). Within minutes, messages were zipping through established channels and alarms began ringing across the nation.

President Tanner was killed, not by the strike on Washington, but by an accident during takeoff of the NEACP aircraft. The mystery of precisely what went wrong with one of the most rigorously inspected, carefully maintained aircraft in the nation has never been solved—the FAA never properly investigated the accident. Because an inbound missile had been detected, Vice President Pemberton elected to try to make it to the Special Facility at Mount Weather. Upon being informed of the President's death and told that no retaliatory action had been taken, Vice President Pemberton was forced to delay her departure and remain at a secure communications facility (the radios on the evacuation helicopter have never been considered reliable for this purpose). From the bomb shelter under the east wing of the White House (built during President Truman's tenure, and never intended to withstand a direct hit), Vice President Pemberton, after identifying herself, issued a proclamation of the existence of a state of war (only Congress has the power to *declare* war, and that body was not in session), and ordered retaliatory strikes on the USSR. She was killed a few minutes later when the missile detonated.

For a time, the United States had no official "National Command Authority." Speaker of the House Munson, next in line, was skiing in northern California. He had slipped out of his vacation home and not left word of his destination (Munson was fanatical about his personal privacy). More than 22 hours passed before he could be located by the CLS operatives and transported to the nearest PEF (Presidential Emergency Facility). After being sworn in by the Chief Justice of the California Supreme Court, President Munson's first official act was to proclaim that the full provisions of Federal Emergency Plan D (FEP-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 FEP-D documents and Pemberton's proclamation of a state of war.)

AFTERMATH

On 1 December, Munson flew back east to the Special Facility at Mount Weather where a skeleton staff of the various category A agencies and FEMA personnel were on duty. Almost no members of Congress were present, and no legislative business could be conducted, but FEP-D permitted a number of

emergency procedures to be undertaken. Within a few days, Munson, concerned that Mount Weather could be a target, decided to move to a more secret facility (Mount Weather is one of the best known secret installations in the country). Communication was next to impossible since the effects of nuclear EMP (Electromagnetic Pulse) proved much greater than predicted, and most of the supposedly shielded electronic circuitry was fried during the initial attacks.

The Thanksgiving Massacre (as it came to be called) destroyed only a limited number of command and control centers, but these were vital. NORAD (North American Air Defense) headquarters at Cheyenne Mountain took a direct hit and was out of communication temporarily. The White House, the Pentagon and SAC (Strategic Air Command) headquarters at Offut AFB, Nebraska were destroyed. Other targets are listed on pages 10-11.

The decapitation of the US military command, control, and communications systems proved to be only the beginning, although the apocalyptic spasm predicted for decades never took place. Instead of a chain reaction of ever-widening destruction, a slow, carefully calculated program of industrial and economic destruction began. American retaliatory strikes were not only aimed at Soviet command centers, but also at key industrial targets. Prewar studies had determined that the one key industry for modern society was petroleum production and refining. At first, only the facilities of the belligerents were hit, but later in December those of neutral nations (like France or Venezuela) were targeted to deny their facilities to the enemy. Both sides seemed to believe that an unlimited nuclear exchange would inevitably result in the extermination of human life, and seemed determined to keep nuclear strikes under some control (almost by mutual agreement). As it turned out, the effect was not to destroy humanity—only civilization.

DECEMBER 1997

Throughout the month of December, sporadic nuclear exchanges continued, and the populace of America panicked. On President Munson's orders, Army and National Guard units seized bulk food storage facilities across the country and took custody of what petroleum remained. Rationing of food and fuel was introduced. The fires and destruction caused by the bombs were gradually brought under control, and governmental control of most urban areas was slowly regained (although some cities, like Boston, were never really brought back to order after the strikes). Because of the damaged transportation network and the lack of fuel, there were minor distribution inequalities and some civil discontent, but little out-and-out rioting.

The harvest of 1997 was larger than average, but it was not evenly distributed through the country. Most of it was still in silos and elevators in the Midwest. The large harvest had driven commodities prices down, and many farmers had withheld part of their harvest in hopes of getting higher prices later in the year. Theoretically, this grain was also subject to rationing, but there was a great deal of concealment in on-farm storage bins by individual farmers. Fuel was also hoarded, although both of these actions were illegal.

On 15 December, Munson, on the advice of what was left of Tanner's cabinet, issued the Emergency Relocation Decree. The purpose of this act was to relocate the nation's urban population closer to food-producing areas and minimize food transportation. There was considerable opposition to the relocation from both rural and urban populations. People who were

in an undamaged city were reluctant to simply pick up and leave. Conditions were still not too bad over most of the nation, and nobody wanted to desert the security of their homes and possessions (relocatees were only allowed 50 kilograms of baggage) to go to some unspecified place in the country. Rural communities were unwilling to have large numbers of outsiders forced upon them. The relocation buses, trains, and boats became increasingly difficult to fill. Rumors of what happened to relocatees when they arrived did not help matters.

During this period, Congress attempted to reconvene at Mount Weather, but members of Congress chose not to return. Lacking a quorum, nothing could be accomplished. In any case, the Special Facility at Mount Weather was soon abandoned for other, more secure locations within the so-called Federal Relocation Arc, an area within a 100-mile radius of Washington, DC.

On 19 December 1997, military police units made their first arrests for hoarding under provisions of FEP-D.

JANUARY 1998

Extremely low temperatures and lack of heating fuel caused many civilian casualties, particularly in the continental interior. Slightly higher temperatures combined with severe winter storms occurred in the coastal areas (where the oceans moderated the temperature drop). The aged, the infirm, and those weakened by lack of food or exposure to radiation were the first to die, but many otherwise healthy individuals sickened and died as well. The one advantage of the cold weather, although it was not noticed at the time, was that infectious diseases were kept in check.

Relocation was halted to preserve fuel for heating and food transportation. As food and fuel reserves dwindled, the rationing became more severe in most cities. This created problems. Citizens in every city felt that they were being shortchanged for the benefit of some nebulous *they* (as in "They always get the food while we starve"). In actual fact, the distribution of food and fuel was as fair as possible given the circumstances, but every delay and every reduction in rations was greeted by an increasing chorus of complaints and mumbled curses. Arrests for hoarding began to be commonplace events, even in areas of relative plenty. The first death during an arrest for hoard-





ing occurred when a farmer in eastern Ohio was killed in a shoot-out with Ohio National Guard soldiers.

FEBRUARY-MAY 1998

The first large-scale food riots began to occur, mostly in the large cities on the east coast. By late March, President Munson, clearly out of his depth, began to show signs of strain. The relocation plan was formally abandoned on April 15. Throughout the period, the larger cities (with one or two exceptions) remained relatively quiet.

The spring was late, very wet, and very cool. As the weather warmed, planting began, but the remaining agricultural experts estimated that the crop would be considerably less than required. Government planners formulated a Triage Plan to limit food and fuel shipments to some areas (not to cut them off permanently, as rumor soon had it). No city was to be permanently cut off. The plan proposed temporary halts to areas of lesser importance in order to ensure that supplies were distributed to vital factory workers, farmers, soldiers, and important recovery personnel. The plan was to be implemented as of 1 July 1998.

With the coming of warm weather, deaths from exposure dropped, but the climbing temperatures proved conducive to disease. On 3 May, the first major outbreak of bubonic plague occurred in San Francisco, California. Attempts to quarantine the city were successful, but independent outbreaks soon followed in Arizona, South Dakota, Idaho, Colorado, and Oregon. The plague outbreaks received the most attention, but at the same time cholera, pneumonia, typhoid, and other diseases began to sweep through the country. Congested urban areas were particularly vulnerable, but relocation had moved some of the population of the west coast cities inland, where they soon came in contact with bubonic plague foci.

Conditions began to worsen in Mexico, and the trickle of refugees became a torrent in the early summer. As a desperation move, Army and National Guard troops were sent in to close the border. The Mexican government lodged several angry protests.

BREAKDOWN

On 19 May, President Munson suffered a nervous breakdown and had to be relieved. His successor (the former Secretary of State) soon succumbed to heart failure, and *his* successor (the former Secretary of Energy) was so overwhelmed by the enormity of the job that she committed suicide. There was no longer an operating CLS to locate a successor, and the military assumed de facto control of all federal functions. At this point, civilian government ceased to exist on a federal level in the United States.

THE MEXICAN AND SOVIET INVASIONS

On 2 June, the Mexican government, in order to protect its citizens, sent its army (including the Soviet "Division Cuba") across the Rio Grande. The Joint Chiefs of Staff (who were now governing the country) sent Army units in response.

Earlier in the year, American forces had been conducting offensive operations into Siberia. By June, the Soviets had driven the US units back across the Bering Strait, and Alaska became a battleground. Units removed from civil duties to stem these incursions were eventually successful, but at the price of a massive breakdown of local law and order. Local officials in most areas were unable to remain in control, and chaos began to descend over the country like a curtain.

SEPTEMBER-DECEMBER 1998

In September, 70th Infantry Division was formed in Livonia, Michigan from 70th Training Division, USAR, and began moving overland to Virginia for shipment to Europe, as a last-ditch effort to shore up the rapidly failing European effort, and to demonstrate to allies and enemies that the United States still had resources left. The 70th was to be the last unit sent to Europe.

In October, a large part of the nation's dwindling fuel reserves were used to bring in the meagre harvest. Some of the remaining local governments succeeded in seizing the harvest for rationing; others failed to do so. Almost no farmers cooperated with the rationing plan, and federal military units were completely inadequate to secure even a small portion of the harvest.

On 8 December 1998, Governor Patrick Hickman of Utah (granted emergency powers by the state legislature) defederalized the Utah National Guard and took over all federal facilities in that state. The extreme state of the national and world situation, he announced, had forced him to take such desperate measures: Congress was gone, and all communication with the federal government had ceased. Utah was the first of several states to take such action.

ONE NEW YEAR AND TWO NEW GOVERNMENTS

The onset of cold weather brought relief from disease, but exposure again began to claim lives. It is estimated that by this time, the population of the United States was reduced to 68 percent of its prewar level. It would continue to drop. The winter was milder than the previous one, however, and some fuel remained to be used in the spring planting. It would be the last one in which gasoline and diesel fuel were major factors for many years. Chaos continued in the cities, but order was restored in some rural areas, especially in the midwest and south central states where some oil was available.

The "Rump Congress" reconvened in Omaha on 19 April 1999. There were many procedural irregularities, including lack of a quorum, and some Congressmen were not even citizens of the states they purported to represent. Despite considerable initial problems (including a gunfight on the floor of the House over credentials), John Broward was elected President by the reformed House of Representatives. Legislation was immediately passed moving the seat of federal government "temporarily" to Omaha, Nebraska.

General Jonathan Cummings, Chairman of the Joint Chiefs of Staff, refused to recognize Broward's election, citing the numerous procedural irregularities. Cummings reaffirmed martial law nationwide, based on FEP-D and President Munson's martial law proclamation of 1997, until a new census could be taken, Congressional districts reapportioned accordingly, and emergency elections held.

On 15 July 1999, General Cummings ordered the Alternate National Military Command Center (ANMCC) moved from Fort Ritchie, Maryland to Colorado Springs, Colorado. This was done to consolidate forces and administrative personnel. An equally important reason was to move closer to the sources of food. This was completed by the fall.

The two rival governments came into conflict almost immediately. Faced with a choice of whom to obey, most military forces sided with the Joint Chiefs, but a number of units shifted allegiance as expedience and circumstances dictated.

The first major conflict came in November when troops of the

Iowa Reserve Militia (formed on orders of Broward) attempted to occupy the airfields and missile silos of Minot and Grand Forks to secure whatever missiles and warheads remained. A short firefight erupted between Air Police and the militia. The militia, by force of numbers rather than any great military skill, forced the Air Police to withdraw, but the expedition was fruitless—any nuclear warheads that had not been launched had been moved and the missiles disabled two months earlier. Everything of military value had been removed to Colorado.

The history from December of 1999 is a history of local regions rather than of the nation. The individual region chapters will pick up the threads of events.

Annotated Target Listing

The severity of the attack on each target point is represented by the megaton (Mt) rating of the weapons exploded there (not necessarily as a single weapon). With certain exceptions, only places that received .5 megaton or more are covered here (others are covered in the individual area discussions later in this book). All detonations are air bursts unless otherwise noted.

The target list was determined based on information contained in the Office of Technology Assessment's 1979 study "The Effects of Nuclear War," supplemented by other sources. Primary targets included oil refining and storage facilities, oil distribution facilities, military and civilian command centers, and certain key industrial areas. Secondary and tertiary targets included electrical generation plants (nuclear, hydroelectric, and conventional) and lesser industrial facilities. Major population centers were not targets in and of themselves, but many sustained damage because of their proximity to targeted installations. Likewise, only the central command and control facilities of missile and bomber wings were targeted, not the individual weapon silos or hangers.

EFFECTS

Total casualties in the attack were 135.2 million, or 52 percent of the population of the United States in 1997. This includes both initial fatalities and subsequent deaths from injuries, in addition to deaths from disease, starvation, and civil unrest up to July 2000.

The exclusion of a city from this list does not mean that it is intact. Civil unrest, hostile military action, and other factors have caused severe damage in regions otherwise untouched by the war. For example, the Alaskan pipeline and the oil storage facilities at Valdez Bay and the North Slope were damaged during the Soviet invasion of Alaska, and are currently inoperable, even though they were not targets of nuclear bombs.

The main effect of the attack was the destruction of over 60 percent of the country's oil refining capacity. This, in combination with the other destruction, effectively eliminated electrical power generation and industrial facilities. Food shortages, disease, and civil unrest following the strikes destroyed American society as it existed before the war.

TARGET LIST

Geographic locations are given in terms of the nearest large city or the place most commonly associated with a particular target. Ground zero can be quite some distance from the center of the community listed. Alaska and Hawaii have been omitted from the map since there was only one strike in each of these states. Target points in Canada are not shown. The size of the

dots used does not represent the area of damage for a particular location. State abbreviations are conventional, *AFB* stands for Air Force Base.

Elmendorf AFB, AK: Alaskan Air Command Headquarters (1 Mt).

Blytheville AFB, AR: 42nd Air Division Headquarters, 97th Strategic Bombing Wing (1 Mt).

El Segundo, CA: Oil refining and storage facilities (1.75 Mt).

Richmond, CA: Oil refining and storage facilities (1.5 Mt).

Carson, CA: Oil refining and storage facilities (.75 Mt).

Avon, CA: Oil refining and storage facilities (.5 Mt).

Torrance, CA: Oil refining and storage facilities (.5 Mt).

Wilmington, CA: Oil refining and storage facilities (1.25 Mt).

Benicia, CA: Oil refining and storage facilities (.5 Mt).

Martinez, CA: Oil refining and storage facilities (.5 Mt).

Vandenberg AFB, CA: Recon Satellite Launch Facilities (1 Mt, ground burst).

March AFB, CA: 15th Air Force Headquarters (1 Mt).

Cheyenne Mountain, CO: North American Air Defense Command (NORAD) Headquarters (3 Mt, ground burst).

Delaware City, DE: Oil refining and storage facilities (.75 Mt).

Dobbins AFB, GA: Air Force Reserve Headquarters (.5 Mt).

McDill AFB, FL: Central Command Headquarters (1 Mt).

Eglin AFB, FL: 1st Special Operations Wing (1 Mt).

Kennedy Spaceflight Center, Cape Canaveral, FL: Recon Satellite Launch Facilities (1 Mt, ground burst).

Maryport, FL: Port facilities severely damaged by near miss (.5 Mt, offshore).

Honolulu, HI: Pacific Command Headquarters (1 Mt).

Scott AFB, IL: Military Airlift Command (MAC) Headquarters (.5 Mt).

Wood River, IL: Oil refining and storage facilities (1.5 Mt).

Joliet, IL: Oil refining and storage facilities (1 Mt). The army munitions plant near ground zero also took severe damage.

Lawrenceville, IL: Oil refining and storage facilities (.5 Mt).

Whiting, IN: Oil refining and storage facilities (1.75 Mt).

Catlettsburg, KY: Oil refining and storage facilities (.75 Mt).

Eldorado, KS: Oil refining and storage facilities (.5 Mt).

Kansas City, KS: Oil refining and storage facilities (.5 Mt).

Baton Rouge, LA: Oil refining and storage facilities (1.5 Mt).

Garyville, LA: Oil refining and storage facilities (.75 Mt).

Norco, LA: Oil refining and storage facilities (1 Mt).

Belle Chase, LA: Oil refining and storage facilities (.75 Mt).

Convent, LA: Oil refining and storage facilities (.75 Mt).

West Lake, LA: Oil refining and storage facilities (.5 Mt).

Meraux, LA: Oil refining and storage facilities (.25 Mt).

Shreveport, LA: Industrial facilities (250 Kt).

Washington, DC: Presidential shelter at the White House (.25 Mt, ground burst).

Andrews AFB, MD: Presidential Emergency Facility (.5 Mt, ground burst).

Fort Meade, MD: Presidential Emergency Facility (.5 Mt, ground burst).

Camp David, MD: Presidential Emergency Facility (.5 Mt, ground burst).

Sawyer AFB, MI: 40th Air Division Headquarters (.5 Mt).

Pascagoula, MS: Oil refining and storage facilities (1.25 Mt).

Sugar Creek, MO: Oil refining and storage facilities (.5 Mt).

Malmstrom AFB, MT: 341st Strategic Missile Wing (1.25 Mt).

Offut AFB, NB: Strategic Air Command (SAC) Headquarters, 95th Strategic Recon Wing (SR71), 544th Aerospace Recon Technical Wing (1.5 Mt).

Linden, NJ: Oil refining and storage facilities (1.25 Mt).
 Perth Amboy, NJ: Oil refining and storage facilities (1 Mt).
 Paulsboro, NJ: Oil refining and storage facilities (.5 Mt).
 Westville, NJ: Oil refining and storage facilities (.5 Mt).
 Grand Forks AFB, ND: 321st Strategic Missile Wing, 319th Strategic Bombing Wing (1.25 Mt).
 Minot AFB, ND: 57th Air Division Headquarters, 91st Strategic Missile Wing, 5th Strategic Bombing Wing (1.5 Mt, some ground bursts).
 Lima, OH: Oil refining and storage facilities (.75 Mt).
 Toledo, OH: Oil refining and storage facilities (1.75 Mt).
 Ponca City, OK: Oil refining and storage facilities (.5 Mt).
 Tulsa, OK: Oil refining and storage facilities (.5 Mt).
 Philadelphia, PA: Oil refining and storage facilities (1.75 Mt).
 Marcus Hook, PA: Oil refining and storage facilities (1.5 Mt).
 Charleston, SC: SSBN support base and port facilities (.5 Mt).
 Baytown, TX: Oil refining and storage facilities (2 Mt).
 Port Arthur, TX: Oil refining and storage facilities (3 Mt).
 Texas City, TX: Oil refining and storage facilities (1.5 Mt).
 Beaumont, TX: Oil refining and storage facilities (1.5 Mt).
 Houston, TX: Oil refining and storage facilities (1.5 Mt).
 Deer Park, TX: Oil refining and storage facilities (1.25 Mt).
 Robinson, TX: Oil refining and storage facilities (.75 Mt).
 Corpus Christi, TX: Oil refining and storage facilities (1 Mt).
 Lemont, TX: Oil refining and storage facilities (.75 Mt).
 Nederland, TX: Oil refining and storage facilities (.5 Mt).
 Sweeney, TX: Oil refining and storage facilities (.5 Mt).
 Borger, TX: Oil refining and storage facilities (.5 Mt).
 El Paso, TX: Oil refining and storage facilities (.25 Mt).
 Carswell AFB, TX: 7th Strategic Bombing Wing (.5 Mt).
 Dyess AFB, TX: 12th Air Division Headquarters (.5 Mt).
 Randolph AFB, TX: Air Training Command Headquarters (.25 Mt).
 Arlington, VA: The Pentagon (.5 Mt, ground burst).
 Quantico, VA: Presidential Emergency Facility (.5 Mt, ground burst).
 Fort A.P. Hill, VA: Presidential Emergency Facility (.5 Mt, ground burst).
 Norfolk/Portsmouth, VA: Atlantic Command Headquarters, port and facilities (1 Mt).
 Ferndale, WA: Oil refining and storage facilities (.5 Mt).
 Anacortes, WA: Oil refining and storage facilities (.5 Mt).
 Fairchild AFB, WA: 47th Air Division Headquarters (.5 Mt).
 Warren AFB, WY: 4th Air Division Headquarters (1 Mt).

The Winter of 2000/2001

The various prewar studies of the effects of a thermonuclear exchange gave widely divergent results. The famous TTAPS study of the mid-1980s opened the possibility of the total destruction of humanity in what was termed the "Nuclear Winter." The TTAPS study predicted that the world's climate would be radically altered by the great amounts of dust and particulate matter thrown into the upper atmosphere by nuclear detonations and the resultant fires. The TTAPS study was rather simplistic and attracted many critics, but it did serve to spur more sophisticated studies conducted in the late '80s and early '90s. These studies took more factors into account.

Scientists working on these simulations began to speak of a "Nuclear Fall" instead of a "Nuclear Winter," but hastened to add that this term should not be taken in its pleasant connotation (the term can draw to mind colorful leaves, shocked corn

standing in the fields, cookouts, football games, and other nostalgic reveries) but in the connotation of an end to the growing season. The most sophisticated study (undertaken in 1993 using one of the first models of the newly available Cray supercomputer) indicated that an exchange occurring in spring or summer would be devastating, but that any exchange happening in the period from late October to early December would have almost no climatic effects.

The summation of these simulations in *Nature* (December 1994) contained a cautionary paragraph, however:

It should not be construed that there will be no effects of such a winter exchange, however. Readers should be aware of the difference between predicting changes in climate and changes in weather...simply because our simulations indicated no immediate climatic effects of a winter exchange is no valid indicator that there will be no long-term meteorological effects. The synergistic effects of the disturbance to the atmosphere represented by even a relatively small nuclear exchange could have unknown and unpredictable effects on global weather patterns for decades to come.

The winters following the exchange were colder than average—that of 1997/98 was especially severe. For reasons not completely understood, however, the nuclear exchange seemed to have altered world rainfall patterns beginning in late 2000. The effects of this were catastrophic. The wheat-growing regions of the upper Midwest, upon which Civgov depended for its food, suffered a cold winter with almost no snowfall. The winter wheat crop, which depends upon the insulating effects of snow to protect the young plants from the cold, was devastated. To make matters worse, spring was abnormally dry over most of North and Central America. Since much of the success of a crop depends upon soil moisture, and the first few weeks after planting are critical, the resulting harvest could be expected to be poor, even by the standards of 2001. Without machinery, chemical fertilizer, or irrigation, a massive famine loomed on the horizon. Anyone with a modicum of sense could predict that existing food stocks would not last much past June, and that the harvest, when it did come, would not feed a quarter of the surviving populace. Hard times were ahead.



General Events and Encounters

The players will, at various times during the course of *Twilight: 2000* adventures, encounter non-player characters, or be subject to random events such as marauder attacks or encounters with animals. A general encounter table is given below, for use unless superseded by the referee or an individual adventure.

The table below should be used whenever the characters are outside of any of the areas described more fully in the subsequent chapters. Unless the referee decides otherwise, roll on this general encounter table once every four hours while the characters are travelling in an area, and once each day if they are remaining in one place. The events and their effects on the adventure are described in the encounter descriptions given below, although they may be modified by the individual location discussions later in this sourcebook.

ENCOUNTER TABLE—GENERAL

Die	Result
4—	Animal
5-6	Danger
7-9	Marauders
10	Abandoned vehicle
11	Hunter
12	Civilian

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

Animal: The characters encounter animals. Roll 2D6 on the regional 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. There is always the danger that dogs will have rabies (see the game rules for a discussion of this).

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. In some areas, the species will vary, but their size is about the same (in the southwest, for instance, the characters will run into jackrabbits instead of the eastern cottontail rabbit, armadillos instead of woodchucks, etc.).

The characteristics of these animals are: *Meat:* 1D6 × 2 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."

No animal in this category will go out of its way to attack a human, but any animal will bite or scratch when cornered or while being handled when injured. In general, small game animals will inflict 1D6—1 points of damage. Skunks, of course, have their own means of defense; a skunk attack would do no permanent damage, but it could be colorfully described by the

referee.

There is always a chance (referee's option) that small game animals may carry diseases such as rabies or bubonic plague.

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/Grazers: 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 usually represent deer or goats, although other large animals such as moose or elk are possible. In the western grasslands far from farmland, antelope can still be encountered, but as the drought progresses, these animals will become more scarce and harder to find. The characteristics for large game and grazers are given on the basic game animal data chart.

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, a crumbling limestone ledge giving way beneath a character's feet, or an avalanche or landslide. Flash floods are not very likely, but may occur at the referee's option. Animal dangers, such as poisonous snakes or rabid dogs, are also possible.

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, though 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 an assortment of shotguns, handguns, sporting rifles, and military weapons, in addition to spears, clubs, and improvised melee weapons.

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. Characters with SCR skill may, at the referee's discretion, be able to salvage small bits and parts (hoses, wire, clamps, screws, fittings) which may be of use to the party.

Hunter: Hunters are covered in the basic *Twilight: 2000* game.

Civilians: The characters encounter 1D6 civilians (local men and women armed with shotguns, sporting rifles, or bows). They will be suspicious of strangers, and almost uniformly hostile, although they will not attack immediately. Offers to trade ammunition or food for information, however, will usually be cautiously accepted. These people may have no permanent home, and differ from marauders only in that they almost never rob or kill people except in self-defense. On the other hand, they may be farmers or members of a local militia. These characters will include a mix of Novice, Experienced, and Veteran NPCs.

The referee may, if desired, draw NPC motivation cards for one or more of these individuals in order to suggest further interactions between them and the player characters. Ruthless, greedy, or deceitful NPCs may lie to the characters in order to gain their confidence, then attack through treachery or stealth.



Milgov

Milgov is a shorthand name for the US Military Government, established by General Cummings when he refused to recognize the legitimacy of the reconstituted (or "Rump") Congress of 1999.

By mid-2001, most of the areas under Milgov control will have shrunk considerably (conditions as of April 2001 are given in the individual area discussions, later in this sourcebook).

The resources available to General Cummings were, on the face of it, vastly superior to those available to President Broward. Most of the military strength of the country remained (initially at least) loyal to the regular military command structure. The main advantage Cummings possessed, however, was not in weapons, ammunition, or personnel. Cummings could talk (and give orders) to his people wherever they were in the world since he had access to one of the few surviving communications networks.

The reconfiguration of the Defense Intelligence Agency as a counter to the CIA has already been sufficiently discussed in the game rules and will not be covered here.

COMMUNICATIONS

Electromagnetic pulse (EMP) was a known side effect of nuclear detonations since the first hydrogen bomb blasts in the 1950s. Simply put, a current is induced in any electric circuit within the radius of the EMP's effect (bombs detonated more than a few miles up in the air can have a radius of several hundred miles). This induced current can be enough to seriously damage the electrical components of a system, especially if they are integrated circuit chips or transistors. EMP proved to be more powerful than the most conservative prewar estimates, affecting even some supposedly shielded equipment. Enough equipment was on standby, and enough adequately shielded, to enable the Joint Chiefs to remain in touch with their scattered forces (for a time). Gradually, the military network also deteriorated, but for a few years Milgov had a distinct advantage.

The US Army

This listing is a revised and updated version of the material contained in the **U.S. Army Vehicle Guide** and provides locations and approximate strengths for those military units under Milgov control actually in the United States. Units in brackets ([]) are have ceased to obey orders as of 1 April 2001.

Strengths of units are given in overall manpower to the nearest hundred and current tank (or assault gun) strength. Most of these units have additional numbers of lighter armored vehicles and soft-skinned tactical vehicles. They have also acquired non-issue vehicles by various means, and many are now using animal transport where necessary.

STRATEGIC RESERVE

Current Location: Colorado

100th Infantry Division
Cadet Brigade

Current Location: Hawaii

29th Infantry Brigade

[1ST ARMY]

Current Location: This army has effectively ceased to exist and headquarters personnel have dispersed.

[12th Corps]

78th Infantry Division
[43rd Military Police Brigade]

5th US ARMY

Current Location: Central and south central United States

194th Armored Brigade
197th Infantry Brigade (Mechanized)

90th Corps

49th Armored Division
95th Infantry Division

122nd Corps

85th Infantry Division (1st Brigade only)

98th Infantry Division

6th US ARMY

Current Location: California

63rd Corps

[40th Infantry Division (Mechanized) (less 1st Brigade)]

46th Infantry Division

[221st Military Police Brigade]

91st Infantry Division (Light)

49th Military Police Brigade

[89th Corps]

This corps was disbanded in November 2000.

9th US ARMY

Current Location: US and Canadian Pacific Northwest

[10th Corps]

[10th Infantry Division (Mountain)]

[1st Infantry Brigade (Arctic Recon)]

[2nd Infantry Brigade (Arctic Recon)]

8th Corps

47th Infantry Division

104th Infantry Division (Light)

Unit History and Current Status

For the convenience of users, these unit histories contain a summary of the same information detailed in the **U.S. Army Vehicle Guide**, updated to 1 April 2001.

49TH ARMORED DIVISION

A National Guard division consisting of 1st, 2nd and 3rd Brigades (all Texas National Guard). In late 1997, the division was deployed in a disaster relief and emergency security role in the northern Illinois and Indiana area, but soon was moved out of the Chicago metropolitan area. The division's 1st Brigade moved to Fort McCoy, Wisconsin, 2nd Brigade to Camp Atterbury, Indiana, and 3rd Brigade and division headquarters to Springfield, Illinois.

With the outbreak of hostilities with Mexico in mid-1998, the division moved south by road and river barge to Fort Sill, Oklahoma and came under command of newly formed 90th Corps. By autumn, the division was involved in sporadic and confused combat on a broad front against elements of the Mexican Army, marauder bands, and numerous paramilitary organizations. In 1999, the division was used to spearhead 5th Army's drive to clear Texas of hostile armed bands and suffered heavy vehicle losses in central Texas when the division was counterattacked by the Soviet "Division Cuba." By late 1999, the division had withdrawn to southern Oklahoma where the front stabilized.

Throughout 2000 and into 2001, the division was responsible for defending the southern flank of Milgov's midwestern enclave. This consisted of patrol duties into north central Texas to break up the formations of marauders and roving bands of Soviet and/or Mexican soldiers. As time passed, formal military control retreated further north into Oklahoma. As personnel dwindled, the division began to operate as separate battle groups, and by July 2001 was seriously overextended and ceased the preventative patrols southward.

The division's personnel are currently dispersed throughout Oklahoma as a cordon against incursions from the south.

Subordination: 90th Corps

Current Location: Oklahoma

Manpower: Approximately 1200 effectives, dispersed in battalion/company-sized units

Tanks: 1 M60A4, 2 M1, 2 Stingrays, dispersed among several company-sized units

10TH INFANTRY DIVISION (Mountain)

A prewar regular division stationed at Fort Drum, New York, the division was placed on alert in early October of 1996 and on 1 November 1996 began to deploy to Norway by air. In March 1997 the survivors of the division were withdrawn from the front lines to regroup and absorb replacements. In July the division deployed by air to Fort Greely, Alaska, where it joined 1st and 2nd Infantry Brigades (Arctic Recon) (Alaska National Guard) to form 10th Corps. Throughout summer and fall, the division fought a series of successful holding actions in the vicinity of Forts Wainwright and Greely against Soviet arctic mechanized forces. In 1998 the division spearheaded 10th Corps' counteroffensive. By March the division had captured Fairbanks, and in early April elements of the division, in conjunction with 2nd Infantry Brigade (Arctic Recon) (Alaska National Guard), had isolated Anchorage, severing the most important Soviet logistical links to forces further south. As both sides' logistical situations deteriorated, combat wound down to a series of local actions aimed mostly at securing the limited food growing areas.

Through 2000 and into 2001, the unit became more of a local militia and less of a federal military force. The rigors of life in postattack Alaska have turned this division into a number of local defensive militias and petty dictatorships. The unit has effectively ceased to exist as a division, and most of its strength consists of local civilian recruits. A fair number of its veterans are former Soviet soldiers who have been absorbed.

Subordination: None

Current Location: Region around Anchorage, AK

Manpower: 1000 effectives, now dispersed into seven main community defense militias

Tanks: 0

40TH INFANTRY DIVISION (Mechanized)

The division was formed at Camp Rilea, Oregon on 17 January 1998 as 40th Training Division from surviving command and support personnel of 40th Infantry Division (Mechanized), which had been evacuated from Germany. The division was quickly brought up to strength by recent inductees and assigned a variety of security, disaster relief, and reconstruction tasks in Oregon and northern California. In March the division came under command of newly activated 63rd Corps and moved south by road. In May the division arrived at Camp Roberts, California. After being reinforced by a variety of armored vehicles, the division was again redesignated as 40th Infantry Division (Mechanized) and committed to combat against elements of the Mexican Army and assorted armed bands.

In October of 1999, the division settled into defensive cantonments in the Lompoc-Monterrey-Tulare-Bakersfield quadrangle. These cantonments considerably overlapped the area of purported Mexican occupation, as in Texas. In July of 2000, the division was ordered north to the Sacramento-Oakland area, but the bulk of its personnel chose to leave Milgov's service and remain in their cantonments. A total of 900 personnel obeyed the withdrawal order and were subsequently incorporated into 46th Division.

Subordination: 63rd Corps

Current Location: California

Manpower: 1200 individuals, dispersed among numerous small independent cantonments

Tanks: 2 M60A4, 1 M1A2, all in the Bakersfield cantonment

46TH INFANTRY DIVISION

The division headquarters was formed on 17 March 1997 at Camp Blanding, Florida and took command of 58th (Maryland NG), 92nd (Puerto Rican NG), and 116th (Virginia NG) Infantry Brigades. The division was operational on 1 June 1997 and moved to Virginia in preparation for deployment to the European Theater. In November the division was deployed on a variety of security and disaster relief missions along the eastern seaboard. In the spring of 1998, the division moved by road to Texas and was dispersed throughout the eastern part of the state on antiriot duties. The outbreak of hostilities with Mexico caught the division badly spread out, and major elements of the command were quickly overrun. The division suffered further losses from desertion and was not able to reform as a division until the fall of 1998. At that time, the remnants of the division were regrouped at Fort Carson, Colorado and reinforced by local militia units brought into federal service. In October the division moved by road to central California and came under command of 63rd Corps.

In late 1999, the division was ordered into defensive cantonments in the region south and east of Fresno, California. In July of 2000, 63rd Corps relocated north to the Sacramento-Oakland area, and 46th (unlike 40th Division) obeyed. After absorbing the personnel from 40th who chose to obey orders, the division settled into its current station, where it remains one of the few units still loyal to Milgov. Recent encounters with marauders have resulted in a few casualties, but the marauders were notoriously poor soldiers, and the engagements were usually victories for Milgov.

Subordination: 63rd Corps

Current Location: Sacramento, CA

Manpower: 1100

Tanks: 1 M728 CEV, 2 M60 A4, 1 Stingray

47TH INFANTRY DIVISION

A National Guard Division consisting of 1st (Minnesota NG), 34th (Iowa NG), and 66th (Illinois NG) Brigades. The division came into federal service on 1 November 1996 and began deploying by air and sea to Fort Richardson, Alaska, where it relieved 6th Infantry Division (Light) of internal security duties. In July of 1997 outposts of the division were attacked by Soviet Spetznaz units and shortly thereafter by elements of two arctic mechanized brigades. The division was pushed southeast in heavy fighting and retreated across the Canadian border, where it was reinforced by elements of the Canadian Army. The appearance of additional Soviet troops, coupled with limited tactical nuclear strikes, inflicted heavy casualties on the division, and by mid-1998 it had fallen back to northern Washington. The deteriorating logistical situation of the Soviet forces, coupled with attacks on their rear areas by 10th Corps from the Fort Wainwright (east-central Alaska) area, and the arrival of 104th Infantry Division, halted the Soviet attack. At that time the division reverted to a defensive role and became responsible for internal security in the Washington-Oregon region.

On 12 December 2000, the commanding general of the division severed all ties with both Milgov and Civgov, held a purge

of uncooperative officers, and declared himself to be the "Proconsul of the Northwest." When it became obvious that the self-labeled "Proconsul" had gone quite mad, the division's personnel overthrew him, elected new officers, and repledged its loyalty to Milgov. The division currently controls the Seattle-Tacoma-Bremmerton-Olympia area.

Subordination: None

Current Location: Western Washington

Manpower: 2000

Tanks: 0

78TH INFANTRY DIVISION (Light)

The division was formed at Edison, New Jersey on 20 July 1998 by redesignation of 78th Training Division (US Army Reserve). Upon formation, the division was made responsible for disaster relief and internal security in the greater New York metropolitan region. The division immediately came into conflict with numerous armed bands and suffered steady losses from combat casualties and desertion. On 28 November 1998 the division attempted an evacuation by water of its main body from Manhattan Island. The evacuation turned into a rout. In March of 1999, about 1000 survivors of the division were assembled at Fort Dix, New Jersey and reorganized. The division has since remained at Fort Dix, undertaking light security missions in southern New Jersey.

The unit had almost ceased to exist by December of 2000, when it received 800 replacements from the European evacuation. Since that time, the division has controlled the area of New Jersey centering on Fort Dix. In April of 2001, the division controls the area within 80 kilometers of the fort.

Subordination: 12th Corps

Current Location: Fort Dix, NJ

Manpower: 900

Tanks: 1 M60A4

85TH INFANTRY DIVISION (Light) (1st Brigade)

The division was formed in Chicago, Illinois on 20 July 1998 by redesignation of 85th Training Division (US Army Reserve). The division began immediately to move by road and river to Camp Beauregard, Louisiana, where it took over local security



duties in western Louisiana. In late 1998 the division moved west into Texas and came into conflict with scattered elements of the Mexican Army and numerous armed bands. On 17 January 1999 the division fought a major engagement with the "Texian National Legion" which resulted in it being surrounded and virtually annihilated. In mid-1999, the survivors of the division reformed at Camp Beauregard as a single brigade.

Despite reinforcements in August of 2000 (from 194th Armored Brigade in Cairo, Illinois) and 600 replacements from the European evacuation, the unit has taken severe casualties from actions against New American partisans in Arkansas, and by April 2001 was withdrawn to its encampment in Louisiana for rest and refit.

Subordination: 122nd Corps

Current Location: Fort Beauregard, LA

Manpower: 300

Tanks: 0

91ST INFANTRY DIVISION (Light) (3rd Brigade)

The division was formed in Sausalito, California on 20 July 1998 by redesignation of 91st Training Division (US Army Reserve). The division was quickly engaged in heavy fighting with mechanized elements of the Mexican Army and suffered heavy losses in a series of retrograde movements north.

By April of 2001, the unit had been disbanded and its surviving personnel used as replacements for the units of 63rd Corps.

95TH INFANTRY DIVISION (Light)

The division was formed at Livonia, Michigan on 20 July 1998 by redesignation of 95th Training Division (US Army Reserve). The division immediately began moving by road to Illinois for transfer to the Southwestern Theater. The division arrived at Fort Chaffee, Arkansas on 1 November 1998 and came under the command of 90th Corps, then engaged against elements of the Mexican Army and various armed bands in northern Texas and southern Oklahoma. By January of 1999, the division was involved in combat against elements of the "Texian National Legion" in northeast Texas and participated in 5th Army's drive to clear Texas of marauders and paramilitary bands. Following the defeat of 44th Armored Division by the Soviet "Division Cuba," 95th Division fought a series of skillful rearguard actions covering the withdrawal of 90th Corps into Oklahoma.

Behind the defensive cordon of 49th Division, 95th is responsible for internal security and civil administration in Oklahoma and western Kansas. This includes occupation and operation of the remaining oil fields and refinery facilities, and the transport of the fuel produced to other Milgov units on the Great Plains.

Subordination: 90th Corps

Current Location: Oklahoma/Western Kansas

Manpower: 2000

Tanks: 1 M60A4

98TH INFANTRY DIVISION (Light) (2nd Brigade)

The division was formed in Midwest City, Oklahoma on 20 July 1998 by redesignation of 98th Training Division (US Army Reserve) and undertook a variety of internal security and riot suppression missions in southern Oklahoma and northern Texas. On 17 September 1998 outposts of the division came under attack by advance elements of Mexican 3rd Armored Cavalry Regiment and soon became embroiled in a series of running clashes with this and other forward elements of the Mexican Army. Caught between Mexican units to the south and

marauders to the north, the division withdrew under heavy pressure into Louisiana, at which time it came under command of 122nd Corps. The 1500 survivors of the division were reformed as a single brigade but were later considerably reinforced by absorbing a number of local militia units.

In March of 2001, the division was ordered into action to suppress the Ozark enclave of the organization known as New America. Making use of a dirigible captured from the so-called Ozark Airlords by a commando-style mission, the division was able to defeat the partisans, but at a severe cost. In April 2001, the division is in occupation of northern Arkansas, hunting down the last of the New American sympathizers.

Subordination: 122nd Corps

Current Location: Arkansas

Manpower: 1000

Tanks: 3 M60A4

100TH INFANTRY DIVISION (Light)

The division was formed in Louisville, Kentucky on 20 July 1998 by redesignation of 100th Training Division (US Army Reserve). The division immediately began to move by river and road to Fort Sill, Oklahoma, where it came under command of 90th Corps. The division participated in local security missions throughout 1998 and covered the right flank of 5th Army during its drive into central and southern Texas in 1999. Following the defeat of 49th Armored Division and the general withdrawal of 5th Army, the division became isolated from the main body of 90th Corps and withdrew north to Fort Carson, Colorado.

The division is currently in charge of internal government and logistical security in northern and central Colorado, and also provides honor guards for the Joint Chiefs of Staff at Colorado Springs on a rotating basis (alternating the honor with the Cadet Brigade).

Subordination: Strategic Reserve

Current Location: Fort Carson, CO

Manpower: 6000 (including 2000 local militia)

Tanks: 5 M60A4, 1 M1A1

104TH INFANTRY DIVISION (Light)

The division was formed at Vancouver, Washington on 20 July 1998 by redesignation of 104th Training Division (US Army Reserve). Upon activation, the division came under command of 8th Corps and on 2 August 1998 entered combat against Soviet forces attacking the Fort Lawton area from the north. By late August, the situation was stabilized and the division was withdrawn from the front line to take over internal security duties in the Montana-Idaho region.

Subordination: 8th Corps

Current Location: Cheyenne, WY

Manpower: 2000

Tanks: 1 M728 CEV, 1 M60A4

1ST INFANTRY BRIGADE (Arctic Recon)

An Alaska National Guard Brigade which came into federal service on 3 July 1996 and assumed responsibility for local security and long-range recon patrols along the Bering Straits. As the logistical situation deteriorated in the north, the brigade dispersed into small self-sufficient hunting/raiding parties that continue to range both sides of the straits. After January of 2001, the unit ceased to exist as a fighting unit.

Subordination: None

Current Location: Alaska

Manpower: 400 in scattered hunting parties, including native recruits and some ex-Soviet soldiers

Tanks: 0

2ND INFANTRY BRIGADE (Arctic Recon)

An Alaska National Guard Brigade, 2nd Infantry Brigade came into federal service on 3 July 1996 as 207th Infantry Group (scout) and was redesignated 2nd Infantry Brigade (Arctic Recon) on 5 July 1996. The brigade assumed responsibility for local security in the Aleutians in August and remained there until June of 1997. At that time, the brigade returned to Anchorage where it joined 1st Infantry Brigade (Arctic Recon). In July the brigade retreated east to Fort Greely and upon arrival came under the command of newly formed 10th Corps. For the rest of 1997, the brigade held off numerous Soviet attacks on 10th Corps' lodgement area, and in early 1998 participated in the corps' counteroffensive. In March the brigade participated in the recapture of Fairbanks, and in April drove south with 10th Infantry Division (Mountain) to the Anchorage area. In late 1998 the brigade left the Anchorage area and drove southeast toward Juneau. On 25 December 1998 the brigade recaptured Juneau by assault, suffering heavy casualties in the process, but was aided considerably by local partisans. The brigade then took over local security for the Juneau logistical hub.

By January of 2000, the brigade had dispersed into hunting/raiding parties ranging throughout the Alexander Archipelago and had ceased to exist as a fighting unit.

Subordination: None

Current Location: Alaska/Western Canada

Manpower: 300, including a number of ex-Soviet soldiers

Tanks: 0

29TH INFANTRY BRIGADE

A Hawaii National Guard Brigade which was brought into federal service on 25 August 1996, the brigade has remained in Hawaii throughout the war, carrying out a variety of internal security and disaster relief missions.

Currently, the brigade is the Hawaiian government, and although it still professes loyalty to Milgov, it is effectively independent.

Subordination: ForceCom

Current Location: Hawaii

Manpower: 4000, including 2000 local levies

Tanks: 4 M60A4

43RD MILITARY POLICE BRIGADE

A Rhode Island National Guard Brigade which was brought into federal service on 25 August 1996. In November of 1996 the brigade moved to Fort Devens, Massachusetts and became responsible for internal security and logistical movement in Military Region I (New York and the New England states). In June of 1997, the brigade was made responsible for security and distribution of foodstuffs in Military Region I.

In early 2001, the unit mutinied and killed its commanding officer, Colonel Fort. At this time, the personnel dispersed and the unit ceased to exist.

49TH MILITARY POLICE BRIGADE

A California National Guard Brigade, which was brought into federal service on 20 August 1996. In November of 1996 the brigade moved to San Diego, California and became responsi-

ble for traffic control in the area of the port of embarkation. In June of 1997, the brigade was made responsible for security and distribution of foodstuffs in the southern half of military region IX (California, Nevada and New Mexico). In September of 1997, the brigade reformed at Fort Irwin, California and came under command of newly formed 89th Corps. It was soon involved in combat with advance elements of the Mexican Army, and by the end of the year had been forced back to Camp Roberts, California.

In November of 2000, the unit was absorbed into 63rd Corps and ordered to the Stockton area, where it remains to this day.

Subordination: 63rd Corps

Current Location: Stockton, CA

Manpower: 500

Tanks: 0

194TH ARMORED BRIGADE

A prewar regular brigade stationed at Fort Knox, Kentucky. The brigade remained in the United States as part of a small strategic reserve until mid-1997. At that time, the brigade was made responsible for a variety of security and disaster relief missions in the Kentucky and Tennessee area. In August of 1999, the brigade was ordered north to combat 84th Infantry Division, then in a state of mutiny, in Wisconsin. En route through Indiana, word was received of the mutiny of 35th Engineer Brigade in Illinois. The brigade moved against the mutineers, and after a week of fruitless negotiation, attacked them. The brigade suffered few casualties in the action, but did not succeed in subduing the mutineers, who withdrew across the Mississippi River. Rather than move north against 84th Infantry, which was now rumored to be moving west as well, the brigade moved to southern Illinois where it established a logistical cantonment at the confluence of the Ohio and Mississippi Rivers.

194th was tapped to provide 400 replacements for 85th Infantry Division in Louisiana during the last half of 2000, and sent a detachment of 600 soldiers and 18 armored vehicles to southern Missouri in suppression of the Ozark enclave of New America. The detachment was severely mauled, and about half its number are currently in Missouri engaged in antipartisan duties.

The brigade's main asset is the refinery at Robinson, Illinois, which it currently occupies with a force of 200 soldiers and five AFVs. This refinery (and the few functional oil fields surrounding it) is currently a major source of fuel for Milgov, and the brigade considers its defense and continued operation a major priority. A recent accident (blamed on a lack of properly trained operating personnel) severely damaged the plant's last operating "cat cracker" (the catalytic convertor used to extract the maximum proportion of gasoline from crude oil), and the refinery is now only operating at about one percent of its designed capacity. The brigade formerly traded gasoline for food with other communities in Illinois and Indiana, but the accident has forced it to choose between cutting off this trade or cutting back severely on its fuel shipments to Memphis. In any case, the refinery at Robinson will soon become a target for marauders from the south and east, and this concerns the brigade commander. He is rumored to be considering a move to evacuate Cairo in favor of Robinson and then sever all ties to Milgov.

Subordination: 5th Army

Current Location: Cairo, IL

Manpower: 600 (plus 200 at Robinson, IL)

Tanks: 1 M1, 2 M1A1, 2 M1A2 (plus 3 M1 at Robinson, IL)

197TH INFANTRY BRIGADE (Mechanized)

A prewar regular brigade stationed at Fort Benning, Georgia, the brigade remained in the United States as part of a small strategic reserve until mid-1997. At that time it was made responsible for a variety of security and disaster relief missions in the Georgia and Florida area. In September of 1998, the brigade was ordered west to reinforce 5th Army. The brigade arrived in Louisiana in October and conducted a successful offensive against the "Texian National Legion," breaking its grip on east Texas. In 1999 the brigade was involved in a number of operations against armed bands in the east Texas and western Louisiana area. In September the brigade was withdrawn from combat to rest and refit and then sent north to subdue Memphis, which was then in the grip of a feudal-style overlord who was disrupting river traffic on the Mississippi. The siege of Memphis lasted throughout the winter of 1999-2000, and the central city did not fall until May. The brigade was then assigned to garrison Memphis and establish it as a logistical base to support 5th Army.

In March of 2001, the remnants of 85th Division (severely damaged in action against New American partisans in Arkansas) were merged with 197th. The brigade is now responsible for administration and protection of western Tennessee (within 100 kilometers of the Mississippi). Refugees and marauders from the south and southeast will soon put increasing pressure on the division. How long it can remain in control of this area under the strain of these factors is no longer certain—the large armored contingent will be helpful, but as food becomes more and more scarce, ethanol fuel (distilled from edible materials like grain) will have to be replaced by the less fuel-efficient methanol (distilled from wood pulp and other inedible plant material), and the range and effectiveness of the armor will be reduced to a considerable extent.

Subordination: 5th Army

Current Location: Memphis, TN

Manpower: 1500

Tanks: 13 M1A1

221ST MILITARY POLICE BRIGADE

A prewar Army Reserve brigade stationed in San Jose, California. The brigade was activated on 1 July 1996 and deployed by sea to Honolulu, Hawaii. Upon arrival, the brigade assumed responsibility for security and traffic control in and near the Pearl Harbor Naval Base. In November of 1997, the brigade was made responsible for a variety of disaster relief tasks in the Hawaiian Islands. In June 1998 the brigade reembarked and moved to California by sea. Upon arrival, it came under command of 63rd Corps and was soon involved in combat with elements of the Mexican Army, as well as bands of looters and secessionist partisans. The brigade has remained in central and southern California since then, serving as combat infantry.

With the retreat of 63rd Corps to the Sacramento-Oakland area, 221st was disbanded and its personnel dispersed as reinforcements for other units of 63rd Corps.

THE CADET BRIGADE

The Cadet Brigade was formed in January 1988 from the cadets of the United States Air Force Academy in Colorado Springs, Colorado. The brigade took over the weapons and equipment left in Fort Collins by 4th Infantry Division when 4th Division was airlifted to Europe in October of 1996. In July of

1999, the Military Government moved its capital to Colorado Springs, and the Cadet Brigade now provides security parties for the Joint Chiefs (alternating this duty with 100th Infantry Division). Detachments from the Cadet Brigade also share the duty of protecting the Fort St. Vrain Nuclear Power station (at Platteville, Colorado) with detachments of 100th Infantry Division. In theory, the Cadet Brigade is part of the US Air Force, but in practice there is no distinction between it and other units of the Military Government.

Subordination: Strategic Reserve

Current Location: Colorado

Manpower: 400

Tanks: 1 M60A4

THE SCHOOL BRIGADE

A prewar regular army brigade stationed at the US Army Air Defense Center and School at Fort Bliss, Texas. The brigade served as a chain-of-command parent organization for a variety of units assigned to the school for training and activation. With the outbreak of hostilities with Mexico in 1998, the brigade was activated as a troop unit, using its available mix of weapons to create unorthodox operational units. Infantry was drawn from basic training camps at Fort Bliss and attached to ADA gun batteries (PIVAD and Diana) to create heavy machinegun combat teams. Because the brigade had no organic field artillery, it relied heavily on infantry mortars, and it subsequently developed its own doctrine for employment of ADA gun systems in the indirect fire role.

The School Brigade was able to hold the Fort Bliss area against repeated attacks, but was soon surrounded. Fighting its way free of the encirclement, the brigade retreated north, evacuating its equipment, personnel, and dependents through New Mexico. Once across the Canadian River, the brigade linked up with elements of 90th Corps in Oklahoma. In January of 1999, the School Brigade was attached to 49th Armored Division, with which it served until November of 2000, when it was detached for internal administrative duties in western Kansas.

In Kansas, the brigade was assigned the area from Hays, Kansas north to the North Platte River in Nebraska, an area which borders on the westernmost reaches of Civgov's "heartland," and which (due to the area's sheer size) has been increasingly difficult for the brigade to administer. Marauder raids have been increasing, and the brigade is beginning to experience transport difficulties. Although the brigade has no tanks, it still has a dozen assorted antiaircraft artillery vehicles, and numerous civilian and military trucks and small cars. Shipments of fuel from Oklahoma will soon be reduced, and the brigade will soon be forced to cut back its perimeter patrols in favor of a reactive defense. What this means is that the brigade will chase marauders only when the core food-growing areas of the brigade's territory are threatened, instead of conducting punitive sweeps beyond the borders. Outlying farms will be evacuated or abandoned. In the months to come, this tactic will prove effective in temporarily stemming the tide of marauders, but at the expense of quite a bit of farmland. When reduced crop yields (due to lack of water) force the brigade to switch to methanol from ethanol, and the fuel from Oklahoma is completely cut off, the brigade will be forced to cut back patrols even further.

Subordination: 90th Corps

Location: Western Kansas/Nebraska

Manpower: 1100

Tanks: 0



Civgov

Civgov is shorthand for Civilian Government. Civgov was created with the election of John Broward as Speaker of the reconvened House of Representatives in 1999, thus making him the President of the United States by default. The capitol of Civgov is currently located in Omaha, Nebraska. President Broward began his second term (his first full one) in January of 2001 (more on this subject below).

COMMUNICATION

The chief problem faced by President Broward during the first year of his administration was communication. There were other problems, to be sure, major ones (fuel, electrical power, medical needs and so on), but without adequate communication between areas loyal to the civilian government, all other problems seemed to fade into insignificance.

As has been previously mentioned, the effects of electromagnetic pulse (EMP) on electronic equipment was more severe than prewar experiments had led experts to believe. Basically, all unshielded equipment which was turned on at the time of the attack was subjected to induced currents sufficient to destroy it, especially if it contained integrated circuits or the older transistors, which are very sensitive to variations in current and easily damaged by the slightest excess. Telephones, telexes, radios, computers, televisions, practically every form of electronic communications was out of commission or severely damaged. To complicate the problem (from Broward's viewpoint), almost all of the equipment that had survived the EMP was in the hands of his rival, General Cummings, Chairman of the Joint Chiefs of Staff and head of the military government (Milgov).

Electronic equipment was to remain a problem for Civgov, although the desertion of a number of units from military control brought in some working communications gear. The main task of the newly created Reconstruction and Recovery Agency (RRA) was to reestablish communication networks, making

use of salvaged equipment, much of it from military sources, but a good deal salvaged from stores and warehouses (radios in their packages were relatively safe). A bare-bones communications network was eventually established, but it was never totally adequate. Additionally, there were never sufficient spare parts or trained personnel to improve or expand this network—there was barely enough to keep it running at all. By early 2001, the network had begun to deteriorate to such an extent that some Civgov-controlled areas within 100-200 kilometers of Omaha were effectively cut off from all but the most important communications. There were considerable variations in service, however—the Maryland enclave remained in communication with Omaha almost up to its evacuation. Many areas of the United States profess loyalty to Civgov, but are unable to communicate with the capital. Many were effectively on their own almost from the start.

CENSUS

The Constitution of the United States mandates a decennial census, which began in 1790. The census of 2000 became a vital consideration with President Broward, since it (with the election) helped demonstrate that his government was operating under the Constitution, and therefore was the legitimate one. Preliminary planning for the 2000 census was well under way by 1997, but the nuclear strikes disrupted the operation. The federal plans for reconstruction after a nuclear exchange include almost immediate assessment of casualties and demographic dislocation, and efforts in this vein began in early December of 1997, but soon faltered due to the breakdown of civil order. By 2000 it was obvious that what data had been gathered was terribly out of date, and that reconstruction did not have a prayer of success without knowledge of what human resources were available.

However primitive the information, a fairly complete census of the areas under Civgov control was taken. At the time Civgov had control of the following: northern Virginia and eastern Maryland, including the area within the Federal Relocation Arc; the area within 150 kilometers of Fort Bragg, North Carolina

and almost all of South Carolina; "The Iron Triangle" of south Georgia; and the so-called "Heartland" of eastern Nebraska, southeastern South Dakota, Iowa, and southern Minnesota. Broward claimed the census revealed that Civgov controlled 80 million people, but this figure is obviously inflated. Most likely, 30 million people is the most Civgov ever controlled, and this for only a short time in mid- and late 2000.

ELECTIONS

Likewise, Broward decided to hold presidential elections on schedule in November of 2000. Communications proved a problem, and the election was largely a predetermined event from the start (Broward ran unopposed in some areas, although there was a token opposition candidate). By 2000 the traditional political parties had long since ceased to exist, and most of the other officials were simply elected at-large from a list of candidates. Senators and representatives were chosen in a manner similar to that used at the first session of the reconstructed Congress, although there was some census data to use for a token apportionment of legislative districts. The process went much more smoothly the second time—no one was shot.

THINGS TO COME

As Nebraska and the Great Plains states dry out, it has not escaped Broward's notice that the area around the Great Lakes has somehow managed to retain something resembling its normal rainfall (presumably this is due to evaporation from the lakes—something that cannot last, since lake levels are bound to drop eventually), and of course, a usable water table (which cannot last forever either). Except for Wisconsin, however, Civgov has not been able to spare the personnel or material resources to absorb the Great Lakes states (sometimes called the Old Northwest states), despite several efforts. Broward is considering moving his capital once again, from Omaha eastward to Milwaukee. The only problem with this plan is that this would necessitate a massive movement of civilians, which neither the people of Iowa-Nebraska nor those of Wisconsin-Illinois would be happy with. A second complication is that *Milgov controls most of southern Illinois and would probably contest the occupation of Illinois and Indiana.*

Whatever Broward decides, most of the Civgov's eastern enclaves are either in the process of evacuating or seriously considering such an action. These are uniformly headed for the Midwest in general, and the Great Lakes region in particular. The Maryland-Virginia enclave has already begun a migration to the Midwest. 184th Infantry Brigade has been forced out of North Carolina by a catastrophic fire. The enclaves in South Carolina and Georgia are not yet on the move but will be before the summer is over.

It is doubtful that any of Civgov will be in the same place by summer of 2002.

Civgov's Military Forces

A table of organization is not needed for Civgov's forces, because there are too few of them. All forces under Civgov in the United States are grouped together under the Defensive Command (DefCom). DefCom is divided into two subcommands, labeled the III Military Region and the V Military Region (after their prewar military designations). The III Military Region, currently located in the southeastern part of the country, consists of 108th Infantry Division, 30th Engineer Brigade (Com-

bat), 184th Infantry Brigade, and 228th Infantry Brigade. The V Military Region, currently located on the northern part of the Great Plains, consists of 84th Infantry Division (Light) and 35th Engineer Brigade.

Unlike Milgov, Civgov has managed to retain most of its military forces intact, although this has come about more by accident than by design. The main reason seems to be that Milgov has borne the brunt of the fighting (and thus of the casualties) against the Soviets, the Mexicans, and New America.

The information presented in the unit histories below is an expansion and update of the *U.S. Army Vehicle Guide*.

84TH INFANTRY DIVISION (Light)

The division was formed on 20 July 1998 by redesignation of 84th Training Division (US Army Reserve) in Milwaukee, Wisconsin. The division was employed in a variety of internal security and disaster relief missions throughout 1998 and early 1999. In August of 1999, the division was ordered to prepare to move south to reinforce 5th Army in Arkansas, Oklahoma, and Louisiana. Instead, the division commander placed the personnel of the division at the disposal of V Military Region Headquarters (US Civilian Government).

The division was relocated to Minnesota in late 1999 and took over internal security operations for the southern part of that state. In late 2000, the division received significant reinforcements from local militias, and its area of responsibility was expanded to include the western third of Wisconsin.

Subordination: V Military Region

Current Location: Minneapolis, MN

Manpower: 3500

Tanks: 0

108TH INFANTRY DIVISION (Light)

The division was formed at Charlotte, North Carolina on 20 July 1998 by redesignation of 108th Training Division (US Army Reserve). The division was assigned a variety of internal security and disaster relief missions in the southeastern United States. In mid-1999 the division experienced increasing friction with antigovernment partisans in Mississippi, Alabama, and Georgia. In September of that year, the division evacuated Fort McClellan, Alabama and all posts west of there. The division now holds Forts Benning and Stewart in Georgia and Camp Blanding, Florida, as well as the general area between those three posts. This area is somewhat fancifully referred to in division dispatches as the "Iron Triangle."

The "Iron Triangle" has been penetrated by New American spies, and an operation is underway to gradually convert the unit over to NA control, but this was one of Hughes' personal projects, and with his abduction, the future of the plan is uncertain. The deteriorating situation in the southeastern United States makes the future of 108th cloudy as well—marauders are already taking a heavy toll on the food-producing regions under its protection, and 108th is considering an evacuation to Georgia's offshore islands, where defense will be easier and fishing will provide additional food.

Subordination: III Military Region

Current Location: Southeastern United States

Manpower: 3000

Tanks: 2 M728 CEV

30TH ENGINEER BRIGADE (Combat)

30th Engineer Brigade is a North Carolina National Guard

Brigade brought into federal service on 25 August 1996. In November 1996, the brigade moved to Fort A.P. Hill, Virginia, and became responsible for engineering support tasks for units arriving in Virginia for shipment overseas. In 1997 the brigade was made responsible for emergency disaster relief and reconstruction of essential facilities in the III Military Region (Maryland, Delaware, Virginia, North Carolina, and South Carolina). The SLBM strike on the Presidential Emergency Facilities at Fort Hill caused casualties, but the brigade survived largely intact. In February 1999, the brigade commander declared for the US Civilian Government, and the brigade came under command of III Military Region headquarters. Following this, the brigade concentrated at Fort Jackson, South Carolina and took over a variety of security and reconstruction tasks.

The brigade's position is shaky as of April 2001. Fuel is short, food is becoming short, and the expected hordes of refugees and marauders will place severe strains on the area under its control. An evacuation is in the preliminary planning stages.

Subordination: III Military Region

Current Location: Fort Jackson, SC

Manpower: 1300

Tanks: 2 M728 CEV

35TH ENGINEER BRIGADE (Combat)

A Missouri National Guard Brigade brought into federal service on 25 August 1996, in November of 1996 the brigade moved to Chicago, Illinois and became responsible for engineering support for movement to the Chicago port of embarkation of overseas-bound units. In 1997 the brigade took over a variety of security and reconstruction tasks in the Chicago metropolitan area, but late in the year evacuated the area and moved into downstate Illinois. In September of 1999, the brigade commander declared for the civilian government and at that time came under command of V Military Region (Illinois, Wisconsin, Minnesota, Missouri, and Iowa). Following armed clashes with troops loyal to the military government, the brigade withdrew in company with the command personnel of V Military Region across the Mississippi River into Missouri, Iowa, and Nebraska. The bulk of the brigade now serves as a security force for the US Civilian Government capital at Omaha, Nebraska.

The main force of the brigade, reinforced by considerable local militia levies, is dispersed along a perimeter running roughly from Ainsworth to Hastings, Nebraska. Its outer patrols used to make regular contact with the outer patrols of Milgov (from Colorado and Western Kansas), but these deep patrols have become increasingly rare as the fuel for them dwindles (edible material is no longer available for ethanol distillation, and methanol is a less efficient fuel).

Subordination: V Military Region

Current Location: Omaha, NE

Manpower: 1200

Tanks: 0

184TH INFANTRY BRIGADE

A Mississippi National Guard Brigade which was brought into federal service on 25 August 1996 as 184th Transportation Brigade. In November of 1996, the brigade moved to Richmond, Virginia and became responsible for logistical movement within the port of embarkation. In June of 1997, the brigade was made responsible for security and distribution of foodstuffs in Military Regions II (New Jersey, Pennsylvania, and West Virginia) and III (Maryland, Delaware, Virginia, North Carolina, and South

Carolina). In September of 1997, the brigade was redesignated an infantry brigade and took over general security duties in III Military Region. In January of 1999, the brigade commander, in conjunction with the GOC (General Officer Commanding) III Military Region, declared in favor of the civilian government. In the spring of 1999, the brigade concentrated at Fort Bragg, North Carolina.

In late March of 2001, a disastrous forest fire in the region of the fort spread to the farms upon which the brigade depended for its food. The farmland was devastated, and most of the food reserves were destroyed. In April the brigade is evacuating the area and heading for the Midwest. In the process, it has encountered the Cumberland enclave of New America.

Subordination: III Military Region

Current Location: Vicinity of the Cumberland Gap

Manpower: 1800

Tanks: 9 M60A4

228TH INFANTRY BRIGADE

A South Carolina National Guard Brigade which was brought into federal service on 25 August 1996 as 228th Signal Brigade. In October of 1996, the brigade moved to Fort Meade, Maryland and became responsible for all military signal traffic in 1st Army's area. In June of 1997, the brigade was also made responsible for local security for the Fort Meade area. The brigade was not badly damaged when Fort Meade was the target of a Soviet SLBM strike in November of 1997 because the target was the Presidential Emergency Facility rather than the fort's headquarters. In any case, much of the brigade was dispersed throughout the area rather than present on post.

In January of 1999, the brigade refused orders to relocate to Richmond, Virginia with the headquarters element of 1st Army and declared in favor of the Civilian Government. At that time it came under command of III Military Region and became responsible for local security in the Fort Meade area. In August of 1999, the brigade was redesignated 228th Infantry Brigade.

Subordination: III Military Region

Current Location: Evacuating Maryland for Ohio Valley

Manpower: 1000

Tanks: 0





New America

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

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

New America's initial success stemmed from the fact that the organization was able to maintain a low profile and that Hughes proved to be an accomplished fund raiser. Early on he won the support of a small number of extremely wealthy and influential backers, men prominent on Wall Street and in Washington, who helped finance the organization (most in return for a place in the "New America" to arise after the coming holocaust). With such backers, Hughes retained the group's conservative, respectable image throughout the Reagan years and into the 1990s. By remaining low-key, respectable, and outwardly legal, New America avoided the fate of several similar organizations such as *Posse Comitatus*, Covenant, Sword, and the Arm of the Lord, which were broken up in government crackdowns in the mid-to-late 1980s.

Rather than resorting to demagoguery, public pronouncements, or recruiting drives, New America remained small. New members were carefully screened before being recruited. Highly

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

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

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

Citymaker

Referees of **Twilight: 2000** have long needed a quick and easy method to 1) design towns and villages for **Twilight: 2000** campaigns, and 2) generate maps of these communities on the spot during a game. Everywhere they go, the characters seem to run into little villages that are not described or mapped out in the modules. Citymaker provides a system to accomplish both of the aims discussed above. The center four pages of this sourcebook are designed to be removed and photocopied (we suggest that you use the originals only for copying) for use in generating small towns and villages. The referee can use this system whenever the characters run across a small village or can design communities in advance, creating maps of them and filing them away for future use.

The **Twilight: 2000** rules provide the bare details of a community for the individual referee to flesh out. Citymaker allows a map of the place to be designed with only a little extra labor.

THE GEOMORPHIC BLOCKS

Communities are assembled out of the geomorphic blocks provided. Each block is 200 meters across, and each square on a block represents 40 meters.

Basic Block Varieties: There are two basic varieties of blocks: perimeter blocks and interior blocks.

Perimeter Blocks: These represent the outer defenses of a community. Various types of linear obstacles and combinations thereof are provided. The hexagonal symbols on some of the blocks represent strongpoints. These can be machinegun nests, sniper positions, mortar posts, blockhouses, or whatever else the referee decides.

Interior Blocks: These blocks represent the interior regions of a community. Note that a particularly small settlement may have no interior blocks at all, depending on its final layout.

SETTLEMENT GENERATION PROCEDURE

First, determine the size of the community according to the **Twilight: 2000** rules. If you are mapping a community for which you have already determined the population, ignore this random generation in favor of your own data.

Second, determine the level of devastation the community has suffered. This can be decided by the referee or determined randomly from the following table:

DEVASTATION

1D6	Result
1-	No devastation
2-3	Partial
3-5	Severe
6+	Deserted

DMs: +1 if in eastern or central Europe; +1 if in North America after 2002; +2 if target of tactical nuclear weapon.

Third, determine the number of blocks to be used, based on the level of devastation. Blocks are assigned as a ratio of total population, which is divided into population units of 50 individuals. Two blocks are assigned per unit if a community has no devastation. Three blocks are assigned per unit if a community has partial devastation. For severe devastation, five blocks are assigned per unit. Deserted settlements can be of any size.

Fourth, arrange the proper number of blocks (as determined

above) into the desired configuration. There are no hard and fast rules for this sort of thing, and just about anything goes. A community will usually have an unbroken ring of fortifications (almost always a hastily erected wall of rubble or rammed earth), but this need not be universally true (maybe the walls were damaged recently and have not been repaired). Roads and walls will usually line up, but again, this need not be universal. It may be necessary to make several trial arrangements before you come up with one that is completely suitable.

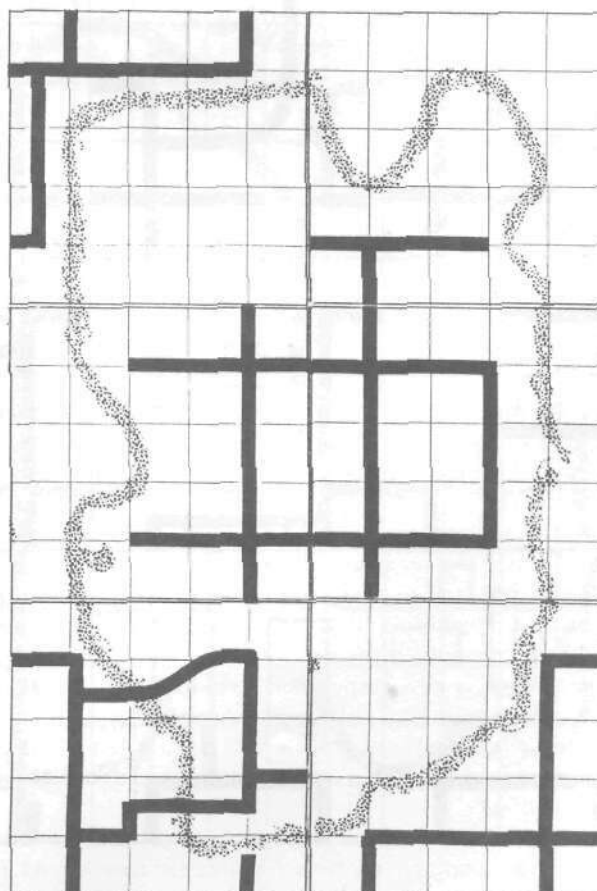
PREPARING THE BLOCKS

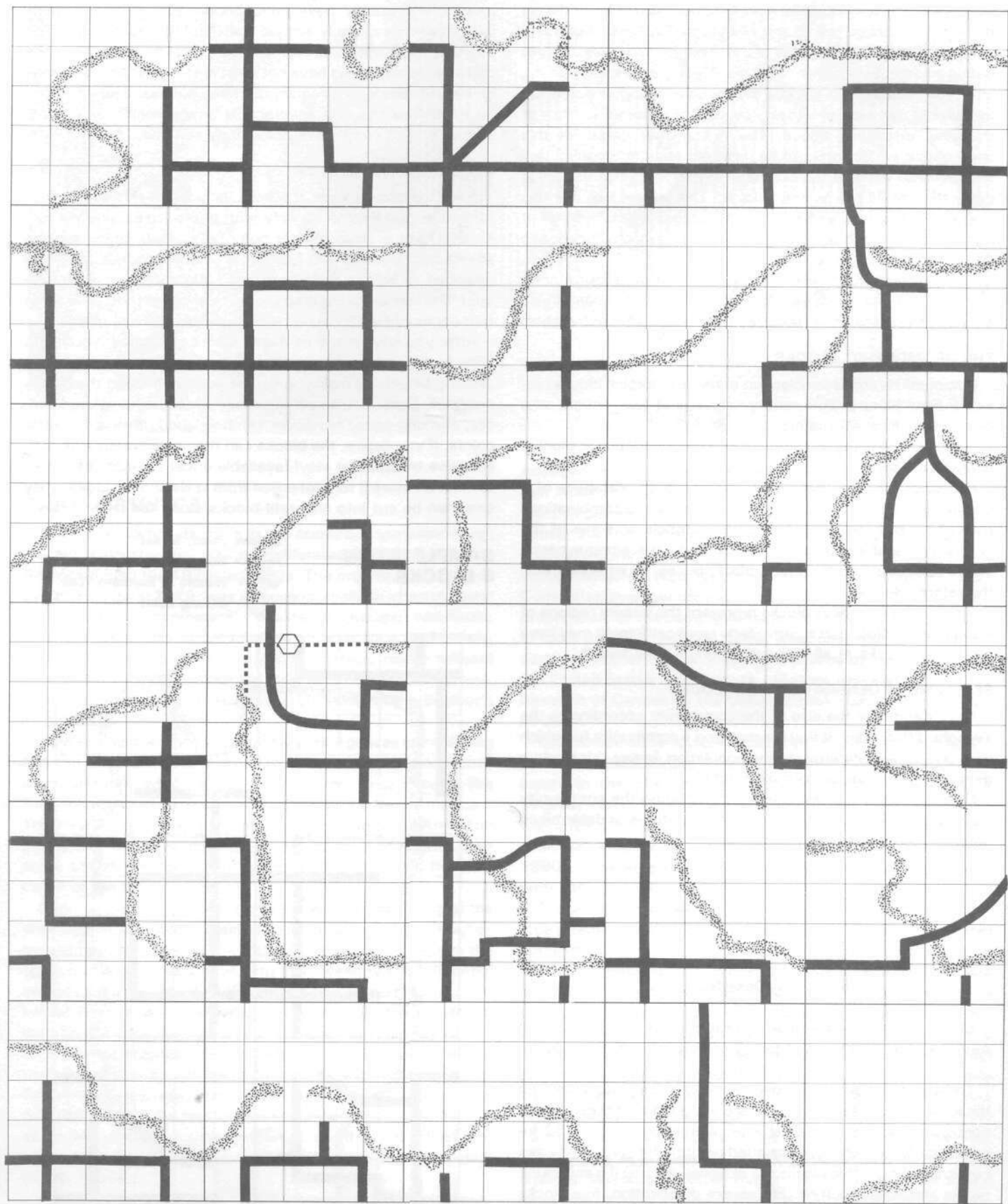
Save the three pages of blocks included in this sourcebook for use as masters. Work only with photocopies, and you will always have a clean master copy from which more working sheets can be made. The four pages of the Citymaker insert are designed to be removed from this sourcebook. Carefully pry open the staples using a screwdriver or other tool, lift out the four pages of the Citymaker insert, and close the staples again.

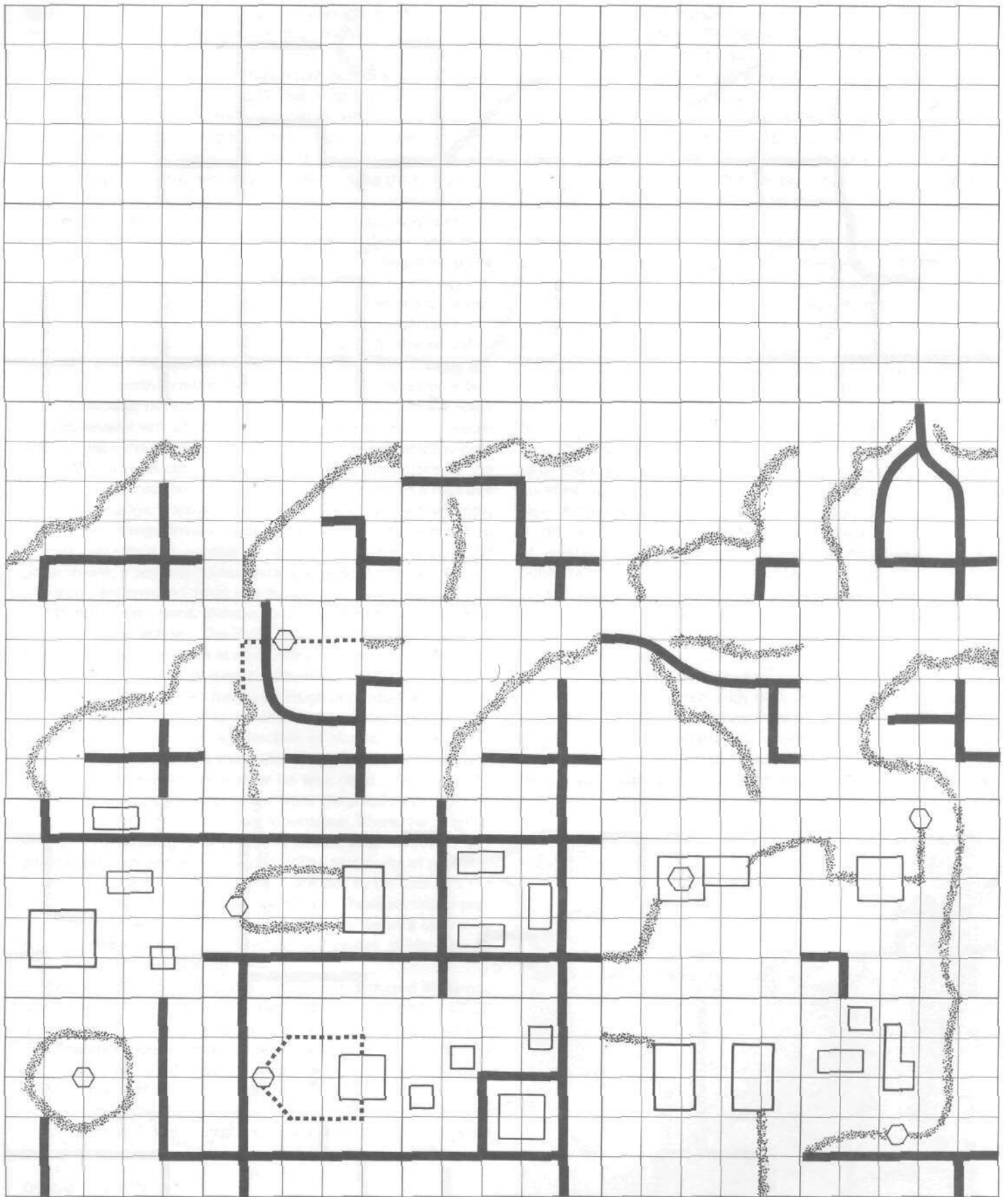
After you have made as many copies as desired, you might wish to add a few details of your own to one or more of the existing blocks, or make up one of your own using the blanks provided. Other details can be easily added using colored pencils, marking pens, rub-down symbols and lettering, or water colors. If you desire, the blocks can then be covered with self-adhesive transparent vinyl (available under a variety of names at most art stores) for protection from spills and smudges. They can then be cut into separate blocks along the heavy lines.

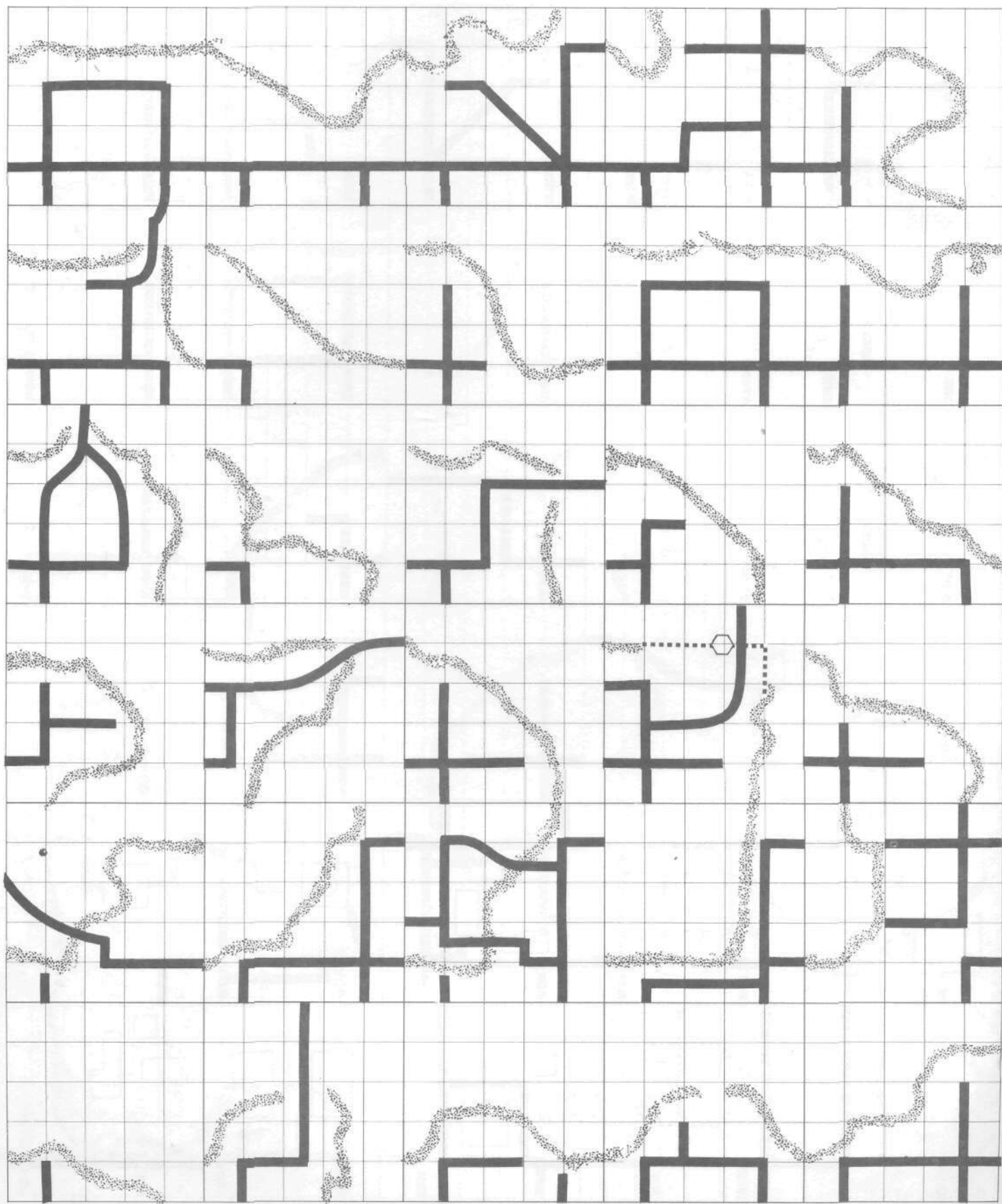
SAMPLE TOWN— 6 BLOCKS

- Road, Street
- Stone Wall
- ~ Rubble or Earthen Wall
- Strong point









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

Each cell was to be an independent nucleus for the New American takeover after the collapse of civilization. Each cell contained food, weapons and ammunition, vehicles, spare parts, machine tools and shops, power generation equipment, medical supplies, communications gear, and other vital supplies. Many facilities were constructed underground to keep the operations out of the public eye. Each cell had shortwave communications equipment, but this was kept in storage in specially shielded underground storerooms. Hughes, like the military, was concerned about the potential effects of electromagnetic pulse (EMP) in the event of a nuclear war. Before the war, however, (and for a time after the nukes fell) communications between cells was handled by courier, in order to ensure security.

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

Whatever happened, independent cell leaders were to take no immediate action. The final form of the plan would be transmitted by shortwave at a predetermined time once the New American leaders had studied the situation. The only contingency that was not planned for was if Hughes himself were taken out of action. Why this was, no one has been able to determine. Most believe that it was a reflection of Hughes' denial of his own mortality, but some think that Hughes did not care what happened to New America after he was dead.

In 1991 Carl Hughes vanished from the public eye, retiring to his estate in the Shenandoah Mountains. There, he devoted himself to organizing New America, which, after 12 years, was swelling in numbers and influence. "The true seats of power," he wrote in *American Manifesto*, "are not to be found in the halls of Congress or within the Oval Office. Those particular puppets can be made to dance their sinister dance at a very long distance indeed, and need only money or the sharp odor of power to set them moving."

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

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

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

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

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

Before the war each cell had separate divisions to handle each of several different tasks, including procurement, recruitment, public relations, management, and security. Security forces included paramilitary forces based upon training cadres of hard-core survivalist groups. Several prewar survivalist schools were in fact New American training camps which served as screening and recruitment centers for new troops as well. The Security Division leadership included several men who, like Hughes, were former servicemen with high levels of military training, commitment, and disillusionment with the democratic system. Senior Security Division officers in each cell maintained two lists of local people—one of citizens useful to the New American cause who might be recruited after the collapse, and another



ORGANIZATION

Hughes borrowed from the structure of several existing secret societies to organize the New American lines of command. The

of troublemakers to be eliminated or otherwise dealt with under the New Order.

PHILOSOPHIES

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

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

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

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

A second important feature of New American ideology is the belief that all aspects of life must be under rigid control. The economy must be controlled to prevent inflation and unemployment. Morality must be controlled to prevent the old weakness and moral decline from setting in again. Science must be controlled to prevent another worldwide disaster from occurring. Seconds and Thirds (those enjoying only partial New America citizenship) must be controlled because they are incapable of controlling themselves. Education, religion, marriage—all must be controlled to produce more Natural Aristocrats. With this in mind, the higher officials of New America (and Hughes pointedly refused to make any exception for himself) are required to keep several wives, since their superior genes must be passed on to as many descendants as possible to speed the advancement of the race.

THE HIERARCHY OF NEW AMERICA

Natural Aristocrats, of course, occupy all senior executive and leadership positions. It is believed that only NAs can be advanced

beyond the 30th-Tier, though the exact criteria are known only to Hughes and a few close advisors. The benefits of full citizenship, including trial by peer and the privilege of facing one's accusers, of voting, of free choice in marriage and other matters, and of writing and implementing laws, are reserved for the Natural Aristocrats.

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

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

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

Officially, the Elsies are defined as "wards of the state," and a detailed public disinformation program argues that the labor contractees are given work, clothing, food, and housing which they would not be able to provide for themselves in these modern, troubled times. In fact, the Elsies are slaves in all but name, and thousands of innocent civilians have already vanished into the New American Elsie camps by April of 2001.

ARISE, NEW AMERICA!

The Eagle Papers, written by Hughes and disseminated throughout the New American cells (by computer and modem before the war, and by courier after the war had begun) gave a detailed and frequently updated series of plans by which New America could meet any projected disaster. Most of the plans dealt with scenarios for nuclear war, of course, but specific plans were also developed for a massive earthquake, the flooding caused by a sudden melting of the Earth's polar icecaps, a revolution within the United States, depletion of the ozone layer, and an invasion by aliens from space. As changing world events and headlines outdated some scenarios and modified others, revised versions of the current Eagle Paper plans were transmitted to the leaders of each New American cell. By the mid-'90s, most scenarios dealt with a US-USSR nuclear exchange.

By mid-1997, Hughes was certain that a US-Soviet war could not be avoided and that it was probable the war would become

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

New Americans were ordered to take shelter after an attack and lay low for a time until the situation could be studied by the higher officials of the NA, and the appropriate plan then activated. Supplies were to be conserved, order and organization were to be maintained, but local cells were to take overt action only if they could take such action without attracting unwanted attention.

THE ATTACK

Washington, DC, was hit by a nuclear explosion on Thanksgiving weekend, 1997. Other targets in the United States were hit in the days and weeks that followed. It was not the all-out exchange feared for decades, but the horror of nuclear war had at last been unleashed against the continental United States. Communications and transportation broke down almost at once as the government declared a state of emergency and preempted those telecommunications networks which had survived the missiles, the repeated EMP (electromagnetic pulse) surges, and inevitable breakdowns. As expected, New American cells across the country lost touch with one another and each fell back on the provisions of the Eagle Papers. Their prewar preparations had served them well, and now, with stockpiles of food, fuel, weapons, ammunition, and spare parts, they were safe in their prepared communities (except for the cell near Fairbanks, Alaska, which was overrun by the Soviets).

After a year or so, Hughes judged it safe to begin short, encoded shortwave broadcasts from various concealed transmitters in West Virginia, updating various portions of the Eagle Papers and granting special permission for deviations from them. In the chaos and confusion, no one in authority seemed to notice these broadcasts (or, if they were detected, no one took any action to find out what they were).

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

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

New American officers immediately began selectively screening people in their assigned areas for possible recruits to the New American cause. These potential recruits were usually young and intelligent, and had a public history of outspoken political ideals or disagreement with government policy and practice. (While New America is conservative in many basic respects, the notion that a fundamental change in government is needed is not solely a conservative idea, and Hughes found that many

liberals were willing recruits to some, if not all, of his New American ideology.)

KIDNAPPED

With Hughes' abduction by agents operating under orders from Roger Caldwell (an official of the civilian government, but acting on his own), New America was left leaderless at a time when it needed leadership most. Hughes had made no plans for any contingency involving his own death or incapacitation or for any sort of succession at all.

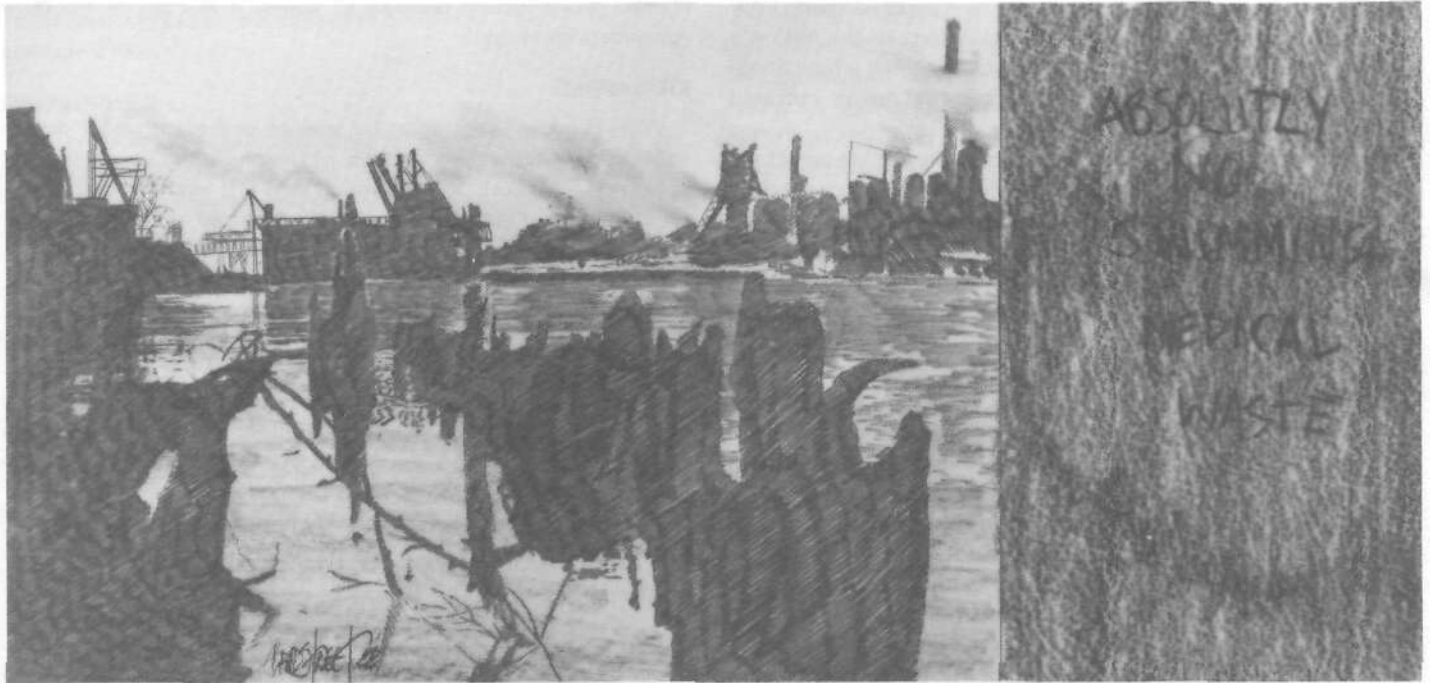
There is little doubt that New America could easily have survived the drought intact and emerged to take over the United States during the chaotic years to come. What course subsequent world events would have taken with the United States led by a dictatorial madman like Hughes can only be a matter for conjecture, but few will debate that earth's history over the next few centuries would have been radically different.

Speculation aside, what actually happened was nothing. No instructional updates went out, no orders were issued, no plans updated. The Eagle Papers called for local cells to secure their immediate area, contact headquarters, and await further month-by-month instructions. Left to their own devices, local New American leaders were often unaware of the locations of other cells across the country (no arrangements had been made for intercell communication, and for security's sake, no cell knew of the locations of more than two others, usually in their immediate area).

The drought did not catch New America completely unprepared, however, as part of the Eagle Papers covered the possibility of massive climatic upheaval, but the assumption was that Hughes would direct operations from his West Virginia headquarters. Combating a massive drought is not something that can be accomplished without large-scale cooperation, even in the best of times. Three and a half years after a nuclear war, it was something approaching the absurdly impossible.

Without their leader, New Americans were just a large number of small, isolated groups, not the megalithic entity of before. Milgov and Civgov would eventually come to terms, and Caldwell had bought them the time they needed in order to do so.





New England

This section includes the states of Maine, Vermont, New Hampshire, Massachusetts, Connecticut, and Rhode Island.

MILGOV

The major center of Milgov control was the area of central Massachusetts, including Fort Devens (later at Westover AFB near Springfield) where the 43rd MP Brigade was based. As of April 2001, the brigade has mutinied and split into several rival factions. One relocated itself to Fort Devens, the other remained in control of Westover AFB. Neither represents a significant fighting force any longer, and both are now nothing more than heavily-armed warlords. Neither would obey instructions from Colorado Springs if they were to receive any. The others are split into groups of less than 50 each and have become little more than heavily-armed marauders; most of them are in the process of leaving New England.

CIVGOV

Civgov has no armed forces in New England. Civgov's main sympathizer in New England is the United Brotherhood of Fishers, an organization of fishermen and thugs run by a petty warlord, which more or less controls the coast from Boston, Massachusetts, to New London, Connecticut. The UBF is in no sense of the word controlled by Civgov, however.

NEW AMERICA

New America's main enclaves in New England are in the north woods of Maine (and across the border in New Brunswick, Canada), where they currently (1 May 2001) exercise effective control over a number of the larger towns of the area. The primary accomplishment of the Maine NA cells has been to occupy the site of the Maine Yankee nuclear power station at Wiscasset, northeast of Bath. The plant is under guard by New American troops, but they have been unsuccessful in getting it back on-line, despite a New England-wide search for spare

parts and operators.

Since the disappearance of Hughes and the subsequent lack of outside control, the local NA leadership has disintegrated into a number of feuding factions.

ENCOUNTERS

Unless superseded by other factors (a special table in an adventure module, the decision of the referee, modifications stated below, and so on) the encounter table on page 12 can be used for New England encounters, rolling at the interval stated in the basic game under the encounter rules.

The following exceptions apply:

Any encounters within five kilometers of Boston are with members of one of that city's "Megapunk" street gangs. Complete the encounter as with a normal band of marauders, armed at the referee's discretion, but describe them as wearing outlandish clothing and hair styles.

After 1 May 2001, 25% of all marauder encounters will be with former members of the 43rd MP Brigade turned bandit after that unit's mutiny. These will be armed with military small arms and may have one or two heavy support weapons, such as mortars or M2HB machineguns. The remnants of the 43rd (no longer obeying Milgov's orders) can be found in either Ft. Devens or Springfield, Massachusetts, where remnants have gathered under local tin-pot dictators.

Any encounters along the coast from New London north to Gloucester (including Cape Cod and the islands offshore) will be with members of the United Brotherhood of Fishers (UBF, detailed below).

Any encounters in Rhode Island will be with the Isolationists (detailed below).

Half of all coastal villages north of Gloucester and south of Portland, Maine will be affiliated with the organization known as the Gloucestermen, a loose cooperative formed largely to oppose the extension of UBF control northward.

Animals: For animal encounters in New England, use the table below unless it is superseded. All entries not explained below are covered on page 12.

ANIMAL ENCOUNTERS—New England

Die	Result
4–	Dog(s)
5–8	Small game/fowl
9–10	Large game/grazer
11	Deer
12	Bear

Deer: This encounter is with one to two deer. Heavily hunted by a local population increasingly 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 can be considered to have wandered in from outside the area. Those encountered will be brown or black bears, not grizzlies. Their characteristics are given in the basic game animal tables. Combat is handled per the basic game animal rules.

LOCAL CONDITIONS

New England had one of the worst food/population ratios in the United States before the war and was the site of some of the earliest food riots. Having no local coal, oil, or natural gas reserves to speak of, New England could have survived on the energy production of local hydroelectric and nuclear power stations had these not been rendered almost completely inoperable by EMP from nuclear detonations.

Food: New England did not suffer terribly from the effects of the drought during the spring season, but local farmland will soon be burnt dry by the summer sun. Farming in New England's flinty soil has traditionally been difficult, although there are local areas which are quite productive (or would be if they received adequate rain). The forests of the area are extensive and could be exploited for food (by those with RCN skill) and fuel (by those with an axe). Unfortunately, the animal life in New England's woods has been increasingly predated upon and will soon be largely depleted (especially large animals such as deer) as a source of food. After August 2001, all animal encounters merely become encounters with a trace of a deer (such as tracks). Finding an animal after finding traces of it is a task (AVG:RCN).

New England's coastal areas are still some of the richest fishing areas in the world, even after the drought. The fishers of New England are a rugged, self-reliant group, and the decline of technology has made their lot more difficult, but not impossible. Sail-powered craft are now almost the norm, although it is not uncommon to find boats powered by alcohol steam engines or other more exotic contraptions owned by large organizations such as the UBF or the Gloucestermen.

As a result, the coastal areas can still feed a fairly large population. New England's villages are traditionally friendly, but those days are long gone. The coastal communities have absorbed all the excess population they care to and cannot support any more. All along the coast of New England little fortified communities of a few hundred individuals have sprung up around secure harbors.

The interior of New England (the area more than a day's walk from the coast) will soon be depleted of farms as the drought takes its full effect. Rumors of cannibal bands in the interior will increase as the summer turns to fall and then to winter.

Marauders: With the mutiny of the 43rd, a number of former

soldiers of that unit have turned bandit to survive. Although some managed to walk off with a few mortars and heavy machineguns, ammunition for these weapons is in short supply, and they are usually used as threats for extortion of the fishing communities along the coast. As the effects of the drought become more marked, marauders will increase in numbers as the small farmers turn to brigandage.

As food dwindles, the attacks on the fishing communities will increase in both frequency and intensity as the marauders become more desperate for food. Only the strongest fishing communities will survive, but those that fall will only turn marauder (on both land and sea). The population of New England will enter a downward spiral until an equilibrium is reached.

Connecticut: The coastal cities of Connecticut are deserted shells, inhabited only by a pitiful few scavengers looking for salvage that they can trade to the UBF fishing boats for food. The factories, including those at New London and Groton, are empty shells. The nuclear power stations near Waterford (the Millstone 1, 2, and 3 units) might make an interesting topic for a campaign if the players wanted to try to bring them back on line. This would be a long-term, very difficult task. Anyone attempting it would need knowledgeable nuclear power technicians, construction workers, repair parts, and construction materials. These would need to be protected and fed for the year or two it would take to finish the job.

Massachusetts: The UBF is headquartered on Nantucket Island and is a coalition of fishers and fortified shore communities under the control of a strongman, named Carlucci, and his thugs. They are in control of most of the fortified coastal communities from New London, Connecticut to Gloucester.

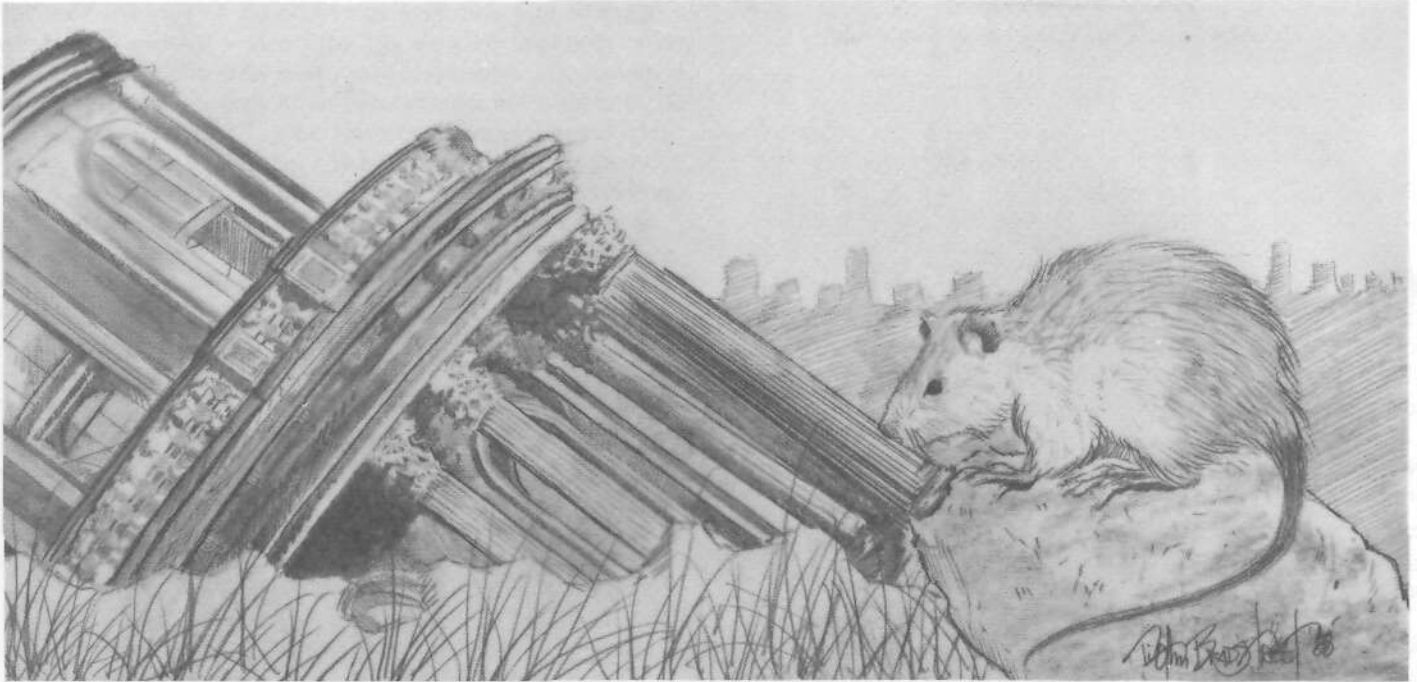
The Megapunk gangs of Boston are little more than groups of stationary marauders who keep alive by farming Boston's parks and looting the city for salvage to trade for food to the UBF. With the drought and the realization that the current planting cannot yield enough to feed the city, unrest has already begun in Boston. A trickle of gang members are leaving the city by land to turn marauder or by sea to turn pirate. As the summer turns to fall, this trickle will become a flood.

New Hampshire: Except for a tin-pot dictatorship near the city of Nashua, New Hampshire is a sea of anarchy. Several bands of motorcycle gangs-turned-marauders roam the southern third of the state (extorting food from the coastal fishing communities), but these will soon become foot gangs as fuel and spare parts become scarce. A few isolated farming communities around the northern lakes manage to eke out a spartan existence, but most of the northern third of the state is deserted, except for occasional nomadic family bands and lone hunters.

Rhode Island: The population of Rhode Island (at about a fifth of its prewar level and dropping) presently forms a community which calls itself the Isolationists. Practicing what their name implies, they have shut themselves off as best they can from outside governments and are attempting to become as self-sufficient as possible.

Vermont: Currently, Vermont has no remaining government above the county/village level. As the drought worsens, and marauding bands take to the woods for food, this condition will worsen until the population has dropped to precolonial levels.

Maine: New Americans occupy the site of the Maine Yankee power plant at Wiscasset and have gathered some of the materials necessary to bring it back into operation, but they lack trained nuclear power technicians. Now that New America is leaderless, the rebuilding plans will probably be abandoned.



The Middle Atlantic States

This section consists of the states of New York, New Jersey, Pennsylvania, Delaware, Maryland, Virginia, and the District of Columbia.

MILGOV

The main Milgov enclave in the Middle Atlantic states is centered around Fort Dix, New Jersey. A short-lived campaign to resettle New York City had to be abandoned after casualties rose to unacceptable levels. At present, the division is no longer in communication with higher headquarters, but its commander still considers himself a US soldier rather than a warlord. In practice, this has made no difference—the area is still ruled with an iron hand. A small and rapidly shrinking enclave around the ruins of Norfolk, Virginia still remains by April 2001, consisting mostly of soldiers brought back during the European evacuation. Desertion from this enclave has been high. It has been out of communication with higher command channels for several weeks, since Milgov ordered it to evacuate and move to Fort Dix, New Jersey to reinforce 78th Infantry Division.

CIVGOV

Civgov has an enclave in Maryland and northern Virginia, which is one of the first to attempt the evacuation to the Midwest, having foreseen the inevitable consequences of the drought. They will be the first to move through the Alleghenies in their trek to the Midwest.

NEW AMERICA

New America controls isolated cells throughout West Virginia, including the New American headquarters. These cells are now isolated, leaderless, and largely ineffectual outside their own narrow areas. The only other major area under their control is in the northern part of New York, in an area between the St. Lawrence River and a line from Watertown to the southern tip of Lake Champlain.

ENCOUNTERS

Unless superseded by other factors (a special table in an adventure module, the decision of the referee, modifications stated below, and so on) the encounter table on page 12 can be used for Middle Atlantic states encounters, rolling at the interval stated in the basic game under the encounter rules.

The following exceptions apply:

Encounters in large cities will uniformly be with scavengers, bandits, or looters. No government (not even street gangs or bands of marauders) remains.

Encounters with the evacuating refugees will begin in western Maryland in June. The refugees from Civgov's Maryland/Virginia enclave will move through central Pennsylvania in July and August, taking considerable casualties and severely disrupting the local communities in the process. Referees should treat refugees as large parties of irregularly armed civilians, occasionally accompanied by well-armed Civgov troops. After August, the refugee groups will become smaller and less well-organized.

There is a 10% chance that any encounter in the Chesapeake Bay area in the months of April through May 2001 will be with a party from the Norfolk enclave moving north to New Jersey. The referee should roll for this possibility and use the regular encounter table on page 12 if the encounter is not with members of the enclave. Members of the enclave will consider themselves to be loyal soldiers of the United States and still under military discipline.

Animals: The referee should use the following for any animal result from the table on page 12.

ANIMAL ENCOUNTERS—MIDDLE ATLANTIC STATES

Die	Result
5–	Dog
6-8	Small game/fowl
9-10	Large game/grazer
11	Wild boar
12	Bear

Boars and bears are both covered in the basic game rules. The wild boar is more properly called the Russian boar, although there is a possibility that some of the animals encountered will be feral domestic varieties (which will be somewhat larger, but no less evil-tempered). Bear encounters will be with the eastern black or brown bear. To spice up the characters' lives, referees may wish to insert encounters with exotic animals, justifying them as having escaped from a zoo or animal preserve.

LOCAL CONDITIONS

The states of this area were, in some ways, the hardest hit by the war. The famine and dislocation resulting from the nuclear attacks caused these states to experience a reduction in population levels unprecedented in human history.

General: The mid-Atlantic region will be hit particularly hard by the drought. In the spring the planting will begin as usual. But by the end of May it will have become apparent that much of the seed is rotting in the fields, and that no crops will be forthcoming in the autumn. Though food supplies will last at least through the summer, and despite the fact that the crop is not totally ruined, a panic will sweep the area during the month of June, turning the bad situation into a catastrophe. Rioting and unrest will bring down virtually all city and municipal governments which have been rebuilt up to that time. Many new strongmen will arise through intimidation or atrocities, but they too will fall to the masses during the desperate rush to escape the impending famine.

Rumors that the farmlands of the Midwest have not been as hard hit by the drought will send a veritable migration of refugees from the area through Pennsylvania toward the Ohio Valley. Most will be cut down in their tracks by marauders and outlaws, or by local militias in communities along the way who do not want to absorb thousands of refugees.

In the Allegheny and Adirondack mountains, a few small farmsteads will be able to exist, but only in isolated mountain valleys. Mountain valleys will be moister than the lowlands of the coast to the east, enough to permit a small population to exist on subsistence farming supplemented by hunting. The flood of refugees will upset this delicate balance, leaving only the most isolated, well-hidden, one- or two-family farms untouched. Those that do survive will have to keep their holdings (and their crops) hidden from the ravaging bands of marauders that will continually inhabit the woods and mountains (albeit in decreasing numbers as famine and combat take their toll).

Though much of New Jersey will actually bring in a meager crop by autumn's harvest, most of the rest of the region will be nothing but scorched earth by winter's onset.

Except for a few thousand-odd scavengers, the enormous cities of New York, Philadelphia, and Washington, DC will be deserted by November.

Marauders: With the pull-out of Civilian Government forces to the west, Maryland and northern Virginia will be overrun by mobile gangs who plunder the tiny remaining villages for their own survival. All semblance of law and order will have vanished by the first snows. The marauder bands in the mountains will tend to be smaller, and will more often travel on foot, than those on the coastal plains to the east. Pirates (seaborne marauders) will be a serious problem for coastal communities. Most marauders will be farmers or villagers forced off their land in order to eat. A small core will be military deserters, some of them from the European evacuation of late 2000.

New Jersey: Linden, Perth Amboy, Paulsboro, and Westville

were all subject to nuclear attacks in the weeks following the Thanksgiving Massacre. Almost a million people became casualties in these strikes, and more died in the civil strife that was to follow. The area under control of the 78th Division will be better off than most since the organization and protection of the soldiers will enable a meagre crop to be harvested, but the starving hordes will put pressure on the small enclave all winter. By spring, the unit will control only half its current territory and will have effectively become another local dictatorship.

Pennsylvania: The cities of the eastern part of the state (Chester, Marcus Hook, Philadelphia, and many others) were devastated by nuclear attacks on the refineries that dot the southern reaches of the Delaware River. Radiation, fire, blast, and the resulting civil unrest killed or severely injured millions. The refineries burned for weeks, totally out of control, and left both banks of the lower Delaware totally deserted.

In the central part of the state, the communities that have survived in the valleys of the Allegheny mountains will be affected by the drought, but not as badly as the east coast. The soils of the mountain valleys receive slightly more rain and hold moisture fairly well. The valleys have always been good farm country since colonial days and will continue to be so. Unfortunately, the growing tide of refugees from the east will sweep through these valleys like a plague of locusts, stripping the land and devastating the population. The conflict between the natives and the refugees will almost completely destroy both groups.

The refugees will follow the main east-west thoroughfares through the mountains, although smart locals will soon close the tunnels to slow the flood. Areas along these routes will be destroyed first—areas well off the beaten track may be able to escape if they are small and unobtrusive.

Amish: The groups collectively called the Amish deserve a short statement. These people, out of deep religious convictions, have for decades lived largely without the trappings of modern civilization. Using only muscle-powered machinery, no commercial fertilizer, and labor-intensive farming techniques, the Amish have chosen an existence apart from that of the rest of the 20th century. They refuse to fight or to serve in the military, and prefer to educate their own children. They are not, however, ignorant of modern ways—they have chosen to do without them. If anyone was prepared for the collapse of civilization, the Amish were. Their pacifistic nature, however, will cost them dearly in the violent age that is to come, but their reaction will be to hide or to go elsewhere (as they have had to do before). If they cannot escape, they will accept their fate with dignity and courage.

New York: The large cities of New York state are in chaos. New York City and its environs are home to a few thousand scavengers, cannibals, madmen, and die-hard city-dwellers. The communities of the year before, the street gangs, and the other organizations have vanished as food has dwindled; some were killed, some starved, but most have fled the city for "greener pastures." Some of these went east to New England, some south into New Jersey, but the majority either moved north up the Hudson River or northwest into the Catskills and the Adirondacks.

The mountain valleys of upstate New York are in much the same condition as the valleys of the Alleghenies in Pennsylvania: less affected by the drought, but perched on the brink of oblivion. The flood of refugees from New York has already devastated the Catskills and is moving into the west in April to June of

2001. The New American enclave in the north managed to hold off the refugees that came in its direction, but only at the cost of most of its military supplies. This would not have been fatal under Hughes, who would soon have reinforced them, but now that he is out of the picture, the Adirondack cells of New America will soon fall to infighting and will become easy targets of roving marauder bands.

Delaware: The strike on the Delaware City refinery only wiped out one percent of the total US refining capacity, but it was just one of many strikes in the region of the lower Delaware River. Its contribution to the devastation was enough, however, to cause the northern half of the state to remain almost completely deserted from November 1997 to 2001, and after. The only inhabitants are a few roving scavengers, mostly individuals. The south is slightly better off, and a few scattered fishing communities manage to eke out an existence. Considerable pressure will be put upon these fishing communities by marauders and refugees, and (like their New England counterparts) they will have to fortify and fight for their continued survival.

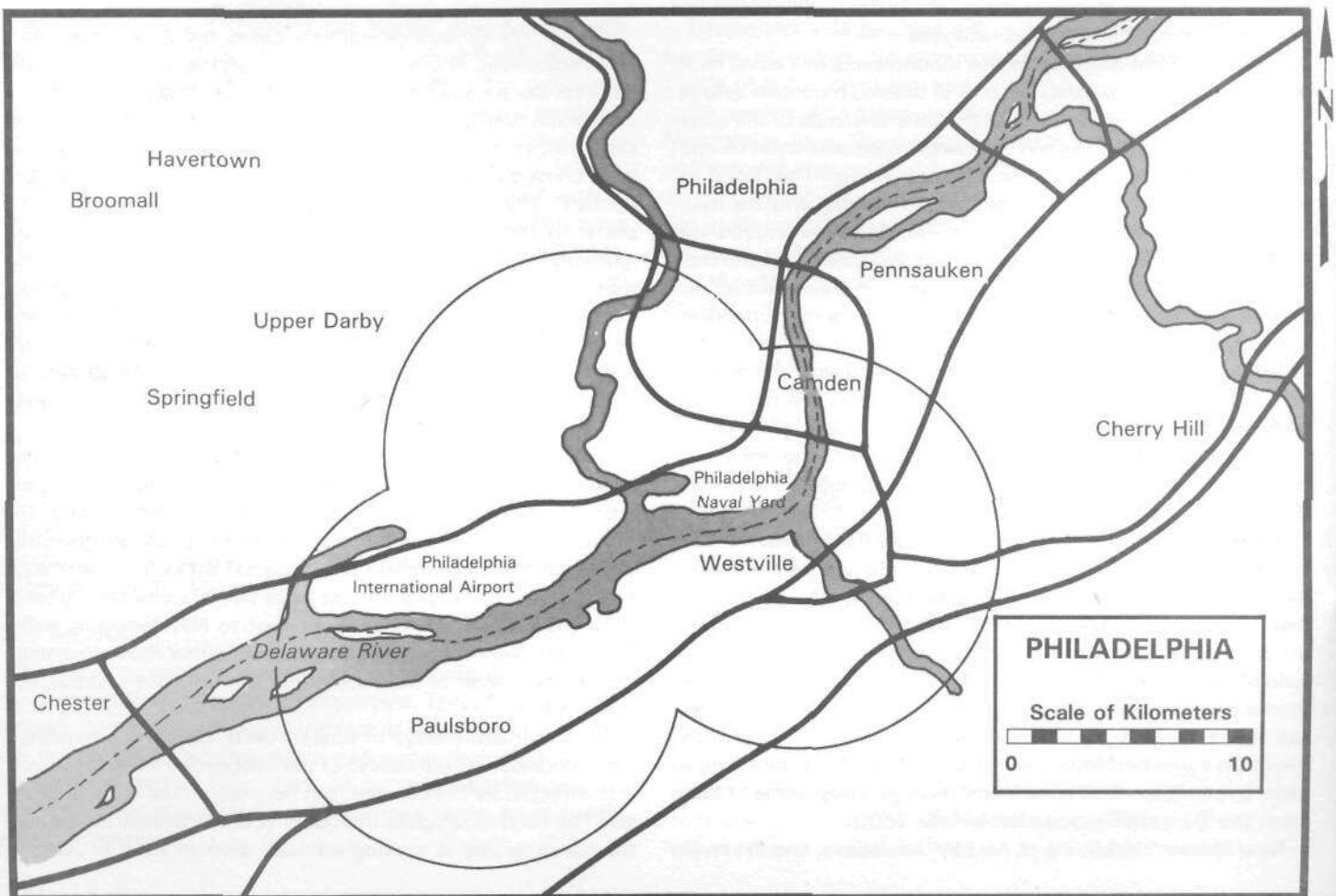
Maryland: Maryland, because of the dispersal of several Presidential Emergency Facilities throughout the eastern part of the state, suffered considerably during November 1997. Andrews AFB, Fort Meade, Fort Detrick, and Camp David all suffered ground bursts, which (because of their relatively small size) did comparatively little blast and fire damage outside of their immediate ground zeroes, but threw tremendous amounts of radioactive fallout into the air. Nevertheless, the western and central parts of the state eventually became part of one of Civgov's main enclaves on the east coast. This enclave (as discussed above) has become the first to evacuate the east for the (supposedly) more fertile Midwest.

Virginia: The eastern part of the state was hit fairly hard, but the damage was mostly restricted to the coastal areas. Despite severe damage to the port facilities at Norfolk and Newport News, the area around these communities currently supports a small (and shrinking) Milgov enclave, consisting mostly of troops brought back from Europe in late 2000. In March of 2001, the enclave was ordered to evacuate and move to Fort Dix using all available transport. None have arrived as of 1 April.

West Virginia: West Virginia was not a target of the nuclear strikes, and its remoteness made it undesirable as a relocation site. It is most famous, however, as the location of the New American headquarters.

District of Columbia: The main target in Washington, DC was the White House, in an effort (a successful one, as it turned out) to destroy the executive leadership of the country. A sizable portion of the downtown area was damaged, not by the blast itself (which was a small one), but from the seismic shock and radiation of the ground burst and the flash-induced fires. The population that wasn't killed by the strike and its immediate aftereffects either fled the city or died in the subsequent civil disorder.

As a side note, the National Archives was closed at the time of the attack. When the bomb destroyed the White House, the Constitution and the Declaration of Independence, the two most important documents in American history, were in their normal nocturnal resting place: a 50-ton subterranean vault designed to protect them from fire, flood, earthquake, and (of course) nuclear attack. In 1998 a special team recovered them and respectfully transported them to a similar vault in Mount Weather. With the Civgov evacuation, the vault was sealed with concrete.





The Southeast

This section deals with the states of North Carolina, South Carolina, Georgia, Florida, Alabama, Mississippi, Tennessee, and Kentucky.

MILGOV

Milgov controls the area of western Tennessee and Kentucky within about 100 kilometers of the Mississippi River, along with one or two sites on the west bank of that river. The main kingpins to Milgov's control of the lower Mississippi valley are the agricultural production of the area, the ease of transport made possible by the region's rivers, and the oil and coal production from the southern Illinois/western Kentucky fields.

The trickle of oil made some recovery possible in this area after the chaos of 1998-99. The plan for the region was threefold. First, secure a base in the lower Mississippi valley. From this region, using the Ohio/Mississippi/Missouri river system for transportation, Milgov influence would spread out to secure the valley of the Tennessee River (restoring its gigantic hydroelectric power generation system), the delta and the new mouth of the Mississippi River (dealt with on page 41), the oil fields of eastern Texas, and finally, the grain belt from Kansas to Ohio. With control of the major centers of oil production, electricity, and food, Milgov would soon have the country back on its feet.

The lower Mississippi valley proved relatively easy to secure, and this had been largely accomplished once the self-labeled "Overlord of Memphis" was dealt with in 1999. Extending Milgov control over the valley of the Tennessee River proved more difficult, however. The enormity of the reconstruction problem which would have faced them once they got control of the TVA sites was never really clear to the Milgov either. EMP had fried the control circuits of every hydroelectric station on the river. Without controls, the massive turbines and generators were severely damaged. Two years of neglect and a little looting finished the rest. To scrap the hopeless plants for salvageable parts and repair those that could be fixed, Milgov would have

needed hundreds of skilled workers, dozens of hydroelectric engineers, heavy construction equipment, and three years of solid work. Milgov had less than two dozen engineers, most of them experienced only in dredging rivers and building levees.

CIVGOV

Civgov's largest enclaves are located in the southeast, including both Carolinas and the so-called "Iron Triangle" of south Georgia. Despite the severe depopulation of the area due to the war, the areas under Civgov control were making considerable progress toward recovery until recently. Farming in the area has been sufficient to support the population, at least up until the present. However, conditions are now deteriorating so rapidly that the continued survival of every enclave is in serious doubt.

NEW AMERICA

New America's main strength lies in the southeast. The largest cell is in the area surrounding St. Petersburg, Florida, but large enclaves also exist in the mountains of eastern Kentucky/Tennessee, the western Carolinas, and the woods of north Georgia/Alabama. Why Hughes did not choose to locate his headquarters in the Smokies, instead of in West Virginia, is a mystery that will probably never be completely solved. The Cumberland cells of New America will probably be severely disrupted by the lack of Hughes' leadership and by the refugee movement through their area. St. Petersburg, New America's most successful enclave, is seriously threatened by a growing resistance movement and the resurgent Seminole Indian tribe.

ENCOUNTERS

Unless superseded by other factors (a special table in an adventure module, the decision of the referee, modifications stated below, and so on) the encounter table on page 12 can be used for encounters in the southeast, rolling at the interval stated in the basic game under the encounter rules.

The following exceptions apply:

There is a 50% chance that any encounter in western North Carolina and the Cumberland Gap region of the Smoky

Mountains will be with the relocating population of Civgov's North Carolina enclave. If not, roll on the table given on page 12.

Encounters within the "Iron Triangle" of Georgia (see page 20) or within 100 kilometers of Fort Jackson, South Carolina will be with people under the control of the respective Civgov enclaves. These can be the normal encounter types, except that militia should be substituted for marauder encounters. Militia will consist of a patrol about the size of the player's group, armed with military weapons.

Animals: The following table should be used unless modified by specific adventures or by referee's decision.

ANIMAL ENCOUNTERS—SOUTHEAST

Die	Result
5—	Dog
6-8	Small game/fowl
9-10	Large game/grazer
11	Wild boar
12	Special

Special: In most encounters, the referee should call this a bear, mountain lion, or something similar. In Florida and the gulf coast, especially in rivers and swamps, this encounter can be an alligator at the referee's option. Alligators have the following characteristics: *Meat:* 1D6 × 12 kg *Move:* 3/7/10 # *Appearing:* 1 *Hits:* 40 *Attack:* 40% *Hit #:* 50 *Damage:* 4D6 *Stature:* 12. Mountain lions are described on page 40. The state of Florida abounds with exotic animal parks and zoos. Referees could justify an encounter with just about *any* animal in this state.

LOCAL CONDITIONS

The states in this chapter are most of the old Confederate States of America from the American Civil War.

General: After the nuclear exchange, the farmers of the southeast had to abandon their cash crops of tobacco and cotton in favor of what grains they could grow. Supplies of grain from the Midwest were simply not materializing, and though the land and climate are not ideally suited to such crops, the southeasterners did a fair job growing food for their region.

Mass migrations through the summer will move in two directions out of the region. Many will flee toward the south to Florida, where rumors say the crops are good. This is true, but the locals bottled up on the peninsula are some of the most heavily armed members of the best-organized New American cell in the country. After the St. Petersburg cell has absorbed what population it can support of the initial rush of refugees (extra LCs are always welcomed), the rest will simply be turned away or killed. Refugees moving from the southeast to the west will fare little better.

Fire: Before the war, the pine forests of the Southeast provided lumber for construction, their streams and rivers were used to generate power, and they provided work and recreation for millions of Americans. During dry spells, such as the summer of 1988, however, the forests of the east presented a danger.

After the nuclear strikes, there were no organized multistate forest management or fire-fighting agencies. Over the dry winter and spring, the forests of the south received little moisture. By March they were dry as tinder, and awaited only a spark to set off a conflagration. On 18 March 2001, the western farming areas of the Civgov enclave in North Carolina were devastated by a disastrous series of combination forest/grass fires, which Civgov officials proved powerless to control. In one stroke, more

than a third of the food reserves for the North Carolina enclave was wiped out. The destruction of the stored food meant that a sizable portion of the remaining population would soon face a severe reduction in its already meagre rations. Facing the toughest decision of his life, the commander of 184th elected to move the population under his control across the Appalachians to the more fertile Ohio River Valley.

Marauders: As the large-scale Civgov evacuations fail, an increasing number of former members of the Civgov enclaves (usually soldiers) will become marauders.

North Carolina: After the departure of the Civgov enclave, this state will descend into a swirling chaos of roaming marauders and fortified villages. Forest and grass fires in the western third of the state will represent a continuing hazard to the area.

South Carolina: Aside from Charleston, South Carolina suffered little damage in the nuclear exchange, although it suffered a 30-percent reduction in population during the chaotic years of 1998-99. Crop reserves are barely adequate, and an evacuation to either the Midwest or Florida is being considered.

Georgia: The area around Atlanta was attacked in 1998, but the rest of the state managed to escape severe damage. Forest fires represent a significant danger in Georgia, especially in the unorganized north. The leaders of the "Iron Triangle" are considering evacuation to the offshore islands of Georgia in the face of increasing marauder pressure.

Florida: Aside from the areas under New American control (roughly the area from Sarasota to Tarpon Springs and inland as far as Lakeland), there are only a few areas of order remaining. The Seminoles' expanding power in the southern portion of the peninsula has already been mentioned. A ruthless dictator calling himself the "Sealord of Jacksonville" has taken control of the area surrounding that community, and a small independent community exists in the area of Gainesville.

Alabama: Nuclear strikes along the gulf coast disrupted the fishing trade for a few years, but desperation will soon cause people to take up the coastal communities in these states once again, especially since some rainfall still occurs in the delta regions along the coast.

Mississippi: The same pattern holds for Mississippi as for Alabama, except for the extreme western part of the state. Communities along the Mississippi River at the lock sites serve as portages for the barge traffic along that river. These communities are controlled by small Milgov garrisons, mostly local militia.

Tennessee: Western Tennessee, as has been mentioned above, is controlled by Milgov since the "Overlord of Memphis" was killed in 1999, but it has been unable to extend its control eastwards. Beyond Milgov's area, no effective government exists above the local level. The independent folk in the eastern part of the state have managed to exist fairly well until 2001 and will continue to do so until the drought (and its subsequent fires) forces them out onto the plains.

Kentucky: The western part of Kentucky is controlled by Milgov, but as in Tennessee, the military government has not been able to extend its control eastward. Likewise, no real overall government exists above the local level. Agriculturally, the region managed to pile up considerable surpluses once the chaotic years of 1998-99 reduced the population to a more manageable level. It is only with the drought that crops have begun to fail, and only with the influx of refugees that the communities have begun to feel a great deal of pressure from the outside.



The Great Lakes States

This region consists of the states of Michigan, Ohio, Indiana, Illinois, and Wisconsin.

MILGOV

The major Milgov post in the area is at Cairo, Illinois, from which 194th Armored Brigade exercises rough control over the southern third of the state. This area includes a number of oil and coal fields and is one of the more important areas under Milgov's control. For this reason, the 194th retains one of the largest remaining concentrations of functional AVFs on the North American continent.

CIVGOV

Although a number of individual communities throughout the Great Lakes region profess loyalty to the civilian government, Civgov has not managed to gain much of a foothold in the area, except in western Wisconsin.

NEW AMERICA

New America has no significant enclaves remaining in the Great Lakes region, except for a few small cells in northern Michigan (both in the upper and lower peninsulas). One or two scattered communities exist in the other states, but these were never significant in Hughes' grand scheme of things and are now left to their own meagre devices.

ENCOUNTERS

Unless superseded by other factors (a special table in an adventure module, the decision of the referee, modifications stated below, and so on) the encounter table on page 12 can be used for Great Lakes encounters, rolling at the interval stated in the basic game under the encounter rules.

The large cities of the Great Lakes region are almost uniformly deserted, except for small groups of scavengers looking for salvage to trade for food. Suburban areas may still contain small

farming communes, especially where the local geography makes them easily defended.

Animals: For animal encounters in this region, use the table below unless it is superseded by an individual adventure module or by referee's decision. All entries not explained below are covered on page 12.

ANIMAL ENCOUNTERS—GREAT LAKES

Die	Result
3-	Dog
4-8	Small game/fowl
9-11	Large game/grazer
12	Special

Special: Wolves are a possibility in Wisconsin and in the Upper Peninsula of Michigan. Bears have been known to wander in from Canada as far south as the Ohio River. The referee may substitute other, more exotic animal encounters if desired. Wolves are discussed in more detail on pages 44 and 47.

LOCAL CONDITIONS

Immediately after the American Revolution, the states of this region were called the Northwest Territories. When the area was divided into states, they were referred to as the Northwest states. Later, when the United States had extended its territories to the Pacific, these states began to be called the Old Northwest, to differentiate them from the Pacific Northwest.

General: This area contains the states traditionally considered to be the eastern half of America's grain belt. Before the war, this area produced gigantic amounts of corn and soybeans, along with wheat and other cereal grains. In addition, the states of the region were famous for meat (beef and pork, primarily) and dairy products. Even without petrochemical fertilizers, and with little mechanized equipment, the agricultural production of this region is huge. For reasons not completely understood, but probably related to the Great Lakes themselves, rainfall for most of these states will remain at about 50 percent of its average level, enough to reduce crop yields, but not as severely as

elsewhere. By July and August of 2001, rumors to this effect will have brought refugees from practically every point of the compass to this part of the Midwest. At first they will be taken in, but the farming communities will soon become saturated and will start turning people away. As the spring passes into the summer and the food shortage becomes more acute, both sides (the farmers and the refugees) will turn to more violent methods of ensuring their survival.

The Lakes: The five Great Lakes (Superior, Michigan, Huron, Erie, and Ontario) are the most significant geographic feature of the region. Although the eastern lakes have been polluted almost to death, in the two northernmost ones, Superior and Huron, fishing still provides a significant source of food for the communities bordering on them. Lake Michigan is a good source of fish in its northern half. Despite their placid reputation, however, the Great Lakes are large bodies of water, and sailing them in bad weather is nearly as dangerous as sailing the North Atlantic (some authorities consider them to be more dangerous). Even before the war, the large ore carriers (such as the *Edmund Fitzgerald*) that sailed Lake Superior would sometimes vanish without a trace in bad weather.

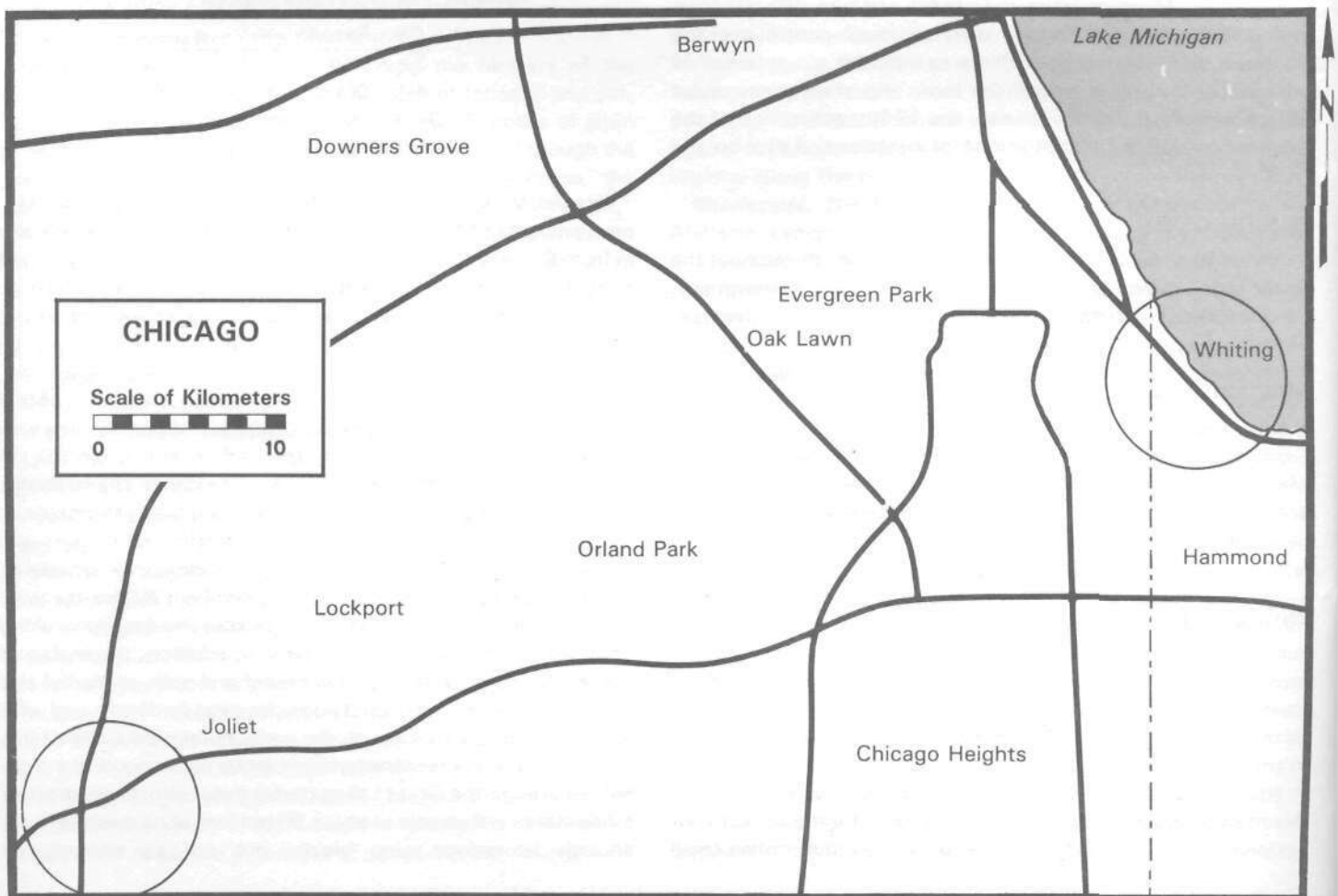
Marauders: Marauders have always been a problem in the Great Lakes region, as they have in any area where there is no significant body of troops to keep them under control. Marauders regularly sweep through a broad belt running through the northern parts of Illinois, Indiana, and Ohio, along with southern Michigan. In 2001 the remnants of the urban population, combined with military deserters and disgruntled refugees, will combine to form large bands, which will travel from place to place, extorting food and fuel from the small communities in return for leaving them intact. In the winter, these bands will either

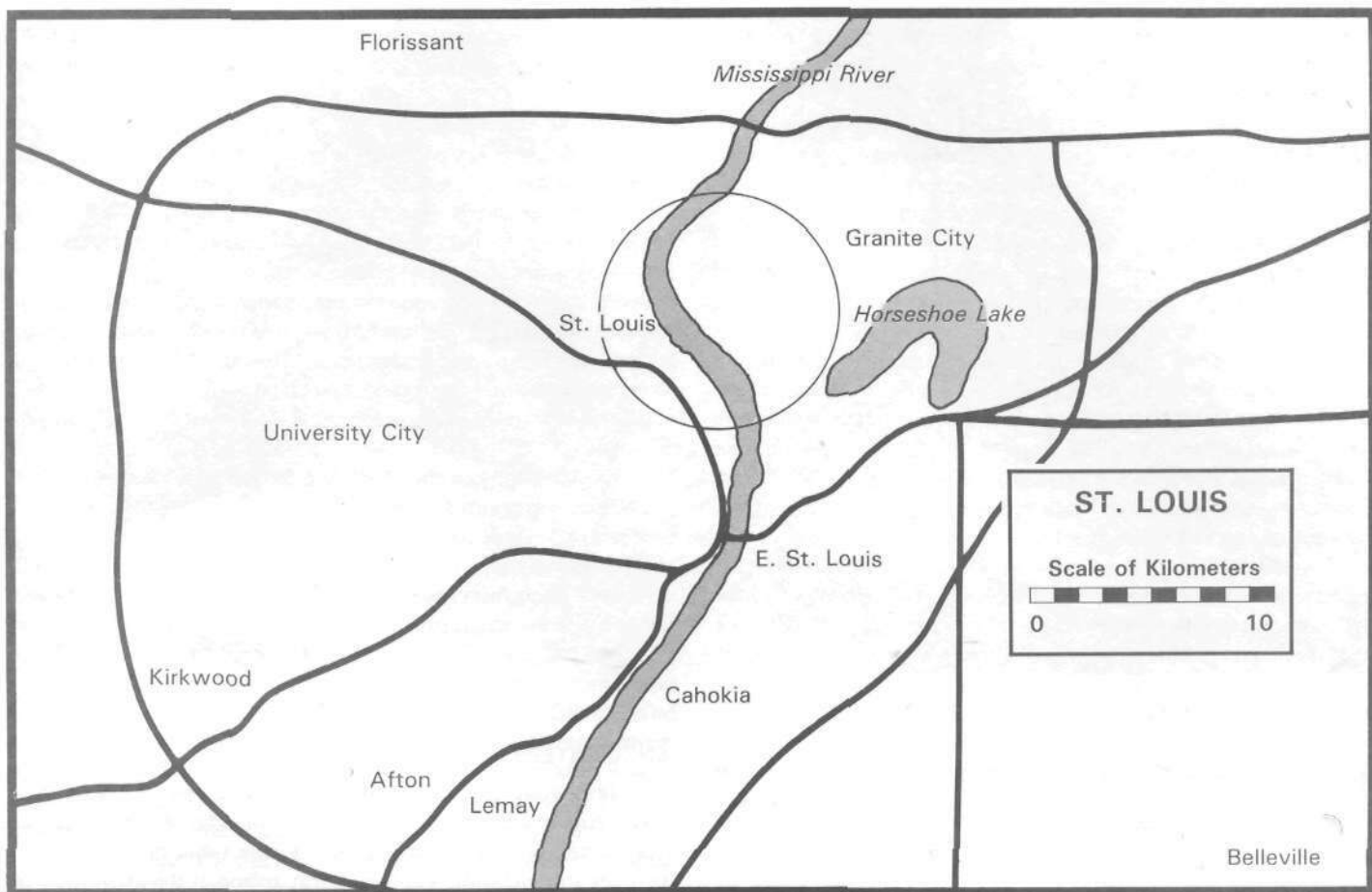
have to move south and continue the practice or take over a community for the winter, killing or ejecting the inhabitants and consuming its food over the winter.

Michigan: There are really two separate parts of Michigan: the Lower Peninsula, which is relatively thickly populated and industrialized, and the Upper Peninsula, which is relatively underpopulated and rural. The southern half of the Lower Peninsula was the most heavily urbanized, with large metroplexes around Detroit, Lansing, Flint, and Grand Rapids. Surrounded as they are by lakes, the communities of Michigan will be less troubled by the mass migrations of refugees, and the island and coastal settlements will be better able to supplement their smaller harvests with fishing. Nevertheless, homegrown marauders will still trouble the individual communities of the state. Despite several reorganization attempts, a fundamental distrust of federal and state governments has prevented any significant civil reorganization above the state level.

The inhabitants of the Upper Peninsula have always felt themselves a state apart, and the chaos of 1998-2001 has only emphasized that separation. The Upper Peninsulans are a hardy, mainly rural people who are used to tough winters and hardships; they have survived better than most Americans. Any attempts to rejoin the peninsulas will meet with resistance.

Ohio: The northern portion of the state was severely depopulated by the nuclear strikes on the cities of Lima and Toledo and the fallout from the Michigan and Canadian nuclear strikes. Most of the population of the large urban centers of Ohio fled to the rural areas without encouragement by the relocation acts. State government fell apart in 1998-1999, but by 2001 it is well on its way to recovery (a move is afoot to declare for Civgov when the state legislature is reformed). The flood of refugees





from the east and south will hit Ohio in the summer, however, just at the low point in food supplies (right before the harvest). Some of these can be absorbed without trouble, but the main influx will overwhelm the state and submerge it in anarchy again before winter comes.

Indiana: The only nuclear target in Indiana is the Whiting oil refinery facilities in the extreme north. Casualties from radiation were significant, due to the heavier strikes in Illinois. The large cities were not evacuated during the relocation period, since food was relatively easy to get to them, but civil unrest (earlier) and marauders (more recently) have reduced the population to about 60 percent of its prewar level. State government was broken by the strain of the chaotic years of 1998-2000, and government is now almost entirely limited to rural farm/village "communes" run by local strongmen and defended by locally raised militia. Some of these communities pay lip service to one government or the other, but most prefer to straddle the fence and wait to see which one triumphs. The area within 40 kilometers of Evansville is controlled by Milgov, which has a small garrison of local militia stiffened by a company from 194th Armored Brigade.

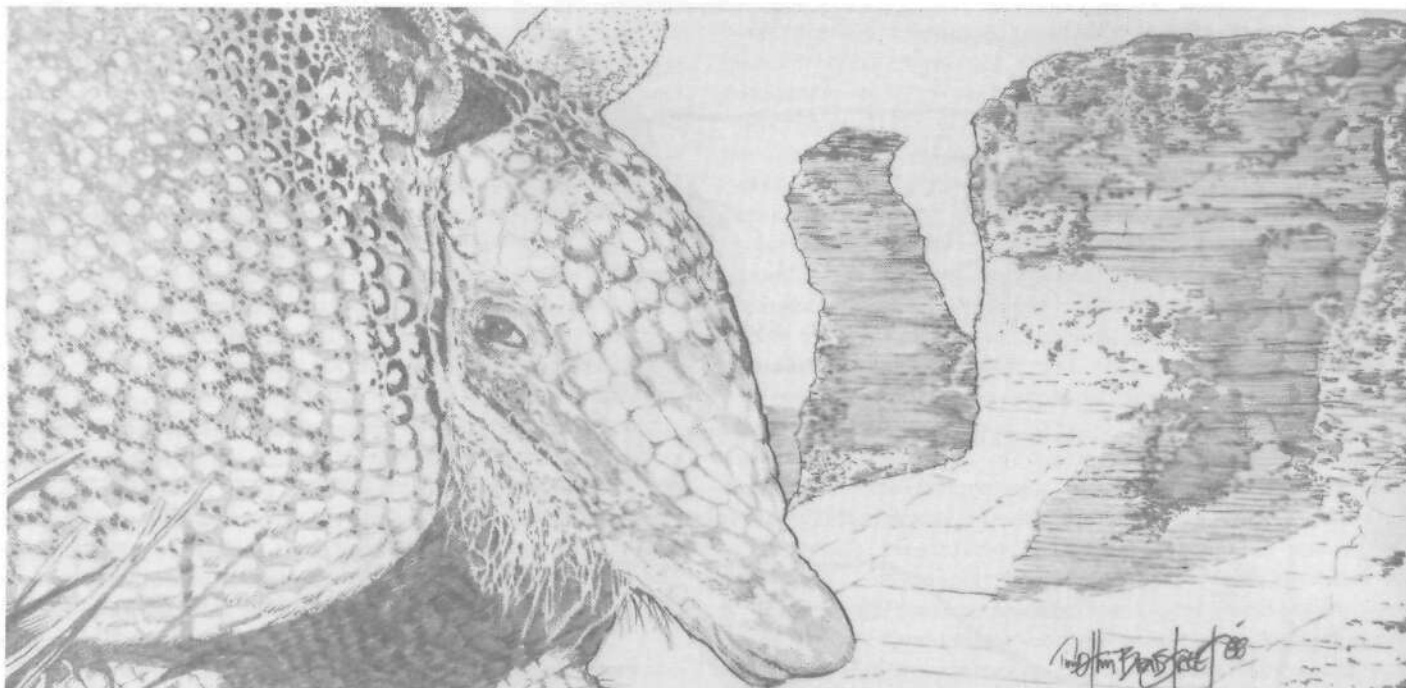
Illinois: Although Chicago itself was not a target, the oil refineries at Joliet were, and this was enough to panic the population of the city and surrounding suburbs. Food shortages were not severe except in large urban areas, and most deaths were caused by epidemics and rioting. State government vanished in 1998, and the state was under military rule from that time on. In August of 1999, 194th Armored Brigade defeated the mutinous 35th Engineer Brigade (who had gone over to the civilian government) in a battle near Galesburg. Casualties were light on both sides, but 35th withdrew across the Mississippi

River. 194th was ordered south to Cairo, in order to establish a logistical hub at the junction of the Ohio and Mississippi rivers and to secure the oil fields in the southern part of the state. As an additional treasure, the brigade managed to reopen the refinery at Robinson and produce a small, steady supply of petroleum products. This facility is discussed in more detail in 194th's essay on page 17.

Only a trickle of oil is produced by the fields of southern Illinois, but it is enough to keep the tanks and other vehicles of Milgov's Mississippi Valley enclave operating. As refugee/marauder pressure increases, however, 194th's members will grow more reluctant to part with "their" oil, and the brigade commander will eventually decide to set up shop for himself and let Memphis and points south go their own way.

Wisconsin: Wisconsin was not a target of the nuclear strikes and was not severely damaged by radiation. Disease, shortages, and exposure took their toll in the chaotic years of 1998-1999, and the situation was not helped by the mutiny of 84th Division, sent in to control Wisconsin after the collapse of the local government. 84th withdrew to the west, and the local communities of Wisconsin were left to their own devices. The predations of marauders have made life tough, but the land is good, and food was plentiful until recently when some shortages began to be felt due to the drought.

Despite these problems, Wisconsin is heaven compared to the rapidly drying regions across the Mississippi to the west. The western portions of the state have come under increasing scrutiny by the civilian government lately, as Broward and his advisors consider a massive relocation of Civgov from Nebraska to Wisconsin/northern Illinois. Whether the locals will permit this is a question of primary importance.



The South Central States

This section includes the states of Missouri, Arkansas, Louisiana, Kansas, Oklahoma, and Texas.

MILGOV

Milgov has managed to retain almost complete control of Oklahoma and its few functional oil fields. The fuel produced by these fields is of major importance to Milgov, and its loss would be catastrophic. Over the summer and into the fall of 2001, Milgov troops in Oklahoma will come under increasing pressure from Texan marauders, just as civil unrest over the drought requires the withdrawal of detachments to Colorado for civil control duties. These two factors will combine to destroy the Milgov presence in Oklahoma by December. Because of the importance of the oil fields to Milgov, they cannot be abandoned, and 90th Corps will eventually be destroyed as a fighting unit.

The Milgov enclave in northern Louisiana is mainly there to try to get the oil refineries of that state into operation again. It has met with only limited success because of a lack of trained personnel, but a trickle of refined fuel began to be available after late 1999. Like his counterpart in southern Illinois, the commander of the Milgov enclave resents the petroleum he is required to send away to support Milgov activities elsewhere, especially to the recent campaign against the New Americans in the Ozarks.

CIVGOV

The civilian government has no appreciable assets in this region, although isolated communities profess loyalty to it.

NEW AMERICA

The Ozark enclave of New America was one of the first to be discovered and neutralized, albeit at tremendous cost. Detachments from Milgov's Mississippi Valley forces are presently (April 2001) engaged in eliminating the last of the NA sympathizers in Arkansas and southern Missouri.

ENCOUNTERS

Unless superseded by other factors (a special table in an adventure module, the decision of the referee, modifications stated below, and so on) the encounter table on page 12 can be used for encounters in this region, rolling at the interval stated in the basic game under the encounter rules.

The following exceptions apply:

Nonmarauder encounters in southern Texas will be with one of the people loyal to one of the region's cantonments (explained in the Texas entry).

Encounters in Oklahoma will be with people under the control of Milgov or with one of the military patrols of 90th Corps.

Animals: For animal encounters in this region, use the table below unless it is superseded by an individual adventure module or by referee's decision. All entries not explained below are covered on page 12.

ANIMAL ENCOUNTERS—SOUTH CENTRAL

Die	Result
5-	Dog
6-10	Small game/fowl
11	Large game/grazer
12	Special

Special: Bears are not common in the region, but mountain lions have been known to wander in from Mexico or down from the Rockies. Consider mountain lions to have the following characteristics: *Meat:* 1D6 × 12 kg *Move:* 10/20/50 *# Appearing:* 1 *Hits:* 40 *Attack:* 40% *Hit #:* 50 *Damage:* 4D6 *Stature:* 12.

The small game can be described as peccaries or armadillos, in addition to the usual animals, if the encounter takes place in Texas or Oklahoma. Large game can be deer, antelope, or feral cattle.

LOCAL CONDITIONS

Water tables in this region have been dropping for years, especially in the drier regions away from the Mississippi River.

Extensive and profligate irrigation from wells began to deplete the aquifer in the 1970s, and the drought has not helped matters much.

General: In some areas of Texas and Oklahoma, oil wells and water wells have almost reversed themselves in value. Oil wells abounded before the war, and, although most of them have decayed into uselessness, it does not take an engineering genius to extract a few barrels of "Texas tea" from one well out of a hundred. After the crude oil stands in a tank for a few days to let the sediment and heavier components settle out, the rest can be burned in diesel engines (but not normal gasoline engines or jet engines). Because of the chaotic conditions over most of this region, however, little oil was being extracted and used until late 2000, and most of that was under Milgov control in Oklahoma.

Food: The drought has hit this area with a vengeance. Without rain to replenish the water table, wells are going dry, cattle are dying, and people are dying in the thousands. Water has become the single most valuable commodity over vast areas of this region, more sought after than fuel, and edging out food by a wide margin (a person can live without food for weeks, but only a few days without water).

Ole Man River: After the nuclear strikes and the subsequent breakdown of civil government in 1998-1999, the ORFCS (Old River Flood Control System), a complex system of levees, dams, and controlled flood plains, broke down, and "Ole Man River" did what it had been trying to do since the 1840s: change course. In 2001, the Mississippi River now flows into the Gulf through the mouth of the Atchafalaya River. This course change radically affected the water table in the old delta (which was the main reason for the ORFCS). Most of the fresh water supplies of all cities downstream of Baton Rouge were hopelessly contaminated with salt water. Life in the old delta became untenable, and the population was forced to move elsewhere.

Marauders: Beginning in the summer of 2001, the marauders in the south central states will take on a form unique on the North American continent. By midsummer, fuel in this region will have become less of a problem than water and food (as explained elsewhere in this section). Swarms of marauders, mechanized on a scale impossible anywhere else, will begin moving constantly from one isolated community to another, extorting enough fuel to keep moving and enough water and food to keep them alive. If a settlement is unwilling or unable to come up with enough of any of these three commodities, the marauders will lay siege to it until one or the other of them is destroyed.

Missouri: The southern half of the state is presently (April 2001) occupied by Milgov forces engaged in the suppression of the last of the so-called "Airlords of the Ozarks," the New American Ozark enclave discussed above. Some communities along the extreme northern border of the state profess loyalty to Civgov.

Arkansas: Arkansas is currently occupied by Milgov forces engaged in suppression of the Ozark enclave of New America. The scattered bands of antigovernment partisans are expected to be completely wiped out by the end of the summer, and order restored at that time.

Louisiana: The refineries along the Mississippi between Baton Rouge and the Gulf of Mexico were destroyed in late 1997 by nuclear attacks. Industrial facilities at Shreveport were also severely damaged—beyond reconstruction in most cases. The depopulation of the old river delta (described above) and the chaotic conditions after the nuclear strikes have kept the gulf

coast of Louisiana almost deserted, except for a few fishing communities.

The Milgov enclave in the north has been seriously depleted in the fighting against the New Americans in the Ozarks. Personnel will not be difficult to replace, as refugees from the East are already beginning to trickle across the Mississippi. The food, vehicles, and equipment lost in the campaign, however, are gone forever, and their absence is already felt. With the arrival of the major refugee/marauder waves from the East and from Texas, Milgov control in Louisiana will probably collapse.

Kansas: Western Kansas is under the control of Milgov. Eastern Kansas is nominally loyal to Civgov, but the communities are largely autonomous. A small Civgov effort to exploit the coal in the eastern part of the state resulted in failure and had to be abandoned in late 2000. Milgov cannot spare the personnel to occupy the area. In any case, the drought will soon turn the small, independent communities of eastern Kansas into marauders/refugees, scattered to all points of the compass.

Oklahoma: Despite the destruction of most of the refining capacity of the state, Milgov was successful in reconstructing a small percentage of that capacity, and the fuel from the state (however meagre by prewar standards) is one of the main pillars supporting Milgov's power.

Texas: The northern gulf coast of the state was devastated in the nuclear attacks of late 1997, along with most of the population of the metropolitan areas of Houston and Galveston. The rest of the state was invaded by Mexico in 1998. The invasion was halted at the Red River, and the occupying armies (including the Soviet "Division Cuba" at San Antonio) soon lost all contact with higher headquarters as a civil war broke out in Mexico. Left to their own devices, the various Mexican units chose sides and fell to fighting one another. Milgov was unable to mount an offensive in 1999, however, and the remainder of the Americans in Texas were as divided as the Mexicans. There was a group advocating an independent Texas, a group advocating union with Mexico, a group solely devoted to the destruction of the Soviets, and a number of other splinters. Within a year, a system of cantonments had sprung up, where a group would settle into a town or group of towns and provide protection in return for food and shelter. At first, the cantonments were organized along political lines: Laredo was a *Nationalista* cantonment while Waco was controlled by troops supporting the *Federales*, for example. Later, loyalties shifted to the locale rather than some faraway political party. As conditions worsened, the cantonments became mixed. By April 2001, it was not uncommon to find Mexicans, Americans, and Soviets all living in the same cantonment and defending it with the same vigor against marauders and the depredations of other cantonments. Cantonments that were located in oil fields began to refurbish wells and produce a trickle of fuel—first for local consumption, then for trade with less-advanced cantonments. A stability of a sort had been reached.

As a side note, one of the more unusual cantonments is located in the city of San Antonio and is commanded by Colonel Vasily I. Sergov. The cantonment is unusual in that it has a majority of Soviet soldiers in it, as opposed to a minority (it is the remains of "Division Cuba").

It was not to last. By April 2001, the drought has begun to destroy cantonments, especially those in western Texas where water is a problem in the best of times. The Rio Grande (or Rio Bravo, depending) will soon dwindle to a muddy trickle, and the specter of starvation will drive many to desperate measures.



The Great Plains

This section includes the states of Iowa, Minnesota, Nebraska, North Dakota, and South Dakota.

MILGOV

Milgov controls those portions of western Nebraska within 100 kilometers of Colorado and of Kansas west of longitude 100°W. The border areas are patrolled regularly by Milgov troops and units of locally raised militia.

Areas on the border are subject to occasional marauder raids and are still under martial law. The more-protected inner communities are technically under martial law as well, but are allowed considerable local autonomy (including elected officials), as a demonstration of the benevolence of the military government. Patrol sweeps into uncontrolled territory are common, but will be reduced as fuel supplies dwindle.

CIVGOV

Civgov controls the state of Iowa, those portions of the state of Nebraska within 150 kilometers of the Missouri River, that portion of South Dakota within 60 kilometers of Sioux Falls, and Minnesota within 100 kilometers of the Iowa border. Civgov also has control of a few isolated communities in west Wisconsin opposite the part of Minnesota under its control, and a few communities in northwest Illinois.

Communities on the border are fortified, and there is a wide belt of area beyond the boundaries which is patrolled in order to keep marauders away from the central farm areas. All communities select their own form of local government (within certain restrictions required by the Constitution), and recruit a local defense militia (usually equipped from its own resources—Civgov is short of military weapons and equipment).

NEW AMERICA

New America has no significant enclaves remaining in the region, although isolated cells are still spread throughout the area.

ENCOUNTERS

Unless superseded by other factors (a special table in an adventure module, the decision of the referee, modifications stated below, and so on) the encounter table on page 12 can be used for encounters on the Great Plains, rolling at the interval stated in the basic game under the encounter rules.

There will be no marauder encounters within Civgov- or Milgov-controlled territories. Convert these to encounters with a party of an appropriate military unit. After November 2001, the safe area will begin shrinking at a gradually increasing rate.

At the referee's option, any encounter in central Nebraska can be converted into an encounter with a Milgov or Civgov patrol on a deep antimarauder sweep. These sweeps will become less frequent beginning in June.

Fire: Beginning in May, one possible danger encounter the referee may use is the prairie fire. The drought has rendered the grass of the plains tinder-dry, and very little is needed to set them ablaze. Natural (lightning, spontaneous combustion) or unnatural (untended campfires, a backfire from a vehicle, deliberate arson) causes may be to blame. Fire is sometimes used to drive game or to (literally) smoke out a recalcitrant farming community by a band of marauders. Whatever the cause, fire can move across the plains faster than many vehicles.

Depending on the nature of the encounter, the players may be forced to abandon equipment or vehicles (especially slow-moving ones) in order to escape the fire. If the players are lucky, they may be able to make use of a natural firebreak (such as a gully or riverbed) to escape the conflagration.

Animals: All entries not explained below are covered on page 12.

ANIMAL ENCOUNTERS—GREAT PLAINS

Die	Result
4-	Dog
5-9	Small game/fowl
9-11	Large game/grazer
12	Special

Special: The Great Plains were once within the range of the grizzly bear, and there is no reason why one could not wander this far east from the Rockies, although they will be rare. Black or brown bears are more likely than grizzlies, but are still uncommon.

The referee may substitute coyotes or wolves instead of dogs, if desired, and the large game category will include antelope in the western areas. Buffalo will be scarce, and deer will be scarce outside of wooded areas along the rivers. Feral cattle will be the most common large game/grazer encounter.

LOCAL CONDITIONS

In the 19th century, the Great Plains were called the "Great American Desert" by settlers.

General: Immediately after the strikes, the main purpose of the Emergency Relocation Plan was to shift the urban population closer to the source of its food. For this reason, about 100,000 urban residents were shifted from the the larger cities around the Great Lakes to smaller cities on the Great Plains. There were shortages of just about everything, and the "relokies," as they were called, were subject to almost constant hostility from the local populace. It is not surprising that a sizable number of "relokies" chose to leave at the first opportunity.

From time to time, representatives of both US governments meet to discuss reuniting, but nothing ever seems to come of it. Broward's demand that all current Civgov officials remain in office and Cummings' refusal to recognize the legitimacy of Broward's office have remained stumbling blocks to any cooperation. The main result of these discussions has been a cessation of major hostilities between the military forces of the two governments.

Food: This region includes some of the most agriculturally productive states in the country.

Even before the war, however, there were serious problems with a lowering of the water table under the Great Plains. The drought has aggravated this condition, and what was (in better times) some of the most productive farmland in the world can barely produce enough to provide seed for the next year.

Marauders: As summer approaches, wells will dry up and food stocks will dwindle. First individuals, then communities will be forced to become marauders in order to survive. The numbers of marauders will increase geometrically, as looted communities become marauders in a self-perpetuating cycle. Within a year, travelling in huge, sweeping bands, the marauders of the plains (vehicle-mounted and on horseback—there are almost no foot marauders here) sweep from one place to another like a gigantic herd of locusts. At first they will avoid the stronger communities, like those of Civgov and Milgov, but as they become more numerous, they will sweep deeper and deeper into "civilized" territory.

Iowa: Iowa, traditionally the leader in corn production, is one of the most important areas controlled by the civilian government. Incorporating large numbers of "relokies" and refugees from the 1998-2000 period, the population of Iowa is at about 80 percent of its prewar level.

Before the drought, Civgov intended to use Iowa as a food supply base for the reconstruction of the Midwest and then the Midwest as a base for the rest of the country. Once a stable food source could be established, food could be used to bribe the military units of the Milgov enclaves in Oklahoma and along the Mississippi to change sides, bringing with them the petro-

leum needed to fuel the rebuilt power plants. The coal fields of Iowa, Kansas, and Illinois would power a rebuilt Midwest industrial base. Meanwhile, the eastern Civgov enclaves would rebuild the eastern industrial base, and eventually link up through the Ohio Valley. The rest of the country would soon fall into line.

Despite the best efforts of the government, there were simply not enough trained people to rebuild the power plants, the factories, and the railroads. There was enough food, but the military units of Milgov proved unreachable by bribery, and Civgov could not hope to win an out-and-out military confrontation. When the drought hit, everything began to crumble.

Minnesota: The area controlled by Civgov is the rolling hill country of the south, which is less drought-stricken than areas to the west or south of it. The northern woods and lakes provide a wonderful place for small groups of wandering hunting/fishing parties (it is the land of 10,000 lakes, after all). The area still receives some lake-effect rain. Large bands of marauders are rare, since there is nothing for them to loot. A few small communities on the coast of Lake Superior manage to support themselves from fishing.

Nebraska: As has been previously mentioned, Omaha is the capital of the civilian government. The site was chosen (despite the nuclear strike near the city) because of its central location and proximity to the grain belt, and the fact that it is a rail transportation hub.

A portion of western Nebraska is controlled by Milgov, but this area consists mostly of small, fortified border communities whose main purpose is to act as supply bases for the border patrols and local militia units. A similar system prevails on the Civgov border. It is not uncommon for wide-sweeping patrols from the two governments to meet in the central part of the state. Shooting incidents are not unknown, but are quite rare. The two patrols will usually stop for a couple of hours, exchange news, and move on. These informal meetings are tolerated by higher officials on both sides and represent the only regular communication between Milgov and Civgov.

North Dakota: In late 1999, Broward ordered one of Civgov's newly acquired military units to invade the Dakotas, as part of a campaign to secure the Great Plains for Civgov and to capture the nuclear weapons at the airbases of Minot and Grand Forks. After a short firefight, the air police garrison of the airbases withdrew, but Civgov's troops discovered that the warheads they sought had been removed and the missiles disabled. After a short and heavily resisted occupation, Broward withdrew his forces, saying that Americans had killed enough of each other, and it was time to stop. The invasion left both governments in a bad light as far as the people of the Dakotas were concerned, although the population around the two airbases always considered itself to be more loyal to Milgov.

After the chaos immediately following the nuclear attacks, the invasion destroyed what remained of the state government. Local communities (including the various Indian reservations) were thrown on their own devices. The Civgov invasion instilled a distrust and suspicion of outsiders which remains a salient feature of the area. With the drought and the subsequent marauder problems, Dakotans are still determined to solve their own problems without outside help.

South Dakota: As previously mentioned, a small portion of South Dakota is under Civgov control, but most of the state dislikes the civilian government intensely. Neither government has been able to make significant inroads, and New America has only one small cell in the state.



The Western States

This section includes the states of Montana, Idaho, Wyoming, Colorado, New Mexico, Arizona, Nevada, Utah, Washington, Oregon, and California.

MILGOV

The capitol of Milgov is at Colorado Springs, Colorado, and the state of Colorado is the center, the heartland, of Milgov's territory. Milgov also has significant forces around Seattle, Washington and in the vicinity of Sacramento, California.

CIVGOV

Civgov has no major enclaves in the West, but scattered individual communities throughout the region profess loyalty to the civilian government.

NEW AMERICA

The northern Rockies contain one of the bastions of New American power, concentrated in the Snake River Basin of Idaho and in the woods of eastern Oregon. A smaller New American enclave existed in the region around Yosemite National Park until a recent forest fire drove them down into the hands of the Milgov enclave around Sacramento.

ENCOUNTERS

Unless superseded by other factors (a special table in an adventure module, the decision of the referee, modifications stated below, and so on) the encounter table on page 12 can be used for western states' encounters, rolling at the interval stated in the basic game under the encounter rules.

Fires: The West (except for the Pacific Northwest, which has been receiving *more* rain than normal) is subject to the danger of forest and grass fires (see page 42).

The following exceptions apply:

There will be no marauder encounters within Milgov-controlled territory during 2001. Convert these encounters to encounters

with a party of an appropriate military unit for the time and place.

Animals: For animal encounters in this region, use the table below unless it is superseded by an individual adventure module or by the referee's decision. All entries not explained below are covered on page 12.

ANIMAL ENCOUNTERS—WESTERN STATES

Die	Result
5—	Canine
6-8	Small game/fowl
9-11	Large game/grazer
12	Special

Canine: This encounter is with a group of feral dogs, wolves, or coyotes (depending on the location and the referee's decision). Wolves will tend to be encountered in the northern reaches of the Rockies, having moved down from Canada and Alaska as the climate changed. They are still fairly rare, but they can be used to add variety to the players' encounters in the area.

Coyotes are to be found throughout the West and tend not to be dangerous to humans since they are small and solitary. An encounter with one can still be significant, however, because of the possibility of rabies or plague.

In the Rockies, a large game encounter can include bighorn sheep or mountain goats. On the plains, antelope will be common, and deer will be found only in the forests.

Special: This encounter can be a grizzly bear in the northern Rockies, but the brown/black bear is much more common. Mountain lions are also a possibility. There are fewer zoos and animal parks in the West, but referees may still wish to include an occasional exotic animal to add variety.

LOCAL CONDITIONS

The West is a vast area, sparsely populated in some parts, yet also possessing the largest city in the United States.

General: Rainfall conditions have remained pretty much unaltered in the southwest. However, many of the rivers which flow from the north have all but dried up, and irrigation has

become impossible. No real agriculture has been performed there since the Mexican occupation.

In the Pacific Northwest, the shift in rainfall has been the opposite from that in the rest of the country: an increase instead of a decrease. On some days it now seems like the rainfall at Seattle rivals that of the Orinoco basin, and the effect on agriculture in the Northwest has been deleterious, but not disastrously so.

Many communities in the Northwest, though small compared to their prewar population levels, will maintain their city governments through the year. Marauders will be kept to a minimum as they run up against sufficiently organized communities which can defend against them.

Plague: Bubonic plague is endemic in several remote (and not so remote) areas of the West. Some of these areas, called *foci*, are very close to the large cities of the region (one is very close to San Francisco). After the breakdown of civil sanitation and the medical care system, and with the influx of large numbers of refugees to various rural areas in search of food, bubonic plague became a serious health problem in some areas. The disease and its game effects are described in the basic rules.

Food: In the Northwest, agriculture has been affected by the increased rainfall (some crops have literally been washed away), but in general the low population and good fertility of the valleys in the Northwest have prevented famine from being a problem.

In central and northern California, the drought will reduce the annual rainfall by about 10 inches in 2001, enough to severely limit the agriculture in the rich valleys of central California. Exotic crops, such as grapes, have been abandoned for more practical grains after the nuclear strikes, but even these will be hard to grow now. Nevertheless, the crop will not be a complete failure, and perhaps 50 percent of it will be brought in successfully by harvest time.

Marauders: In the Pacific Northwest, the remoteness of the area will prevent large numbers of refugees from moving in, and disruption by these groups and by marauders will be minimal. Marauder problems in the central California Milgov enclave gradually increase as the southern cantonments move north in search of food, but they will be able to deal with these incursions at the expense of further expansion or reconstruction. The only area in the West that will have significant marauder problems will be Colorado (for reasons already discussed elsewhere).

Montana: Malmstrom AFB near Great Falls was the only nuclear target in Montana. The plains of the east have always been dry, and the drought has made them even more so. Nevertheless, population pressures have stabilized, and food supplies are fairly secure for the time being.

Idaho: The Snake River enclave of New America is one of the largest power bases left to that organization. With their activation in January, the cells of southern Idaho managed to unite and take almost complete control of the Snake River Basin from Boise downriver to the Oregon border. The area receives only slightly less than its normal rainfall, and the ranches and grazing ranges of this area provide a secure base for the New Americans. The NA enclave has effectively cut off fuel shipments from Colorado to Washington, which used to travel down the Snake and Columbia Rivers.

Wyoming: About a quarter of Wyoming is under Milgov control, but most of the communities are fortified mines and facilities for the extraction of fuel from the local oil-shale. Not all of these facilities are complete by 2001, but a small quantity of fuel is being produced. The drought will cut short the development of

this resource, and it will be one of the first areas abandoned by Milgov when marauder pressures increase and because of civil unrest the troops are needed at home.

Colorado: Despite the nuclear strike on Cheyenne Mountain, damage from radiation and famine was not severe, and the state now has about 90 percent of its prewar population level. The rich mineral wealth of the state, combined with a good agricultural base (in both grain and livestock), has made this the keystone of Milgov's recovery efforts. As previously mentioned, the capital of Milgov is at Colorado Springs, in order to take advantage of the superior facilities available at Cheyenne Mountain (which is nearby) and the Air Force Academy.

Milgov engineers have restored the Ft. St. Vrain nuclear power plant at Platteville, and it is functioning at eight-percent capacity by 1 April 2001. Electrical power is still largely reserved for government use, but a sufficient reserve has been generated to make it increasingly available throughout Colorado. Efforts are under way to restore the state's mining industries, particularly uranium and coal, as a first step to restoring civilization. An arsenal has been constructed in Colorado Springs, and other industries are being built from the ground up as food and labor surpluses allow. General Cummings plans to reopen the Denver mint in June as a political move demonstrating Milgov's success.

New Mexico: The climate of New Mexico has always been dry, and the recent drought has made conditions worse. There are a few cantonment settlements in the grazing lands of the western part of the state, and seminomadic groups wander through the rest of the state, but the cities are deserted. The cantonments contain the usual mix of white, Hispanic, and Indian groups found in similar communities throughout the area under Mexican "occupation." Anything resembling government on a greater-than-village basis has long since vanished.

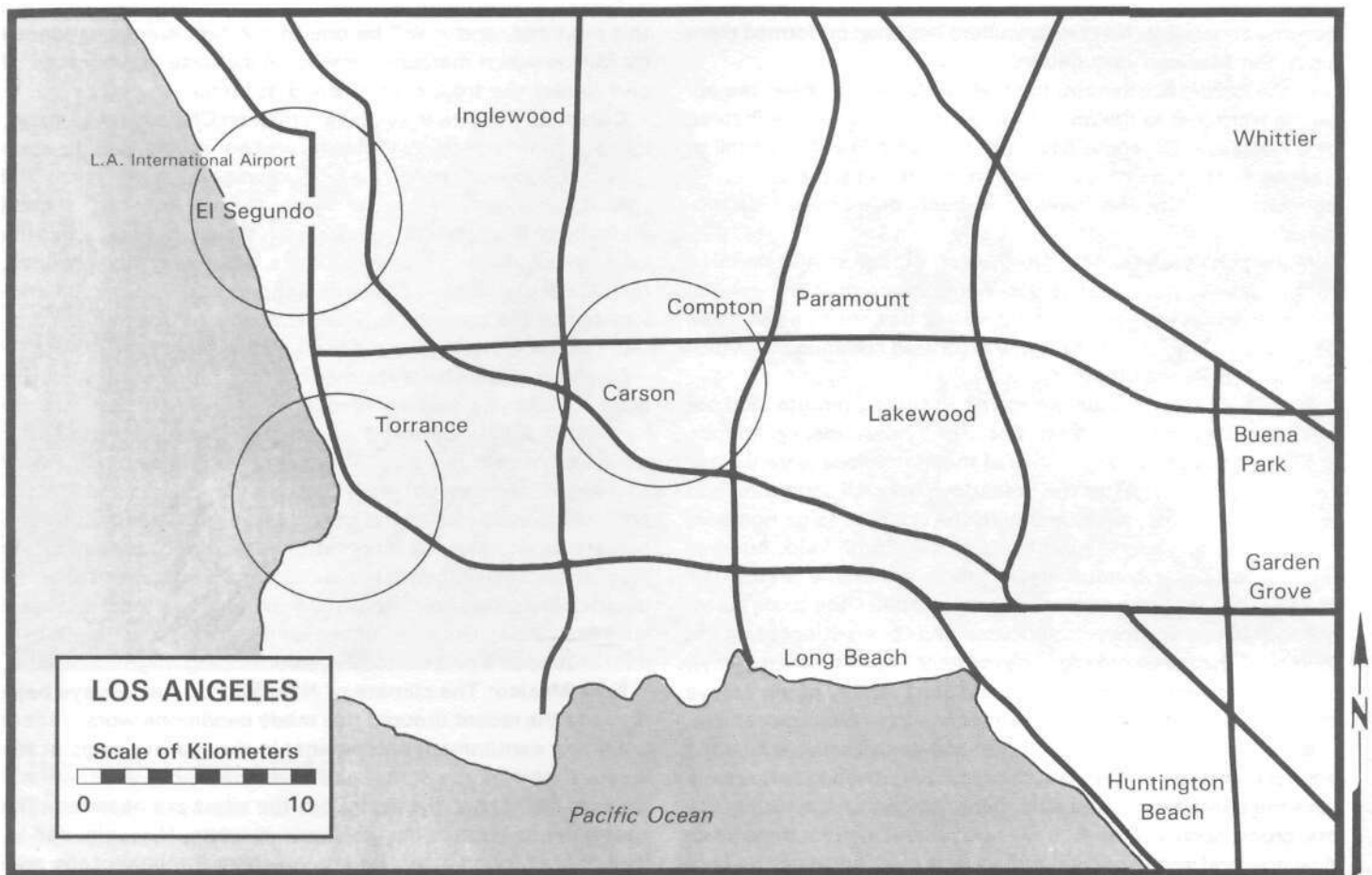
Arizona: In Arizona climate and land have produced a situation almost identical to that in New Mexico, west Texas, and southern California: widely separated settlements eking out a living in land that was considered semi-arid before the drought.

Nevada: Irrigation made semi-arid south Nevada fertile. Without water, the land has returned to desert. The mountain ranges were home to ranches, but these are no more. By summer's end, thousands of marauders will come pouring out of Nevada into Utah and California.

Utah: The state of Utah was not touched by the nuclear exchange (except for a few radiation-linked deaths). Epidemics have reduced the population, but the poststrike food shortages did not cause the casualties they did elsewhere. This was partially due to the state's agricultural self-sufficiency, and partially to emergency food supplies kept by LDS church members and the philanthropic principles urged by that church's teachings.

The prewar government is nominally intact, but in fact the state is a virtual dictatorship due to the emergency powers assumed by Governor Walter Hickman in July of 1998. Utah recognizes the authority of the military government, but acts under its own leadership most of the time. All federal offices and property, power-generating facilities, mines, and other industrial facilities have been taken over by state government until the present emergency is over. Food, clothing, electrical power, and petroleum are strictly rationed. Large Civilian Labor Corps have been formed to keep the farms and industries running, consisting mostly of the state's urban population and the few refugees who have managed to make it into the state.

The postwar population of Utah is about 850,000, of which 90 percent is located in the central third of the state on the



Wasatch mountain range (west of these mountains is the Great Salt Lake and the Great Salt Desert). Most of the population is in government service, either in the military, the Civilian Labor Corps, or the various government industries (mostly power generation).

Power-generating facilities and the power transmission grid were severely damaged by surges and EMP during the nuclear exchange, and repairs have not been completely effected due to lack of skilled manpower. Electrical power is to be had in most areas in the state, although this is mostly devoted to industrial and reconstruction use.

Agriculture in Utah depends upon snow melt from the Wasatch mountains. The winter snow cover is minimal, and very little water can be expected from this source. How the Hickman government will deal with the drought and the subsequent famine are questions for which there can be no good answers. Pressure from New America in the north and marauders from the south will probably force increasingly restrictive measures and eventually bring the government down.

Washington: The refineries and the aerospace industry of Washington were destroyed in the nuclear exchange. The chief problem of Milgov's Washington enclave is lack of fuel, now that New America has cut off oil shipments from Colorado.

Oregon: Oregon consists largely of independent local communities, which earn their living by grazing and farming (on the interior uplands) or by fishing (on the coast and rivers). The population has been severely reduced, but life is not too bad for those who remain alive.

California: Almost 13 percent of the megatonnage of the nuclear strikes fell on targets in the state of California, these being mostly oil refineries and military targets.

The southwest portion of the state (from Salton Sea northward up the Imperial and San Joaquin Valleys to just south of San Francisco and points west of this line) were subject to considerable dislocation from the Mexican invasion. Southern California's "occupation" is similar to that of Texas in most respects: a mixture of Mexican, American, and Mexican-American military units in community "cantonments."

The coast from Santa Barbara south is largely a deserted wasteland. The nuclear strikes devastated this area, and the city of Los Angeles suffered most severely. Blast, radiation, and fire, combined with panic and disease, caused millions of casualties. By 1998 the city had less than 20 percent of its prewar population. The invasion completed the destruction, and with the drought, the City of the Angels is now a deserted shell, inhabited by a few thousand scavengers, most of them mad as hatters.

Wildfires were always a danger in southern California. The drought has not affected the rainfall in California, but there always was a dry season when grass and forests were vulnerable and would burn explosively if ignited.

North of San Francisco the countryside retains a larger portion of the prewar population, but severe food shortages remain. Forest fires will blanket the state throughout the summer, unhindered by human hands. Millions of acres will be laid waste, driving people off their otherwise productive lands and further reducing the food available.

The San Francisco Bay area has been severely depopulated due to disease and nuclear strikes, but has managed to remain fairly organized, due to the presence of Milgov troops. By the end of the summer, food shortages will put increasing pressure on the city government, and it will collapse, leaving the city at the mercy of the street gangs.



Alaska and Hawaii

This chapter covers the two noncontiguous states of the union (Alaska and Hawaii) in two subsections, since they are radically different areas.

Alaska

The salient features of Alaska are that it is huge and that it is a unique land of contrasts. It has vast expanses of arctic wilderness, yet it also has some of the nation's most productive agricultural areas. In some ways, it is the most isolated state in the union, but it was the first to be invaded by the Soviets. Most of its inhabitants revel in the primitive splendor of their natural surroundings, but also enjoyed the trappings of 20th-century civilization (like fast food and traffic gridlock). In **Twilight: 2000**, however, Alaska is like many other places: It is in a state of change, mostly for the worse.

MILGOV

Milgov has no remaining enclaves in the state of Alaska. Military units in the state after the Soviet invasion of 1998 have deteriorated and split up into smaller groups, some of which have become marauders. Most former military personnel, however, have either become the cadre for a local community militia or sought an independent existence, hunting and trapping in the state's vast forests. Former members of the Soviet Army have moved into similar niches.

CIVGOV

Civgov has no enclaves in the state of Alaska, although scattered communities and individuals may express loyalty to the civilian government.

NEW AMERICA

Alaska's only New American cell (near Seward) was discovered by the Soviets during their occupation of the area and

was eliminated. Scattered sympathizers remain.

ENCOUNTERS

Unless superseded by other factors (a special table in an adventure module, the decision of the referee, modifications stated below, and so on) the encounter table on page 12 can be used for Alaskan encounters, rolling at the interval stated in the basic game under the encounter rules.

In the tundra of the northern part of the state, encounters should be rolled only once per day. Depending on the location of the encounter, derelict vehicle encounters can be military vehicles (Soviet or US), construction or supply trucks (near the pipeline), crashed or abandoned aircraft (civil or military), or recreational ATVs.

Animals: For animal encounters in this region, use the table below unless it is superseded by an individual adventure module or by the referee's decision.

ANIMAL ENCOUNTERS—ALASKA

Die	Result
4—	Canine
5-8	Small game/fowl
9-10	Large game/grazer
12	Bear

Canine: This encounter can be wolves in just about any part of the state, although in the north it can be with a group of arctic foxes (at the referee's option). Wolves have the same characteristics as dogs, but they have a Stature of 4 instead of 3.

Small Game/Fowl: The precise species are unimportant, but may include arctic hare, lynx, ptarmigan, goose, or duck at the referee's option. Alaska contains many exotic animals in its own right, and referees will find that using the "escaped from a zoo" excuse is seldom needed for a dangerous and exciting animal encounter.

Large Game/Grazer: Again, the exact species are unimportant, but may include elk, caribou, wild sheep, mountain goat, musk ox, and varieties of feral domestic animals.

Bear: In most cases, this will be the brown or black bear also found in the lower 48 states, but in rare instances, the encounter can be more interesting. Grizzlies are more common in Alaska than anywhere else and can be found in many places throughout the state. Kodiak bears are found in much more limited locations (mainly Kodiak Island and its environs). Polar bears are found in the coastal regions of the northern portion of the state. Polar bears have the same characteristics as in the basic game. Kodiak and grizzly bears have the same characteristics as in the basic game, but have a Stature of 30.

LOCAL CONDITIONS

The only nuclear target in Alaska was Elmendorf Air Force Base, near Anchorage. Casualties in the city were heavy, but otherwise the state was untouched by nuclear destruction. The Soviet invasion of 1998, however, cut a wide swath, and many areas have never completely recovered.

General: The North Slope oil fields were not a target of the nuclear strikes, since there were no refinery facilities there. However, the Alaskan pipeline was cut in several places by Soviet ground troops, and the storage and shipping facilities at the pipeline's southern terminus were rendered unusable. Most of the oil fields in the rest of the state (around Anchorage, for instance) were severely damaged as well, but a small number still produce a trickle of oil for the local communities lucky enough to be near one. In some cases, this has meant the difference between life and a frozen death in the bitter cold of the winters following the nuclear strikes.

Food: Many areas in Alaska have excellent agricultural potential (surprising citizens of other states who think the place is a giant icebox). The longer summer days characteristic of these higher latitudes mean that plants grow faster, even with the shorter growing season. The large valley containing Anchorage is sheltered from frigid northern air by several mountain ranges and is nicely watered by rain from the Gulf of Alaska to the south. Subsistence agriculture is possible over a wide area of the southern part of the state. Supplemented by fishing, the diet of the inhabitants of southern Alaska is better than many other places.

In the northern parts of the state, the vast forests have not yet been hunted to near-depletion, like those in most of the lower 48, and small groups can still survive.

Marauders: Marauders are mostly limited to the panhandle and to the area east and south of Fairbanks, although occasional bands can be found just about anywhere.

Hawaii

Hawaii is unique in many ways, not the least of which is the fact that it was once an independent nation with a hereditary monarchy (not even Texas can boast a king and a royal palace). Hawaii's isolation protected it from some of the worst aspects of the aftermath of the strikes, but no place on earth is so isolated that the war did not have an effect.

MILGOV

29th Infantry Brigade enforced the authority of Milgov in the islands, but the tremendous distances involved meant that the state was effectively on its own after 1999.

CIVGOV

Civgov never managed to gain a foothold on Hawaii, although

a number of individuals express loyalty to it.

NEW AMERICA

New America never attempted to establish cells in Hawaii. Carl Hughes did not consider it a "true" state, for reasons which are too complex to detail and are largely nonsensical.

ENCOUNTERS

Unless superseded by other factors (a special table in an adventure module, the decision of the referee, modifications stated below, and so on) the encounter table on page 12 can be used for Hawaiian encounters, rolling at the interval stated in the basic game under the encounter rules.

Animals: Hawaii's ecosystem is unique, a result of its isolated geographic location. There are many native species of birds, insects, and fish, some of which live nowhere else (including a type of shrimp that lives in trees!). Except for those introduced with the human settlement of the island, there are no large mammals and very few carnivores of any kind. The Polynesians, when they arrived, brought with them pigs, dogs, and rats. Later arrivals brought cats, cattle, and other livestock. What this means is that animal encounters on Hawaii tend to be rather mundane by normal game standards, and referees will probably want to dispense with them altogether.

LOCAL CONDITIONS

Hawaii's geography caused problems. Isolated from the rest of the country, there was almost no outside assistance after late 1999. Imports of oil (of which the islands have no natural reserves) and other fuels were cut off, and there was no market for the island's produce and no imports of food or other necessities of survival.

General: The strike on Pacific Command Headquarters caused severe damage to the city of Honolulu, and local facilities were overwhelmed. The state's urban residents (over 80 percent of the population) panicked. Although there was no food shortage, there was fear of one, and rioting and civil unrest killed more people than the bomb. By the time troops had been brought in to restore order, almost a million people had become casualties, more than half the population. State government collapsed during this period, and the military (in the form of 221st MP and 29th Infantry Brigades) took over the civil administration.

Food: Hawaii's climate makes it ideally suited to some forms of agriculture, particularly tropical fruits and vegetables, but the main prewar crop was sugar cane. It took a while to shift over to a more balanced crop mix, and there were short-term shortages while the state adapted to a nonpetroleum, subsistence agriculture and aquaculture. Some sugar cane is still grown—it can be distilled into alcohol fuel very readily.

Marauders: Marauders are not really a problem on Hawaii, and any encounters with them will be with one or two poorly-armed bandits or looters. There are few places to hide, and the 29th Infantry is still in control as of April of 2001.

Government: The current government is in the hands of the commander of 29th Infantry Brigade (left here after the departure of 221st for California). Although nominally loyal to Milgov, communications have deteriorated, and the islands are effectively left to their own devices. A growing restiveness among the Polynesian population of the islands is beginning to express itself in a desire for a restored monarchy (this is still little more than a crackpot notion of a few extremists). Most people are happy with current conditions and are reluctant to rock the boat.

Howling Wilderness

Special Bonus:
TWILIGHT CITYMAKER

What happened to the United States from 1997 to 2001 is a question of interest to almost every referee and player of **Twilight: 2000**. Even those whose campaigns are not set in the United States want to know what happened to their home town, or how far the Soviets managed to get in Alaska, or what areas are controlled by New America.

Howling Wilderness is a sourcebook of the United States of America for use with **Twilight: 2000**, GDW's WWII role-playing game. It describes the events in America during the years leading up to the war. It describes the preparations for nuclear attack taken by the government, and why many of those preparations failed. It describes the attack upon the United States in November of 1997, and the aftermath of that attack. In addition, it carries the **Twilight: 2000** future history through May of 2001, and summarizes conditions in the U.S. as of that date. It will also deal with the shift in weather patterns in late 2000/early 2001, and the effects this will have.

Howling Wilderness contains the following:

- Discussions of the status of Civgov, Milgov, and New America, including current territories as of 2001, a summary of available military forces, and a brief history of each in the years from 1997 to 2001.
- Maps showing the location of each major nuclear strike and details of the more important ones.
- A state-by-state rundown of local conditions, concentrating upon what effects the drought will have on each.
- This sourcebook also contains a special bonus: *Twilight Citymaker*. This is a collection of geomorphic map sections of various urban areas. We have provided a nice selection of geomorphic sections (over 100 different ones) for referees to photocopy. Using these geomorphs, referees can put together villages, towns, and fortified strongpoints at a moment's notice, or make them up quickly and easily ahead of time.

Design and Development: Loren K. Wiseman

Twilight: 2000

Series Module



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