Allegheny Uprising

510

Series Module

Twilight: 2000 ™

Game Designers' Workshop

Allegheny Uprising

Contents

Credits

Allegheny Uprising

It was enough to make a man's mouth water. My God, think of it! Computers, electric typewriters, jeeps, soybeans, canned food, medical supplies, arctic parkas, Alaska Pipeline weld seam X-rays, stack upon stack upon bureaucratic stack of DoD forms, M16 rifles, portable electric generators, copies of copies of ancient IRS records, and (I swear) videotapes of every NFL game since 1992!

No wonder those Civgov johnnies were falling all over themselves to find the place! I mean, wouldn't you get excited at the prospect of uncovering a buried storehouse, an honest-to-God buried treasure, just chock-full of all those goodies we'd come to accept once upon a long lost time as part and parcel of civilization? All of us had heard a million rumors about lost government caches squirreled away in out-of-the-way places years ago as security against a nuclear attack. Most of those stories were just air, of course. I remember there was this one wild story about a lost fortune in gold on Manhattan...

But this story was for real. Just when things were getting hairy in China and it looked like Mankind might be on the verge of putting out his own lights, some unsung and now-vaporized hero in Washington chose a site for an emergency supply cache. From what we know now, it sounds like the guy was setting up a private shelter for himself and a few friends and using the fiction of a government cache to justify the appropriation of tax dollars. He ran it through channels as a strategic reserve stockpile (SRS-17374-2).

But it got out of hand. Whoever approved the paperwork thought SRS-17374-2 was such a great idea he decided to up the ante and include some surplus government office machines—you never know when you'll need a typewriter once everything gets nuked, right? Then someone else added a shipment of winter gear that had wound up in D. C. after having been sent to Roosevelt Roads, Puerto Rico, by mistake. Hey, nuclear winters are cold, right? Throw them in too! Another politician had to get his two cents' worth into SRS-177374-2, and added to the appropriation...and another...and another...

In true bureaucratic fashion, the thing snowballed until there was quite a large and impressive inventory of gear at this secret stockpile—lots of it even useful. Now, the word was, there were lots of similar stockpiles around the country, but the people who knew about this *secret cache were in Mary/and, and* this *cache was real close by, in the Allegheny Mountains of Pennsylvania, and as far as anyone could tell, the place was still secret! Most of the people who had signed the papers adding to the stockpile's inventory knew the place only as SRS-177374-2. Only a handful of people had ever known where SRS-17374-2 was.*

It was just such a shame that those idiots had lost the paperwork that told them where the thing was hidden!

INTRODUCTION

Allegheny Uprising is an adventure for **Twilight: 2000,** GDW's post World War III role-playing game. In *Allegheny Uprising* the players are members of a military or ex-military unit now in the service of one fragment of the civilian government of the United States. Whatever their current loyalties—pro-Civgov or pro-Milgov- government officials currently in the company of the 228th Infantry Brigade near Fort Meade, Maryland, have hired them to undertake a difficult and possibly hazardous assignment. They must travel northwest from Maryland into the Allegheny Mountains of Pennsylvania in search of a rumored government storehouse of weapons, food, records, and supplies.

The party will include several Civgov officials. Depending on one's interpretation of the characters' contract with the government, they may be escorting Civgov officials who have the responsibility of finding the supplies...or the officials may be along to safeguard Civgov interests in the expedition. Some Civgov personnel fear that the players might set up in business for themselves if they manage to find the cache.

This booklet includes the following materials:

— Introductory material for the adventure.

— Descriptions of those parts of western Maryland and Pennsylvania where the adventure takes place.

— Details of various organizations, marauder bands, and local defense forces in various parts of southwestern Pennsylvania.

— A list of important non-player characters, including people the player characters must find in order to locate the stockpile, and the officials who accompany them on the expedition.

— A map of the general area in southwestern Pennsylvania where the adventure is set, including all or parts of Bedford, Somerset, Fayette, Westmoreland, and Allegheny Counties.

— Background material on western Pennsylvania's recent history on the secret supply cache known as SRS-17374-2, and on the continuing civil war between native inhabitants of the Allegheny Mountains and the large numbers of war refugees who entered the area four years ago.

REFEREE'S NOTES

Allegheny Uprising is designed to be used by the referee. Narrative sections describing certain events from the point of view of one of the characters are provided to add additional detail and color to the referee's description of events and the adventure's background. These narrative sections may be read to or by the players, but all other sections are reserved for the referee alone unless otherwise stated. These narrative sections are set apart in italic type for easy recognition.

Allegheny Uprising can be the first of many **Twilight: 2000** adventures set in western Pennsylvania. Maps and road atlases available from any book or stationery store may be used to extend this adventure into an ongoing campaign.

This adventure can also serve as a bridge to adventures set in other interesting places in the area. The city of Pittsburgh is still largely intact, though struggling with the problem of large numbers of refugees, and offers numerous opportunities for salvage, recruitment, or the creation of a strong local government. Civgov officials may decide it would be nice to retrieve old social security records stored at an underground facility in the small town of Boyers north of Pittsburgh, and there may be other hidden government stockpiles of food, weapons, and records in the area as well. Finally, Milgov may decide that arteries such as the Pennsylvania Turnpike and U.S. Route 40 are vital to the reopening of a nationwide transportation network, and call on the characters to secure certain roads, passes, and tunnels through the mountains.

William H. Keith, Jr.

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

The Adventure Plot

Imagine us working for the civvies!

We'd heard a fair amount about the breakup of the U. S. of A. while we were overseas, but it was still hard to realize that we were in the middle of an honest-to-God civil war in everything but the shooting. Both sides had settled into this "we're the legit/mate government, so don't start anything" attitude which had Milgov and Civgov glaring at one another and doing a lot of posturing, but no open warfare...at least, not so far. There were a lot of scare stories out, of course—firing squads in Chicago and CIA people running around demanding loyalty oaths, that kind of thing—but those were just wild rumors, you know?

Given that cold atmosphere of mutual armed and distrustful neutrality, Roger Caldwell was something of a surprise.

Caldwell had been a minor functionary of the prewar government, under secretary of something-or-other for some bureau or other. He'd been lucky enough to be spending the Thanksgiving holiday with relatives in Baltimore when a Red SSBN dropped a surprise present at 1600 Pennsylvania Avenue. He helped organize what was left of the Maryland state government at Columbia, and by the time we met him, he was Deputy Governor of the III Military Region, and a member of the State Emergency Council.

So what did a mover and shaker like Caldwell want with the likes of us?

"Treasure," he said. "Imagine an incredible buried treasure..."

"What?" I said. "Another lost fortune in gold?" You should have heard some of the wild stories that were going around.

"Better than gold." Caldwell said. "Try machine tools. Vanadium...chromium... tungsten...a two-hundred bed hospital and supplies...not to mention guns, ammo, vehicles, gasoline, generators, blankets...all squirreled away before the war."

"How do you know someone ain't found it?" Zebrowski wanted to know.

"It's still there. We'd have heard if it had been discovered.

What we want you to do is go find it for us, organize a convoy, and bring it back. We'll pay you well. Whatever you want. Guns? Food? Vehicles? I'll set it up."

"Sounds good," I said. Yeah, a little too good. What was the catch? "Where is this treasure supposed to be, anyway?"

"Ah... that's the one little problem," he said. "Somewhere in Pennsylvania... but we're not quite sure where..."

So why didn't we walk then? I don't know. Hunting for buried treasure without a treasure map kind of appealed to my contrary nature, I guess. I had to ask one other question though.

"What if we decide to keep the stuff?" I said. "What would you do then?"

Caldwell smiled. "I think you're trustworthy, or I wouldn't give you the assignment. Besides," his smile turned grim as he continued, "Finding an honest man is tough these days...finding a berserker to hunt somebody down is pig simple."

CHARACTER BACKGROUNDS

The player characters may be from any of a number of different backgrounds, depending on previous twists and turns of their current **Twilight: 2000** adventure campaign. If, for example, the characters are military personnel who have recently returned to the United States from Europe (via the evacuation fleet discussed in *Going Home),* they will be members of the US 5th Division or other Army units from the Norfolk, Virginia, area. If the referee has just completed taking them through the scenario *Armies of the Night,* the characters may still be in New York City or in New Jersey, or they may have returned to Virginia and be awaiting a new assignment. If the previous Twilight: 2000 adventure was set in Texas *(Red Star, Lone Star)* or Arkansas *(Airlords of the Ozarks),* the characters may have been given government transportation back to the East Coast as part of their operational orders. Alternatively, they may find places for themselves (as passengers or as guards) on a military convoy travelling from Muskogee to the Norfolk area by way of Little Rock, Memphis, Nashville, and Greensboro.

Allegheny Uprising assumes that the player characters are

military personnel temporarily in the employ of one faction of the United States Civgov currently located in Columbia, Maryland, and in the general area around the ruins of Fort Meade. Given the current state of near hostilities between the country's military and civilian governments, this situation is unusual, but not unheard of. Individual soldiers care little for the politics of the dispute beyond which side has the best supply lines, and both governments are, for the moment and outwardly, at least, cooperating to a limited extent. Roger Caldwell, in particular, the man who hires the characters, would like to see the breach between the civilian and military governments healed, and might well use the mission as an excuse for incorporating civilian and military personnel into a single, joint expedition.

There are other possible situations which can serve as preludes to *Allegheny Uprising*. The characters could be former military personnel who have since left the military and struck out on their own. As such, they will be seeking some way to exchange their military skills and experience for food and equipment, and Roger Caldwell will offer them both. They could be members of a U.S. Army unit (such as the 5th Division) who have become temporarily separated from their unit (through a marauder attack or shipwreck, for example, as they returned to Virginia from Manhattan or the Gulf Coast). They have found themselves stranded in Maryland under the suspicious eyes of the Civgov officials there. Such characters might offer to exchange their services for food, equipment, and transportation to a Milgov cantonment.

Finally, the characters could be members of a military unit such as the 228th Infantry Brigade which has declared for the civilian government. In this instance, the dispute between Milgov and Civgov will be of no immediate importance at all, and the character party will be operating directly under the orders of the Provisional Governor of the III Military Region.

Whatever the background chosen for the player character party, the referee should feel free to tailor information presented in this module to fit the existing background of his player group's ongoing **Twilight: 2000** campaign. The adventure will begin with the character party in Maryland, at some unspecified time after December 2000.

PLAYING THE ADVENTURE

As with other **Twilight: 2000** adventure modules, *Allegheny Uprising* is played as a continuing narrative which unfolds through interactions between the players and the referee. This scenario booklet is designed to help the referee create and develop situations as the adventure unfolds in the course of play.

Play as described in this booklet begins in central Maryland, which is discussed in the first of the area descriptions.

Depending on the background of the ongoing campaign, some referees may prefer to begin the scenario with the player characters somewhere along the Mississippi or Ohio Rivers. An adventure group which has recently completed the module *Airlords of the Ozarks* may begin in Memphis, Tennessee, which is currently held by the 197th Infantry Brigade (Mechanized), and make their way by barge or river tug up the Mississippi and Ohio Rivers to Pittsburgh. In the summer of 2001, this would be a long and difficult journey, made dangerous by the marauder and pirate bands which infest the river valley regions and prey on inland waterway commerce. The trek could easily be spun out into a long campaign in its own right.

If the players begin the adventure in Maryland, however, they will enter western Pennsylvania and cross the mountains along

one of the major east-west roads: Route 30, Route 40, Route 70, or the Pennsylvania Turnpike. The areas, towns, and roads where the characters might travel or engage in various activities are described county by county. The players are not required to visit all of the counties, or all of the towns and areas described in each county. The referee will use the map of western Pennsylvania to determine how far the characters travel during each play period, and which encounter tables to use. This information will also serve to provide the referee with background material to create his own **Twilight: 2000** adventures set in this part of the country, if the players decide they want to remain in the area after the conclusion of *Allegheny Uprising*.

The referee may, at his discretion, allow one or more of the player characters special knowledge of the area. The fact that one of the characters originally came from western Pennsylvania might be introduced as a logical reason for this mission to have been offered to the player group in the first place. Such players should not, however, have been in the area since the beginning of the war—obviously enough, since they've been in Europe or elsewhere during that time—and they will not be aware of the polarization of western Pennsylvania's population into two opposed camps. Neither will they be aware of current conditions in the region. The special knowledge borne by native Pennsylvanian characters should be limited to the locations of towns and geographical features, and to the prewar history of the area. Specific information, such as what sort of government a particular town has or where a large marauder band is camped should be left for the players to discover on their own.

Again at the referee's discretion, and with the cooperation of one or more players in his **Twilight: 2000** gaming group, one or several players may take on the roles of Charles Franklin, Chet Constable, or Major Howard Kirtchner. Each of these characters and their goals and motivations are described in the listing of important NPCs. The referee should secretly coach these players in the roles they are to assume and should introduce their characters to the rest of the group during the briefing in Maryland. Since these characters can become adversaries of the other players in the group during the course of the adventure, their participation as player characters will add a new dimension to the intrigue and player interaction as the plot develops.

PREPARING FOR THE EXPEDITION

Vehicles: The players should have some say in the equipment issued to them from the 228th logistical depot for the expedition. Up to five HMMWV ("hum vee") squad carriers are available. At the player characters' request, these may be armed with M2HB MGs or Mark 19 AGLs. If the players desire, other vehicles may be made available for their use. These include 5/4-ton utility trucks, FAVs mounting TOWs or M60 MGs, or 2½-ton cargo trucks. TOW missiles will be in extremely short supply, but reasonable supplies of other ammunition will be available.

Details on these vehicles and others are given in the **Twilight: 2000** basic game equipment list, and in GDW's *U.S. Army Vehicle Guide.*

Personal Weapons: The characters may be allowed to draw personal weapons (if they have none), including M1 6A2s, HK CAWs, M249s, M60 machineguns, and M203 grenade launchers. The assault rifles and ammunition are plentiful. Heavier and more exotic weaponry is more scarce and should be limited by the referee to no more than two or three such weapons for the entire player group. Depending on the agreement drawn up
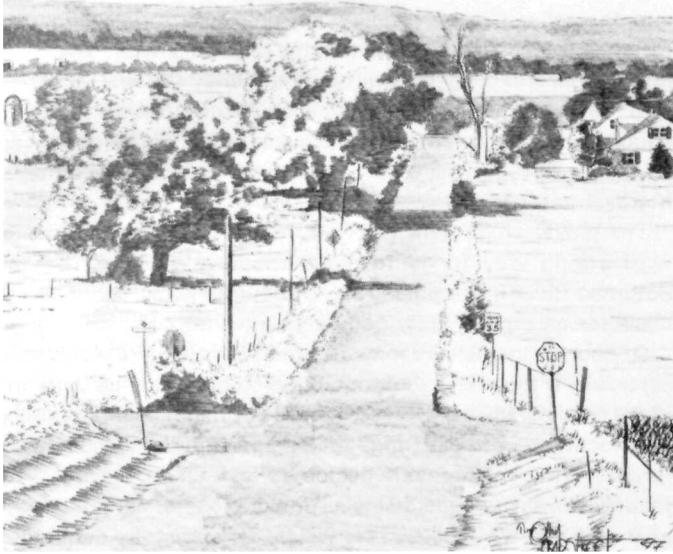
between the player characters and Caldwell, the weapons issued to the characters may be considered to be a down payment for their services, and may be kept by the characters after the conclusion of the mission. Non-U.S. weapons and ammunition are unavailable.

Support Weapons: Heavy weapons, tanks, or antiaircraft vehicles are not available. At the referee's discretion, 60mm and 81mm mortars, heavy machineguns such as the M214, and portable rocket launchers such as Tank Breaker, Armbrust, and the M202 may be available in extremely limited numbers. Such weapons, if issued to the party, must be accounted for or returned to the 228th's supply officers at the conclusion of the mission. In any case, no more than a few rounds of ammunition for each weapon should be issued. After all, how many tanks are you going to find in the Allegheny Mountains?

Relief Force: The relief and transport column promised by Caldwell once the supply cache is located will consist of a large but unspecified number of 2½-ton, 5-ton, and 8-ton trucks, plus several armed HMMWVs as escorts. The number of vehicles and men in the relief column will be determined once Captain Kirtchner has inspected the supply cache and radioed his findings to Maryland.

Radio: The party will carry a PRC-74 radio which they must use to make contact with the 228th headquarters in Maryland once the supply cache is located and reached. The PRC-74 is a man-portable, 15-watt, battery-powered, high-frequency voice or code transceiver with a terrain-limited range of several hundred kilometers. It will not be possible to use the PRC-74 to communicate across the mountains. However, transmissions from the top of any of the Allegheny Mountain ridges should be received by listeners in Maryland.

Weight without battery: 12.7 kg *Weight with battery:* 14.5 kg *Battery life:* 40 hours continuous use.

Operation of the radio is simple and requires little training. Tools and spare parts are available for routine repairs. ELC skill is necessary for carrying out such repairs. The radio remains the property of the 228th Infantry Brigade and must be accounted for or returned at the conclusion of the mission.

Passes: Caldwell will provide signed passes which will allow the characters to travel freely through areas patrolled by the 228th Infantry Brigade. Currently, the 228th maintains LPs

(Listening Posts) and garrisons as far west as Frederick, Maryland, and it is at Frederick that the relief convoy is being assembled. The adventure proper will begin once the character group passes outside of the 228th's zone of control at Frederick.

Referee's Note: The referee should use discretion in how much equipment is made available to the player characters. While their mission, which requires them to penetrate deep into hostile territory, might call for heavy firepower, they should keep in mind that their first consideration must be to avoid attracting unwanted attention. All the support firepower available in Maryland will not help them if they find themselves surrounded by thousands of well-armed marauders eager to relieve them of their weapons, vehicles, and supplies! A heavily armed and well-equipped expedition is likely to attract the notice of marauders and local civilians, rendering execution of the Allegheny mission that much more difficult.

At the same time, the players should have a great deal of freedom in planning the mission. They must reach the Pittsburgh area in order to contact Jeremy Fitzpatrick, but the route they choose, and the means by which they locate, identify, and contact Fitzpatrick, are up to them.

THE MISSION

The goals of the expedition are actually three-fold.

First, of course, comes the primary mission goal of finding and securing the hidden stockpile known as SRS-17374-2. This aspect of the mission is absolutely vital...is, in fact, the whole reason for the mission in the first place.

Second, the Central Intelligence Agency (CIA—the intelligence organization serving the civilian U.S. government) has a keen interest in western Pennsylvania and the current situation there. CIA officials in Maryland foresee the need for the 228th Infantry Brigade to extend its power into Pennsylvania in order to secure important strategic reserves of coal, iron, and recoverable industrial facilities; and to secure access to the inland waterway through control of Pittsburgh and the upper Ohio Valley.

Current CIA plans call for civilian pacification and control of Pittsburgh within the next two years as the first step toward reestablishing civilian government control over the vital Ohio/Upper Mississippi water routes, the Great Lakes water routes, the industrial belt stretching from Pittsburgh to Chicago, and the civilian government enclaves in Iowa and Nebraska. CIA authorities will want to assess any information the player characters can gain at all regarding road conditions, local populations, the presence and size of crops and food reserves, strengths of local militias or marauder forces, and local political (Milgov vs Civgov) convictions.

Third, the populations of the Allegheny Mountains and of the Pittsburgh area could well provide strong allies for the Maryland branch of the civilian government. What little is known of these regions suggest that the local populations are thoroughly engrossed in their own problems at the moment, but by helping one faction or another to gain the upper hand, Maryland's leaders might win the friendship and support of powerful, well-organized allies. The characters' observations and recommendations will play a large part in determining how (if at all) Maryland should intervene in western Pennsylvanian affairs.

THE COURSE OF THE ADVENTURE

The referee will be responsible for unfolding the plot of *Allegheny Uprising* as situations develop and the players react to them. The player characters will have the opportunity to meet
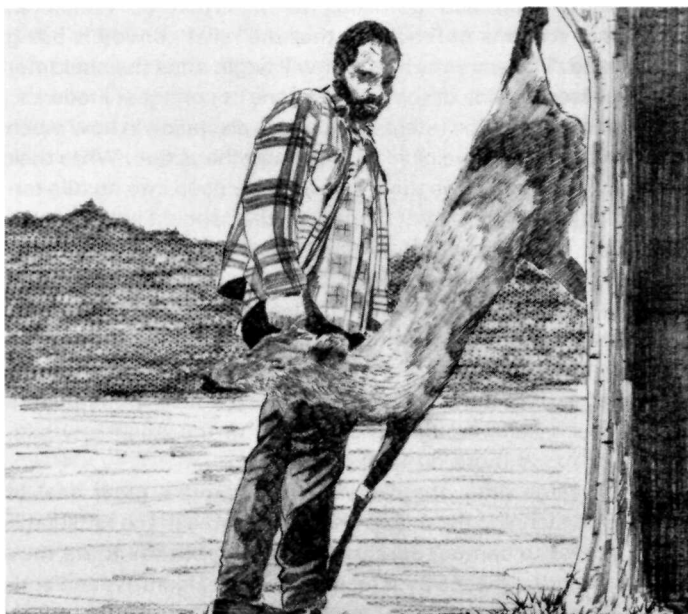
NPCs from among both the defenders of the Allegheny Mountains and from the warlord bands which occupy the areas west of the mountains. The players' decisions about whether or not to intervene in a brewing civil war and their decisions about which—if any—group to side with will shape the entire adventure in one of several possible directions.

They will find both sides of the dispute suspicious and hostile toward outsiders. The situation in the refugee camps is further complicated by the fact that there are numerous refugee and marauder groups vying with one another for power. It will be difficult or impossible to win either group's cooperation in the search for SRS-17374-2 without siding with that group in the conflict.

Knowledge of the cache, its location, and its contents cannot be freely given to either side without compromising the entire mission and disobeying the Maryland SEC's operational orders. If either side *does* learn of the cache's existence, they will almost certainly want it for themselves.

The player characters will have to figure out a way to lose or deceive the scouts from both parties which are likely to keep them under observation during their search.

It may occur to the players that they might profit by arranging a double cross which will leave them in possession of the lost supplies. However, though they are allies, the three men assigned by the SEC to accompany the mission seem to be a suspicious and cautious group. They are always armed, take turns sleeping, and remain together. Besides, the group needs Charles Franklin to approach Fitzpatrick and will need the Civgov convoy from Frederick to secure and transport the supplies. A double cross will be difficult to arrange and extremely risky.

A final discussion of the various possible ways the adventure might end are discussed in the next section.

ENDING THE ADVENTURE

Basically, the adventure ends when the characters secure the supply depot, and the convoy arrives to carry the weapons and supplies to Maryland. Further adventures can be set around marauder attacks on the convoy during the trek back to the East Coast, but the main body of the adventure will be over when the Marylanders arrive to take charge of the cache.

If the cache *cannot* be retrieved, the characters can elect to return to Maryland. They will have to account for any scarce or valuable equipment they lost during the mission, and Caldwell and the other Civgov officials are unlikely to look kindly on failure. It is distinctly possible that the mission's failure will result in Caldwell's expulsion from the Emergency Council—or even in his assassination. His reliance on Milgov troops for what should have been a strictly Civgov operation will be perceived as failure on Caldwell's part, and there will be dark hints of betrayal and treason.

The player characters will find themselves in deep trouble, with a long way to go to reach friendly forces across the Potomac River in Virginia. This, of course, could serve as the basis for an entirely new campaign adventure.

Of course, the players may decide to remain in Pennsylvania, especially if they have negotiated a workable alliance with one of the local paramilitary forces there. They might share the cache with local forces in exchange for a place with the local defense forces. They might even decide to set up in business for themselves as marauders or local power brokers, with the cache as their base of supplies. This will be an extremely dangerous course of action, however. Local groups will want the supply cache for themselves, and a handful of player characters will be hard pressed to hold out for long against thousands of attackers, however well-armed and equipped the characters are. Besides, word is likely to get back to Maryland, and it is possible that the 228th will show up, determined to take *their* share of the loot. If the characters make enough people mad at them, they may even succeed in bringing peace to the area at last-by causing mountain militias, Pittsburgh marauders, and Maryland government forces to ally with one another against them!

FURTHER ADVENTURES IN PENNSYLVANIA

If things do not work out well between the player characters and their Civgov employers in Maryland, the campaign will continue with the characters in Pennsylvania, either on their own or working with one of the local paramilitary forces, as described above. Future adventures set in western Pennsylvania are almost inevitable as the characters seek to *leave* Pennsylvania, or as they remain and guard what they have won there against predatory neighbors.

If their mission is successful, however, and the supplies are recovered by Civgov forces, it is entirely possible that the characters will become involved in further adventures in Pennsylvania almost immediately. Agreements and treaties worked out by the players with various local forces will need to be implemented and expanded upon. The civilian government and—more—the CIA may call upon them to help extend Civgov control over Pittsburgh and the upper Ohio Valley. The CIA is also interested in establishing civilian control over the corridor between Pittsburgh and Erie in order to secure an outlet to the Great Lakes, and easy trade with the Midwest. Finally, sooner or later Harrisburg is going to discover and protest Maryland intervention in Pennsylvanian affairs, even if that intervention was theoretically a *Federal* government operation. The protest can be resolved through negotiation or through military action, and in either case the characters' experience would make them useful to the civilian government.

Finally, the marauder bands in western Pennsylvania will have to be dealt with before reconstruction of the area can begin. Both Civgov and Milgov officials would be interested in signing on the characters, with their experience with those forces, in

order to secure control of the region.

ABOUT THE MODULE NAME

Allegheny Uprising is purposefully vague about just who is rising up because this adventure module can proceed in one of several possible directions.

The marauder bands of the western counties are claiming to be the de facto government of western Pennsylvania. The inhabitants of the Allegheny Mountains have something the marauder warlords want—food—and they are resisting marauder incursions into the mountains. From the marauders' points of view, the inhabitants of the Allegheny Mountains are rising against what passes for law, order, and government in western Pennsylvania.

On the other hand, the refugees who have taken control of the western Pennsylvania counties—including Allegheny County—have done so in an unabashed grab for power which western Pennsylvanians are resisting in any way they can. In so far as the marauder forces' actions represent a seizure of territory and resources from the Harrisburg state government, it is Allegheny County which has risen against the rest of Pennsylvania.

Neither the inhabitants of the mountains nor the inhabitants of the western counties are eager to see the United States government reassert itself in the region, not if the return of government means the return of taxes, assessments, bureaucracy, and the draft. Local resistance to a Civgov expedition in the region could be construed as an Allegheny uprising against the federal government, or what's left of it.

Finally, the actions of the player characters could lead to a revolution by the inhabitants of Allegheny County and the mountains alike against the interloping marauders; a true "Allegheny Uprising" which will clear the western part of the state of undesirable elements and set the stage for Pennsylvania's reconstruction.

All of these plot elements together, plus the players' own decisions as the plot unfolds, will determine the final nature of the *Allegheny Uprising.*

A SUCCESSFUL CONCLUSION

Allegheny Uprising will end successfully if the marauder power is broken and the cache is recovered. Whether or not the characters complete their original mission (summoning a convoy from Frederick to remove the recovered supplies to Maryland) may depend on the players' own ideas, and on whether any of their Civgov escorts are still alive.

If the characters fail to help the people of western Pennsylvania, the Allegheny Warlords will probably be successful in breaking through the various passes into the mountains and scattering the defending militias. The rumored supply caches near Ligonier and elsewhere do not, in fact, exist (except for various small stockpiles used by the militias and by independent survivalist groups), and the marauders will embark on a program of wholesale slaughter and pillaging. Fitzpatrick, if he is still alive, may decide that he must reveal the cache location to the White Death, since nothing can stand against the marauder's power.

Discovery of the cache by the marauders will lead to open warfare between separate marauder bands. Player characters caught in this situation may find the means to rally refugee, civilian, and surviving militia elements in an uprising against the Warlords as they fight among themselves.

Allegheny Uprising is designed to lead the referee and players into several possible future adventures. They may set out in search of other hidden supply caches, following maps discovered in SRS-17374-2. They may elect to remain in Pennsylvania, where a militia victory will have set the stage for a stable and relatively prosperous reconstruction of democratic government and order. The new Commonwealth government (led, possibly, by a congress which includes Fairbanks, Jurgens and Sanders) will have need of the player characters' skills and experience in defending against future marauder threats, or against Civgov intervention in Pennsylvanian affairs. Finally, the characters could return to Maryland and Civgov. If they return with a substantial portion of the supplies from SRS-17374-2, they will return as heroes just in time to save Roger Caldwell from the political disaster plotted by his enemies in Maryland.

FREDERICK TO PITTSBURGH
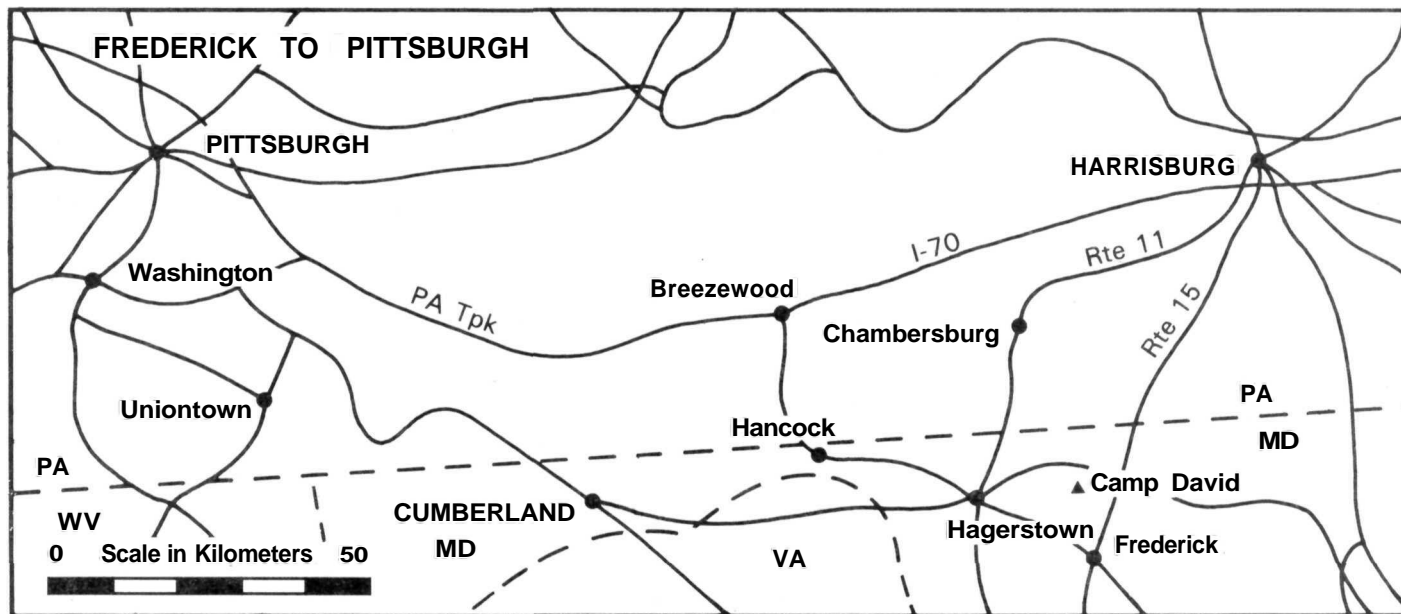
Conditions in Western Pennsylvania/Maryland

Allegheny Uprising is set in southwestern Pennsylvania in the general region between the city of Pittsburgh and the Pennsylvanian section of the Appalachians known as the Allegheny Mountains, north of Pennsylvania's southern border with West Virginia and Maryland.

The Land: Pennsylvania's history has always been dictated by the terrain. Over half of the state consists of the low, weathered, and very old Appalachian Mountains which separate the eastern third of the state from the northwestern plateau south of Lake Erie. These mountains lie in a series of parallel ridges which are rarely referred to as the Appalachians. Instead, each ridge has its own name, and the whole series of ridges is often collectively identified as the Alleghenies. Those ridges in Westmoreland, Somerset, and Fayette Counties—Chestnut Ridge and Laurel Hill—are often referred to collectively as the Laurel Highlands.

Pennsylvania's mountains are not high; the highest peak in the state, Mount Davis, is only 3213 feet above sea level. Nevertheless, these ridges posed a major problem to early western settlers. They were a wall hemming the English colonies along the coastal plain to the east, and they represented an arduous journey of several weeks to 18th century pioneers searching for new and fertile lands in the Ohio Valley and west. Most of the roads which cross the Alleghenies today follow the same routes and traverse the same passes first surveyed by early explorers and military columns. Many of these, in fact, followed the various Indian trails which were already centuries old.

As important to Pennsylvania's history as her mountains were the rivers. The Delaware and Susquehanna Rivers drain the Alleghenies from the east and have historically served as Pennsylvania's major routes of trade and commerce to the Atlantic coast. West of the mountains, the Allegheny River flows south to meet the Monongahela River flowing north. Their confluence forms the Ohio River, which flows west to join the Mississippi.

History: The strategic point of land at the joining of the Allegheny and Monongahela Rivers was first surveyed in 1 753 by George Washington, who recommended that a fort be built there. A Virginia company began the construction of Fort Saint (or Prince) George at the site the following year, but they were driven out by the French, who rebuilt it as Fort Duquesne. The French, in turn, destroyed the works and abandoned the position before the approach of the British in 1758, who again rebuilt the fort, this time as Fort Pitt. Fort Pitt, the largest British fortification in North America, became the bastion of British power in the formerly French-dominated Ohio Valley. The first four blocks of the town which came to be known as Pittsburgh were laid out in 1 764.

Pittsburgh's importance in opening the Ohio and Mississippi Valleys to America's westward expansion cannot be understated. Rivers were the young nation's principal arteries of commerce in the early 19th century. The first western river steamboat, the *New Orleans,* was constructed near Pittsburgh in 1911, and by the end of the 1 9th century the city was the center of trade and industry for western Pennsylvania's reserves of coal, oil, iron, and timber. Through the first three quarters of the 20th century, the name Pittsburgh was virtually synonymous with the nation's steel industry.

Inflation, recession, and the rise of cheap foreign steel sold to American markets brought about the decline of industry and an area-wide depression during the 60's and 70's. Jobs were scarce, factories idle, and unemployment high. Vigorous, state-sponsored programs to infuse new economic life to the Pittsburgh area brought a rebirth to the city during the 80's and early 90's, as the Allegheny Valley north of Pittsburgh became an important computer and microelectronics industrial center.

The War: Pennsylvania was only lightly touched by the nuclear exchanges which began late in 1997. Nuclear mushrooms sprouted over Philly and at Marcus Hook, a few kilometers down the Delaware, but nothing else in the state was hit at all. The other major urban centers—Harrisburg and Pittsburgh-remained intact except for the inevitable episodes of looting and food riots that winter. Electricity and fuel were sharply rationed everywhere, of course, and the general breakdown of transportation and food distribution led-to severe food shortages and

widespread starvation just as they did in most other parts of the country. Most rural areas, however, possessed of long-standing traditions of self-reliance and self-sufficiency, continued very much as they always had, their inhabitants enduring lean, hard times with patience, determination, and outright stubbornness.

The region's principal problems stemmed directly from the controversial refugee relocation program first proposed as a civil defense option twenty years before the war began. This program, acknowledging that construction of sufficient shelters in each major city to protect the majority of each city's inhabitants during a nuclear attack was impossible, called for the wholesale evacuation of the cities to surrounding "host communities" in the event that a nuclear attack seemed imminent.

After the first strikes in November, the plans were revised to move the population closer to the food producing areas and even out labor and distribution shortages by distributing the population more evenly across the country.

The program, a classic example of bureaucratic wisdom and farsightedness, ignored such minor concerns as the availability of fuel, blockage of major road arteries by breakdowns or accidents, traffic control for millions of vehicles, or the willingness of lightly populated host communities to accommodate and feed millions of dispossessed city dwellers.

The Evacuation Plans: The outbreak of war between China and the Soviet Union in 1995 alarmed millions of Americans, most of whom had grown up with the threat of nuclear war as an ever present, though rarely considered and generally remote, possibility. With the Soviet invasion in the Far East, state and federal government plans for the evacuation of major cities were brought into the open, dusted off, examined, and revised. The media spotlight on the evacuation plans led to immediate trouble. There were demonstrations-turned-riots in several communities in upstate New York, New Hampshire, and eastern Pennsylvania when plans for wholesale evacuations to those areas were made public, and at least four Department of Health and Human Services representatives were severely beaten while conducting surveys of potential host communities.

The immediate danger of nuclear war seemed to ebb in 1996 and early 1997, despite the spread of the war to Europe. News of the first use of nuclear weapons in China and in Europe in July of 1997, however, created wholesale panic in many American cities. In 53 years, nuclear weapons had been used only twice in war—at Hiroshima and Nagasaki. Always, always in all those years, there had been the hope that knowledge of the realities of nuclear war would somehow intercede in the rationalizations of those who controlled the weapons and dictated policy; that never would anyone actually *decide* to use nuclear weapons, no matter what the political or military situation. Nuclear war was too horrible to happen. Therefore, it never would. The reality broke upon the American public with word of the Soviet tactical nuclear strikes at Harbin and Bialystok.

Reaction took various forms. Individuals and, in some cases, corporations, with sufficient resources and connections escaped the cities for havens real or imagined elsewhere. The flight of the corporate staff of the Cincinnati-based firm Heliumair aboard a prototype transport dirigible bound for Australia is one notorious example.

Numerous individuals who had long anticipated and planned for the breakdown of civilization—the survivalists—took to their wilderness retreats with food, guns, and a grim determination to survive, whatever the personal cost. Survivalist, religious,

and paramilitary societies, organizations, cults and brotherhoods prepared for the end according to their diverse beliefs.

The shadowy leaders of the cult-cum-government of New America issued their final orders and withdrew to their Shenandoah fastness to await the dawning of the 21st century and the New Order.

In Pennsylvania, New York, and Massachusetts, the federal government began to implement the preliminary steps towards their city evacuation plans late in July.

Routes out of the major cities were published, posted, and distributed; evacuation wardens were named; civil defense evacuation lectures were broadcast on radio and TV; and stockpiles of food and medical supplies were established in various designated host communities.

Reaction within the host communities was predictable, loud, and frequently violent. *They* had not been consulted when the evacuation plans had been made. The economic and social impact of the sudden influx of hundreds of thousands of hungry refugees would devastate areas untouched by nuclear weapons...unless, of course, the supply stockpiles themselves became targets for Soviet missiles. Pleas for cooperation and compassion by relocation authorities were met by hostility, hysteria, and a frank mistrust of the government's ability to handle such a complex situation without falling flat on its face.

As it turned out, the government had little to do with the exodus when it came. The pace of the nuclear exchange in Europe and the Far East accelerated, but slowly, without a sudden crisis. Military targets were hit first, but more and more strikes were being made against transport and communication centers, against oil fields and refineries, and against logistical stockpiles. Without warning, and almost as an afterthought, the first nuclear strikes against the continental United States were made on Thanksgiving Day, Thursday, November 27, 1997.

With less than 10 minutes' notice between the rising of sub-launched ballistic missiles from off the Atlantic coast and their detonation over Washington DC, the orders to evacuate the cities were never given.

Evacuations occurred, nevertheless. Throughout November and December, nuclear warheads continued to descend on targets across the United States. Most were directed against military targets or oil refineries, with the obvious intent of crippling America's ability to pursue the war in Europe. The only major cities incinerated were those which happened to lie near oil refineries or vital military bases. In Pennsylvania, only Philadelphia was destroyed outright. New York City suffered some damage from the New Jersey blasts, but only Staten Island was badly mauled, and most of the inhabitants were alive and possessed of a single thought: *Get Out!*

Millions of cars and trucks jammed the nation's highways, fleeing cities which, it was imagined, were due to be struck at any moment. The widespread breakdown of transportation due to fuel shortages and blocked highways, along with the flight of workers and drivers, led to an end of food distribution in every major urban center. No American city has reserves of food large enough to last more than three days...and panic buying and pandemic riots and looting depleted what supplies there were in far less time than that. Within a week, those who had remained in the cities were starving, and those who could leave were joining the mass exodus to the country.

In Pennsylvania, the principal targets of the urban migrations were the broad, rich farming lands between Lancaster and Chambersburg, the heavily forested and remote regions of

northern Pennsylvania beyond Scranton and Williamsport, and the fertile lands beyond the Allegheny Mountains, between Pittsburgh and Lake Erie.

Tens of thousands evacuated Pittsburgh itself, of course, but by January of 1998, many who had fled the city had returned. The city had not been nuked yet...and the winter was cold, and the residents of surrounding rural communities were unenthusiastic in their reception of urban refugees. By the spring of 1998, however, many hundreds of thousands more had arrived in the area from across the mountains, refugees from as far away as New York City and the communities around what was left of Washington DC. Many had come all that way on foot, travelling from refugee camp to refugee camp, alone or in bands numbering a few tens or hundreds. Others came from the west. The destruction of Toledo and Lima in Ohio had triggered a vast migration east from Cleveland, Akron, and Columbus.

These refugees avoided Pittsburgh itself, fearful of another escalation in the continuing nuclear exchange, but vast refugee camps grew up in smaller towns throughout the region between the Allegheny Mountains, Lake Erie, and the Ohio Border.

State officials at first tried to control the situation. State government relocation authorities, working under the direction of federal relocation boards and officials, abandoned the plans laid out by Washington bureaucrats months or years before. There were simply too many refugees, too little food and medicine, and neither fuel nor transportation for refugees or supplies. Instead, the officials concentrated on getting the communities where the refugees happened to be already to accept their new neighbors, to provide them with food and shelter.

Many families opened their homes to the homeless and shared what they had. Others waited until the government officials had left, then turned their guests out into the cold. In many cases it was the other way around; refugees killed or dispossessed their hosts the first opportunity they had.

The advantages were with the refugees. There were so many of them! Refugee bands took over entire towns and townships by declaring elections on land redistribution and property rights issues which they won by sheer weight of numbers. A homeowner near a refugee camp might be summarily notified by a local "allocation council" that his house and property were to be shared among a number of refugee families, and that he could either vacate the premises in exchange for a promissory note for the value of the property as assessed by the council, or put his name on a waiting list for a share of some other "reallocated property." The usual reaction of people served with such notices was to reach for their shotgun or hunting rifle.

The first pitched battle between refugees and local land owners was fought in early January, 1998, near a large refugee camp outside of Butler, Pennsylvania. Other incidents, sparked by attempts by both refugees and natives to control or exclude one another, erupted into a bloody series of clashes which the remnants of local civil and government authorities were powerless to stop. Perhaps the most serious difficulty was the fact that much of the prime farming land north of Pittsburgh had been occupied or overrun by migrant bands, and worse, supplies of seed intended for spring planting had been eaten. By summer, hundreds of thousands had starved or died of disease, as many as might have perished in a direct nuclear attack.

The situation continued to worsen, but by the year 2000 had stabilized somewhat. The refugees had banded together, finding strength in numbers and organization. Armed with military weapons taken from arsenals and National Guard armories in

Pittsburgh and the surrounding area, and led by strongmen and self-styled warlords, they'd managed to secure de facto control of much of Allegheny, Beaver, Butler, and Lawrence Counties.

This general region had had a population of perhaps 2.5 million before the war, half of that in Allegheny County. The population of these four counties in 2001 is estimated at nearly 2 million, three quarters of them refugees from Ohio and elsewhere. The various warlords used their superiority in numbers and arms to tighten their control of the region by controlling food production and transportation. Of particular importance were the broad, navigable courses of the Allegheny, Monongahela, and Ohio Rivers. These proved to be safer and surer routes for commerce and food shipments than the roads in the area, which tend to be narrow, in poor repair, and subject to marauder predations. In general, road transportation had broken down completely by 1998, as gasoline became almost impossible to come by. Numerous vehicles were converted to burn alcohol, but most roads were reserved by well-armed patrols for the use of food convoys and "official traffic"- meaning the warlords and their friends—or were made dangerous by marauder bands.

The original inhabitants of the area have either been assimilated into the new marauder- and warlord-dominated system or have fled east into the mountains.

In the Mountains: East of Allegheny County lie the western foothills of the Allegheny Mountains known as the Laurel Highlands. The first of the series of parallel mountain ridges-Chestnut Ridge—lies a few kilometers east of Greensburg in Westmoreland County. Beyond Chestnut Ridge are Laurel Ridge and Somerset County, and beyond that, the Allegheny Ridge. These ridges are not high—the highest point in Pennsylvania, in southern Somerset County, is less than 1000 meters above sea level—but they are steep and heavily wooded, and crossed at strategic passes by only a handful of good east-west roads.

Pennsylvanians living in the mountains viewed with alarm the influx of refugees from both east and west. Those protected by the relative seclusion of the Alleghenies encouraged passersthrough to keep moving; there was relatively less good farming land on and among the ridges than on the plateau further west. Many inhabitants were well-armed and skilled with their guns, and if game was plentiful, so were the local hunters

determined to keep outsiders out. By the winter of 1998, the roads across the mountains were closed. There was little military or government presence in the area, the authority of the state government at Harrisburg did not extend as far as the Alleghenies, and the locals were for all intents and purposes independent. They organized local militias and town guards, helped their neighbors, and kept a wary eye on events to the west.

By the summer of 2001, the collapse of civilization in the western counties had generated a new crisis. All reserves of food were gone, and it was doubtful that the fall harvest would be large enough to allow more than 20% of the refugee-dominated population to survive. Marauder bands from the various refugee cantonments had already laid waste to farming areas to the north as far as Lake Erie, and sharp battles with local militias south in Washington County had convinced them that there was little to be gained by seeking food in that direction. West lay the Ohio River Valley, controlled by marauder bands and roving, hungry refugee populations as desperate as those in Pennsylvania.

That left the mountains to the east...

From the east, too, came persistent and intriguing rumors. It had long been known that survivalists, both numerous individuals and several small, cooperative groups, had established their retreats and refuges in the mountains. Such retreats meant stockpiles of food, medicines, and equipment, and the scarcity of such supplies in the area around Pittsburgh magnified the reports of just how much food was hidden in the hills. More, there were detailed rumors of government food and equipment stockpiles set aside in the event of nuclear war. Nuclear war had come, and both the state and federal governments seemed to have forgotten all about whatever supply depots they had established in western Pennsylvania. That food ought to be distributed among the starving people in the refugee cantonments. It would be distributed. All that was necessary was a well-armed expedition or two into the mountains to confront the locals and force them to share their hoarded riches.

The people in the hills heard those same rumors from native Pennsylvanians in Westmoreland County and elsewhere along the fringes of the relocation areas. They knew the truth... that there were small stockpiles, some private, some established by various communities, but none large enough to feed more than the people living there. So far as major, secret government depots were concerned, the locals didn't know of any and would have thought no differently if they had. The mountains were their land, their families, friends, and neighbors, their people... and neither distant and ineffectual governments nor marauder warlords were going to tell them what they could or could not do.

The stage was set for a major confrontation between two desperate and bitterly opposed factions.

EVENTS AND ENCOUNTERS

General Encounter Tables: The players will, at various times during the course of the adventure, encounter non-player characters, or be subject to random events such as marauder attacks or encounters with animals. Each county has an encounter table specific to that area. Unless otherwise directed by the adventure text, the referee should roll on the area's general encounter table once every four hours while the characters are travelling in that 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 following each table.

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

Animal: The characters encounter animals. Roll 2D6 on the following table to determine the results of this encounter. If the encounter takes place in mountain woodlands, add 3 to the die roll. If the encounter takes place in the area west of the mountains (Allegheny County or the other refugee relocation areas) subtract 3 from the die roll.

Die	Result
6–	Dog
7-8	Small game/fowl
9-10	Large game/grazer
11-14	Deer
15	Bear

The results of this table are described below:

Dog: The characteristics of dogs are given in the animal data chart of the basic game. In addition, if the dog attacks, it delivers two attacks in the first combat round: a diving blow and a melee attack. No more than two dogs may make diving attacks per character per combat round. All remaining dogs in a pack make melee attacks alone. Once a dog has made either a melee attack or a diving blow, all further attacks will be melee attacks alone.

Dog packs are still encountered in the relocation areas, but they have been heavily hunted for food.

There is always the danger that solitary dogs will have rabies. Rabies was endemic in certain parts of Pennsylvania before the war, and when large numbers of dogs began running loose in packs, many were infected with rabies in encounters with skunks and other wild carnivores.

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 the mountain woodlands and in open country, it refers to any of the small animals common in rural areas: squirrels, raccoons, rabbits, woodchucks, skunks, and opossums. Their characteristics are: *Meat:* 1 D6 x .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's narrative.

There is always a chance (referee's option) that small game animals may carry rabies or bubonic plague. Rabies is especially common in skunks. In addition, many rabbits are infected with tularemia, a fatal disease which can be transmitted to humans

who eat or handle uncooked rabbit flesh. Infected rabbits look and often act sick, and can be readily identified by characters with either RCN skill or experience as hunters.

The encounter described as *Fowl* represents any of a number of wild game birds common in Pennsylvania, including ducks, geese, wild turkey, pheasant, and grouse. In cities or built-up areas, these are more likley 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 nearly always represent deer.

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

Deer: This encounter, common in mountain woodland areas, is with 1D6 deer. Though heavily hunted by a local population which has long prided itself in its hunting skill, Pennsylvania's deer have, nevertheless, remained common in most remote areas. The characteristics for large game given on the basic game animal characteristics chart can be applied to deer.

Bear: Bears are not common in Pennsylvania, and the few which remain are generally restricted to remote forest areas, such as in the extreme north of the state. Nonetheless, black bears may rarely be encountered in the mountains, especially now that the numbers of their principal competitor (man) has been reduced.

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

Danger: This is a special encounter result which the referee must tailor to fit the particular situation in which the players find themselves. Generally, it will refer to a mishap of some sort. In ruins or dilapidated buildings, it could refer to the collapse of a wall or roof or a weak section of flooring. In the mountains, it might represent a log bridge across a stream or a crumbling limestone ledge giving way beneath a character's feet. In the ravines and stream valleys of the mountains, the rapid approach of a storm can cause sudden danger in the form of flash floods.

A danger encounter can also be construed as the result of an animal encounter. There are three poisonous snakes native to Pennsylvania: the timber rattler and the massasauga (both rattlesnakes), and the copperhead. They are not common but may be encountered in backwoods areas. They will bite only if cornered, carelessly handled, or accidentally stepped on. It will be up to the referee to determine the chances for such a mishap.

If first aid is given within one turn, a character bitten by a poisonous snake will recover with no ill effects after spending 1 D6 days with his fatigue level at base 1. Without treatment, the character has a 40% chance of dying, rolled immediately. If he survives this roll, he will recover with no ill effects after spending 5+1D6 days with a fatigue level at base 1.

Another special danger presented by animals is disease. Rabies can be carried and transmitted by any carnivore. Raccoons, skunks, bats, and dogs are notorious carriers.

Rabies is discussed on page 20 of the basic game *referee's manual.* In this time and place, rabies vaccine is in drastically short supply. A small amount remains in several hospitals in the Pittsburgh area, and there is a basic 5% chance that rabies vaccine may be found in any hospital in any other major town. Since rabies is always fatal once symptoms appear, and since the only

way to prevent the disease is by administering the vaccine after the bite occurs, a bite by a rabid animal may be the start of a whole adventure subplot.

An encounter with a rabid animal is always an effective—if slow and unpleasant—way to terminate the career of any unwanted character.

Squirrels, rats, and other rodents carry fleas which may transmit bubonic plague. This disease is also described on page 20 of the *referee's manual.*

In general, the referee should use his imagination in fleshing out the details of any *Danger* encounter result. He should also feel free to defer implementing the result until an appropriate time when he can work it into the adventure plot, from hours later in the case of a flood resulting from a mountain storm, to days later for the onset of disease after an encounter with an infected animal.

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.

Hunters: The characters encounter 1D6 civilian hunters (local men and women armed with shotguns, sporting rifles, or bows). They will be suspicious of strangers, especially of strangers which appear to be connected with either the government or the marauder bands of the lowlands. Offers to trade ammunition or food for information, however, will usually be cautiously accepted.

These characters will include a mix of novice, experienced, and veteran NPCs. They may have dogs with them, and some dogs may be trained to attack on command.

The referee may, if he wishes, 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.

Farmers: The characters encounter 1D6 farmers working their fields. In the farming communities between the mountain ridges, these men and women will be independent and will generally be members of a local cooperative community. There will be small reserves of food hidden on the property, but it will not be for sale, and the property will be guarded by men armed with shotguns or sporting arms and with dogs.

West of the mountains, these farmers will usually be guarded by 1D6 or more marauders armed with military weapons. They will be raising food for the local refugee cantonment. There will be no food present on the property.

Marauders: The characters encounter a band of 2D6+3 marauders. These NPCs will be little better than bandits, terrorizing the countryside in search of food, guns, women, 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 the local government. In almost every case, they will be from one of the refugee camps in the western relocation areas and will consider themselves as part of the paramilitary forces of one or another of the various Allegheny County warlords. These forces are described in more detail in the section discussing the Warlords of the Alleghenies.

East of the mountains they will be less organized and will be a marauder band operating out of Maryland or central Pennsylvania.

Marauder bands will consist of a mix of novice, experienced, and veteran NPCs. They will be armed with a diverse assortment of shotguns, handguns, sporting rifles, and military weapons. Some designated encounters will be with particular marauder bands.

Local Encounter Tables: Villages and towns, certain roads, and particular sites and landmarks have been given their own encounter tables. These local tables are used instead of the area's general encounter table but apply only to that particular location. Unless otherwise indicated, only one roll is made on each local encounter table when the characters first approach that town or site. When the characters leave that area, rolls are resumed on the county's general encounter table.

NPC SKILLS AND EXPERIENCE LEVELS

The following table lists the experience levels and the percentages of their occurrence among randomly encountered NPCs in this adventure. Marauders will be 10% Veteran, 40% Eperienced, and 50% Novice; local militias and other civilians 10/30/60.

Many NPCs will have skills which may be useful to the player characters. These are detailed below with the percentages of occurrence listed according to whether the NPC lives in a city (defined here as any community numbering more than 5000), a town (any community with a population of less than 5000), or a rural area (any nonurban country region with a low population density and few close neighbors.)

NPC SKILLS

Skill	City	Town	Rural
CMP	10%	5%	—
CRM*	10%	30%	75%
FRM	—	25%	70%
FSH	15%	30%	70%
GS	5%	10%	15%
PST	10%	20%	40%
RCN	—	10%	60%
SBH	—	10%	15%

 * Sporting rifles only

Other skills may be encountered as well, of course, and those listed here are intended only as a general guide for the referee.

This table represents those skills encountered specifically because of where these NPCs were born and spent most of their lives.

RUMORS AND INTELLIGENCE

During the course of this adventure the characters will encounter numerous NPCs who may be able to give them information. This information may be transmitted during the course of ordinary conversation as rumors or in answer to conversational questions, or it may be obtained as the successful result of the interrogation of prisoners. Certain encounters or events will automatically cause certain rumors or pieces of information to be given to the players. Other rumors or special information may be made available to the players randomly as the result of rolls on the area rumor table.

The referee is responsible for passing these rumors on to the players as a part of the narrative, generally as the result of an encounter with some talkative NPC willing to trade news for news, food, or equipment. As in real life, rumors or other intelligence may be true or false or mixtures of the two. Some

will be obviously and completely false. Some may be true or false at the referee's discretion, depending on how well they fit into the plot of the story he is developing.

INTERROGATION RESULTS

Interrogation results are similar to rumors or intelligence, but are won as the result of specific tasks using the characters INT skill. Interrogated prisoners will generally have several items of information to divulge, each of which may be won through separate rolls for ESY, AVG, or DIF tasks.

Information given as Interrogation Results is always true. The referee may, however, at his discretion change this information to fit the story plot or in order to have the prisoner deliberately lie to his captors.

A MISPLACED TREASURE

So *this guy Roger Caldwell wanted our help. The government had lost their secret supply cache, and it was up to us to find it. Caldwell was promising us vehicles, weapons, and supplies to mount an expedition across the mountains in search of lost treasure. He was even sending along some of his own people to...ah...help.*

Thoughtful of him.

"We'll look," I said, "but Pennsylvania's a rather large place. It might help some if you could at least give us a hint where to start looking!"

Caldwell slid a photograph across the table at us. "I'm afraid this is all we have to go on."

I picked up the photo. It was of a middle-aged man, kind of mild-mannered looking, dressed in a three-piece suit. The Capitol building was behind him, white and intact, so that photo must have been taken before Thanksgiving of 1997. "Who is he?"

"Jeremy P. Fitzpatrick, the honorable representative of the 12th Congressional District of Pennsylvania...or at least, he was. The important thing is, we know he was in on the closed sessions that decided where to put SRS-17374-2."

"Ah! So he knows where the stuff's hidden?"

"Flight."

"But I suppose you don't know if he's alive or dead."

"On the contrary, he's very much alive. According to our best information, he's alive right now and living in western

Pennsylvania. A place called Monroeville, just outside of Pinsburgh."

"Pittsburgh..." I searched my memory. What had I heard recently? "There's trouble there, isn't there?"

"Oh, hell, find me a place where there isn't any trouble, nowadays! Yeah, there's trouble. Pittsburgh got swamped with refugees three years ago and there's no food left now. People in the mountains have food and aren't sharing it, aren't even letting anybody in. We've talked to some refugees who made it through the mountains from Pittsburgh. There's a nice little war brewing up there."

"And you'd like to find your lost treasure before the war starts. "I nodded. How the hell were we supposed to get across the mountains if the people there weren't being friendly to strangers? Maybe we could go attack the marauder bands and make friends with them that way. Helping hands, and all that...

"That makes sense," I said. "So where does this ex-congressman come in?"

"As near as we can figure out." Caldwell said slowly, "Congressman Fitzpatrick is the leader of the biggest marauder band in the Pittsburgh area!"

I had to ask...

REFEREE'S NOTES: AN EXCURSION IN THE MOUNTAINS

The characters have been approached by Roger Caldwell, Deputy Governor of the III Military Region and a senior member of Maryland's State Emergency Council. He is a powerful and influential member of the civilian government in the area. According to Caldwell, a large, secret cache of emergency supplies was hidden somewhere in the mountains of southwestern Pennsylvania just before the war, and it is believed that the cache may still be intact.

Judging from the inventory records which have been recovered, the cache contains records, arms, ammunition, food, and valuable equipment (such as portable electric generators) which will go a long way towards stabilizing Civgov's control of Maryland and establishing the State Emergency Council's legitimacy as the de facto government of Maryland. Caldwell is not particularly worried about the outcome of the Civgov/Milgov struggle for power; whichever claimant to constitutional legitimacy wins, Caldwell intends to cooperate fully with them in the reconstruction of the United States. A united and peaceful Maryland will demonstrate the Council's efficiency, even if (as Caldwell personally suspects) Milgov comes out on top. The supplies stored in the lost cache will give the 228th Infantry Brigade uncontested dominance throughout Maryland as far west as Hagerstown.

Unfortunately, the location of the cache is not known.

THE BRIEFING

Initially, the characters will be approached by Caldwell or one of his representatives and offered a special assignment. The Maryland State Emergency Council needs a small band of military or ex-military personnel with combat experience to accompany an expedition from Maryland to western Pennsylvania, search for a cache of military supplies hidden there by the government before the war, and arrange to transport the supplies back to Maryland. They will be told no more than this at first.

In exchange, the Maryland SEC will arrange an agreed-upon payment. The nature and size of the payment is left to the referee's discretion and should be determined by the course of

the overall **Twilight: 2000** campaign. Payment could consist of transportation and escort to a Milgov cantonment (such as 5th Army Headquarters outside the ruins of Norfolk-Portsmouth), a share of the weapons and vehicles which are expected to be recovered from the lost cache, a supply of weapons and ammo, or permanent employment as a special forces team operating under the orders of the Civgov Governor of the III Military Region.

Once the characters agree to accept Caldwell's terms and have agreed on payment, they will learn more about the mission.

Mission Details: The characters have been asked to lead an expedition into western Pennsylvania in search of the lost cache known as SRS-17374-2. Their single clue to its location is the name Jeremy P. Fitzpatrick, formerly a member of the House of Representatives from Pennsylvania's 12th Congressional District. Reports gathered from refugees filtering down into Maryland out of Pennsylvania have mentioned the name Fitzpatrick as the leader of a powerful and widely feared Allegheny warlord band. Those who knew Fitzpatrick remember him as a quiet gentle man—an image which does not correspond well with reports that he is now a savage marauder warlord.

It is known that Congressman Fitzpatrick was consulted on the location of the secret cache during the discussions on appropriations for the project; he almost certainly knows where it is. If the Fitzpatrick of the rumors from Pennsylvania is the same Fitzpatrick, he may be able to lead the characters to the site. Given the fact that he now seems to be leader of a large marauder band, it may be necessary to persuade him to divulge the necessary information.

The possibility has been considered that Fitzpatrick has already used the cache in order to secure his own position as leader of the marauder band. Caldwell believes this to be unlikely. The cache represents tremendous potential power for whoever controls it; it would, in short, be wasted on an undisciplined marauder band which would wind up squabbling over the division of the loot. Fitzpatrick, a veteran politician, would know this, and would no doubt maintain the secret of the cache against the day when he could achieve real good—or power—by using it.

It is not known whether Fitzpatrick is seeking personal power through his leadership of the marauders, or whether he may be making the best of a bad situation until he has a chance to escape to civilization. Caldwell stresses that Fitzpatrick is to be offered any reasonable inducement to reveal the secret of the cache—including an escort back to "civilized" Maryland, and a position of power on the Maryland's State Emergency Council itself.

But the cache is of paramount importance. Whatever happens, whatever Fitzpatrick's motivations or future plans, the supply cache must be found and transported to Maryland.

Three men will accompany the characters to Pennsylvania, to safeguard the SEC's interests in the expedition, and to add their weight as authorities of Civgov power to negotiations with Fitzpatrick or others. The characters' agreement with the SEC depends on these NPCs joining the expedition. They must accompany the group to safeguard Civgov's interests on the mission.

Charles Franklin: Franklin is a civilian on Caldwell's staff, a former secretary of the House Ways and Means Committee who knew Fitzpatrick in Washington. He will recognize Fitzpatrick and feels certain that Fitzpatrick will talk to him rather than shoot first—even if the former representative has "turned."

Chet Constable: Constable is a senior member of the Maryland State Emergency Council. He insisted on being included in the Pennsylvania expedition, pointing out that Pennsylvanians may be more willing to cooperate with a high-ranking Maryland official, and that the SEC needs someone along with the military members of the expedition to safeguard Civgov interests.

Captain Howard Kirtchner: Captain Kirtchner is to be the group's military advisor and will be in charge of arranging transport of the cache back to Maryland. He is the senior logistical officer of the 228th Infantry Brigade and seems to care little for the politics of the Civgov/Milgov disagreement.

If one of the player characters outranks Kirtchner, the captain will be present in an advisory capacity only. If Kirtchner is the senior military officer present, he will be in overall command of the party; but, since he lacks combat experience, the senior ranking player character will be given operational command of the group in matters of security or combat. His primary responsibility is not to lead the expedition but to see to it that the hidden cache supplies are transported safely to Maryland.

The expedition will be outfitted from the 228th Brigade's operational supply depot near Fort Meade. The current strength of the 228th is only about 1,000 men, which explains why a large-scale military expedition is not being mounted to cross the Allegheny Mountains. A military expedition was discussed before the decision was made to use a small, specially hired team, but it was feared that such an expedition would become mired in ongoing attrition and combat with local marauder bands; Combat which would needlessly and irreparably weaken the 228th Infantry Brigade.

The 228th has no tanks or heavy weapons, but they are able to supply enough HMMWV squad carriers to transport the entire group. A small fleet of trucks and cargo carriers is being assembled near Frederick, Maryland. These vehicles will be ready to roll when word is received by radio that the cache has been located and secured.

An overall plan has been worked out by the Maryland SEC. The text of the SEC orders issued to the group is given below.

TOP SECRET
OPERATIONAL ORDERS
CODE: ALLEGHENY

(1)The operational special forces group operating under the code name "ALLEGHENY" will proceed northwest from Maryland across the mountains into western Pennsylvania. Choice of route is left to the operational group's discretion. Along the way, they should observe the land and try to learn something of the current situation in the area. CIA authorities in Columbia have requested that military and political intelligence on the region be returned to their headquarters for evaluation.

(2)Group Allegheny will locate and establish contact with Jerome P. Fitzpatrick. His last reported position was in Allegheny County east of Pittsburgh, in the Monroeville-Murrysville area. The characters should learn all they can about the situation in this area for CIA evaluation, as per (1), above.

(3)Fitzpatrick must be induced to reveal the location of the supply cache identified as SRS-17374-2 to the expedition group. The unit's members are authorized to offer him any reasonable inducement, including a share of the cache supplies, safe conduct back to Columbia, or a position on the Maryland State Emergency Council. They are instructed and directed to use force, if necessary, to determine the location of SRS-17374-2.

(4)If (3) proves to be impossible for any reason, such as the

death of former Congressman Fitzpatrick, the Group Allegheny is instructed to act on their own initiative, including capturing and interrogating locals in order to ascertain the location of the hidden cache.

(5)Once the location of SRS-17374-2 is known, Group Allegheny is to move at once to gain control of the cache and the surrounding area. They are to form a defensible perimeter about the site and hold it until transport for the supplies arrives.

(6)Captain Kirtchner is instructed to evaluate the size and condition of the supply stockpile and make a determination of the number and types of vehicles necessary to transport it. A portable radio transmitter carried by Group Allegheny will be used to transmit word of the stockpile's location. If the cache is secured by the party, the code phrase "Allegheny Gold" is to be transmitted, together with coded map coordinates, and Kirtchner's assessment of vehicle needs and routes.

(7)If the cache is located but it is not possible to secure it for any reason, the code phrase "Allegheny Red" is to be transmitted, again with coded map coordinates, and a brief assessment of the situation.

(8)Group Allegheny will continue to hold the perimeter until a relief column of the 228th Infantry Brigade arrives, with transport for the supplies. It is expected that once word is received at the convoy assembly point near Frederick, it will take between 6 and 12 hours for the convoy to arrive at the designated map coordinates anywhere in the general southwestern Pennsylvania area, even if the cache proves to be in inaccessible country. It is further expected that navigable roads lead to the cache area, since army trucks transported the supplies to the cache before the war in the first place. The unit's transmission should include intelligence on possible damage to bridges or road surfaces in the area which may prove a handicap to heavy vehicle operations.

(9)If the code phrase "Allegheny Red" is transmitted as described in (7) above, further action will depend on the expedition commander's assessment of the situation. It may be decided to proceed with the deployment of the relief convoy as planned, together with elements of the 228th Infantry Brigade to crush local resistance and take the supply cache site by force.

(10)All aspects of the expedition and its mission are classified secret and are not to be revealed to any person, military or civilian. Only as much of the situation as must be revealed to win former Congressman Fitzpatrick's cooperation should be revealed to him. CIA interest in western Pennsylvania, if suspected, should be categorically denied. These orders should be committed to memory and destroyed. In the case of a breach of mission security, all CIA or Civilian United States Government involvement in Pennsylvanian territory will be denied. END

Referee's Notes: These orders suggest an operational overview of the Allegheny Expedition, but their implementation is left to the players' discretion. They may, after study of the Pennsylvania map included in this booklet, choose their own route from several possible routes across the mountains and into southwestern Pennsylvania. Furthermore, the means of contact with former Congressman Fitzpatrick, and the means of persuasion used on him, are left up to the players.

The referee may show the text of these orders to the players, or he may photocopy them for the players' use.

CONDITIONS IN CENTRAL PENNSYLVANIA

Conditions in Pennsylvania east of the mountains are chaotic

and fragmented at the moment. The state government at Harrisburg continues to claim overall authority for the entire Commonwealth of Pennsylvania, but the organized forces available to them are sharply limited. The federal government's evacuation plans called for large numbers of refugees from the New York/New Jersey/Philadelphia areas to relocate in south-central Pennsylvania.

As a result, the broad strip of low, rolling, farming country between Allentown, Harrisburg, and the western suburbs of Philadelphia has been overrun by refugees since the first nuclear war scares of 1997. The region is afflicted by the same problems as the Pittsburgh area, save that the original government has maintained at least nominal control through the few hundred state police, militiamen and national guard personnel based in the state capital.

Harrisburg is under considerable strain simply maintaining control of the central Pennsylvanian region, however, and has no interest in the problems of either western Pennsylvania or Maryland at the moment. It is not known what the Pennsylvania government's reaction to a Civgov expedition into Pennsylvania would be, and the Maryland SEC has decided to avoid finding out. Harrisburg is not to be notified of the Allegheny Expedition.

It has been pointed out that securing control of Pittsburgh and the Ohio Valley is of far greater potential importance to the civilian government than are friendly relations with Harrisburg.

Control of Pittsburgh will, in time, lead directly to Civgov control of the Commonwealth of Pennsylvania anyway by putting Maryland in a favorable position as western trade and commerce begins again. Maryland can afford to leave Harrisburg out of their planning for now.

CONDITIONS IN WESTERN PENNSYLVANIA

Little is known about the political or military situation in western Pennsylvania beyond the fact that Harrisburg has pretty much abandoned them to sort their problems out on their own. Refugees from the area—the same refugees who brought word of Fitzpatrick's curious activities—report that the warlords and marauders of the western counties are desperate for food and have been threatening to organize major raids into the mountains in search of food stockpiles hidden by the natives of the Allegheny Mountains.

The mountain natives are reported to be a surly, suspicious lot who have closed the roads through the mountains and refuse to let anyone through.

The refugees who carried this information had been captured in the western mountains and eventually released in the east so that they would not carry word of local preparations to the warlords near Pittsburgh. They saw little in the mountains, beyond roadblocks manned by grim men and groups of militia training with hunting rifles and shotguns. They were released with the warning that no more outsiders would be permitted in the Allegheny Mountains, and they were ordered to spread that word.

CONDITIONS IN MARYLAND

Maryland was hard hit during the nuclear exchange, with SLBM strikes against Fort Meade (between Baltimore and Washington), Andrews Airforce Base (southeast of Washington), Fort Detrick (at Frederick), and Camp David (north of Frederick). Also, Washington DC itself was struck.

As a result, civilian casualties throughout Maryland were extremely heavy. Baltimore, though not nuked, was ravaged by savage rioting and numerous fires which gutted large parts of the central and western city. Annapolis, the state capital, was downwind of Fort Meade, and was largely deserted by 1998. A provisional state capital was established at the planned community of Columbia, Maryland, on Route 29 between Baltimore and Washington, and fifteen kilometers from the nearest Fort Meade crater.

The State Emergency Council (SEC) has taken over the responsibilities of government in the area. It consists of members of both the Maryland state government and the U.S. federal government who managed to escape the Washington strikes. During the House elections of 1999, Maryland SEC delegates supported Broward's election as President, and when the break between civilian and military government authority came, Maryland chose to support Broward and the civilian government.

The 228th Signal Brigade, a South Carolina National Guard unit which had been charged with security duties in the Fort Meade area since June of 1 997, refused a relocation order and declared for the civilian government. Redesignated the 228th Infantry Brigade, the unit came under the civilian command of the III Military Region. In practice, it took its orders from the Maryland SEC, maintaining relative peace in Maryland as far west as the ruins of Frederick, and protecting the SEC headquarters at Columbia. Under the protection of the 228th, Maryland is beginning to recover.

The SEC's leaders, meanwhile, have had time to begin to plan for the future. That future could be made more secure if they had access to the lost resources of SRS-17374-2.

STRIKING OUT

By the year 2001, the situation in Pennsylvania's western counties of Allegheny, Beaver, Butler, and Lawrence was deteriorating rapidly. The last reserves of food had given out, and there was not enough food in the area for more than a handful of people to survive the coming winter. In the pattern established by barbarian hordes time and again throughout history, the marauder bands prepared to follow the only course open to them.

They would move elsewhere.

Conditions to the west and north seemed no better than those in the Pittsburgh area. Ohio and the rich Ohio Valley in particular were overrun by marauder bands which had devastated the land and had fallen to warring with one another...and those bands were unlikely to recognize the "legitimacy" of the Fitzpatrick "government." The Pennsylvanian counties as far north as Erie had long since been stripped bare by marauders and hungry refugees. A foray south towards Washington and Greene Counties had met with unexpected resistance: a large, well-armed, and well-prepared citizen's defense force called the Washington Militia. A massive attack across the Monongahela from Pittsburgh had ended in disaster at the Battle of Mount Washington. Militia bands continue to hold the crossings on the Ohio and Monongahela Rivers, as well as the steep ridge overlooking Pittsburgh called Washington Heights. The Allegheny Warlords knew they would not be able to force a crossing of the rivers again without a bitter fight, and there seemed little reason to do so.

To the east, however, lay the mountains. There too, the inhabitants knew what had happened in the western counties, but their numbers were far more scattered than in Washington County, divided among hundreds of small communities and individual homesteads throughout eastern Westmoreland County, Somerset County, and Fayette County. More important, the

people in the mountains were rumored to possess vast stockpiles of food, medicine, and supplies in secret caches assembled by survivalist groups which had located their retreats in the Pennsylvanian mountains.

Too, the White Death reasoned that by controlling the Allegheny Mountains, he would be in a position to dominate all of Pennsylvania. Occupying Fayette County would flank the militia positions in Washington County and allow him to clear that nuisance on his southern flank. Little had been heard from the state capital at Harrisburg, but it was likely that they were occupied with food and refugee problems of their own. By controlling the mountains which reached northeast across the state from Fayette and Westmoreland Counties to the Poconos on the New Jersey border, the White Death could dominate the entire state and sweep down on the fertile farmlands of central Pennsylvania; could become the legitimate government in fact as well as in rumor.

THE ALLEGHENY WARLORDS

Ironically, the success of the Warlords has done little to better the lot of the refugee encampments from which they came. The Warlords have found it necessary to keep the camps in near starvation in order for those camps to stay dependent on them for support, and in order to maintain a steady stream of desperate recruits to fill marauder ranks thinned by battle deaths and disease. The situation is similar to that in the Palestinian refugee camps of previous decades, where a continuing refugee crisis was artificially created and maintained in order to forge a weapon against Israel. The terrible irony is the fact that this situation has occurred in a rich and productive land with a heritage of freedom and self-sufficiency.

The Allegheny Warlords have established their headquarters in the village of Monroeville, an eastern suburb of Pittsburgh. There, one of the predominant symbols of prewar American culture—a huge, indoor shopping mall—has been transformed into Fitzpatrick's court. Repeatedly looted by vandals and rioting mobs during the panics and evacuations of 1997, little is left but the shell of the building complex, but it is here in the mall's central court that Congressman Jeremy Fitzpatrick, represented by his chief administrator and chief of staff, Colonel White, receives other marauder band leaders, dispenses justice among

the bands, and entertains guests with executions and fights to the death arranged between captives.

Food taken from surrounding communities is stored here, or in one of several other makeshift granaries throughout the area. Periodic convoys of alcohol-powered trucks and horse-drawn wagons dispense the food throughout the refugee camps north and west of Pittsburgh. The marauder bands, of course, under trusted leaders, guard the main food reserves in the storehouses.

Life under the Allegheny Warlords is risky, at best. Each area is expected to pay a "tax"—generally of food, though weapons, ammunition, laborers, alcohol, and machine parts are also accepted—and failure to meet this tax is punished by a sudden, devastating raid which leaves the recalcitrant community in flames. Large numbers of workers are "employed" under marauder guns, clearing fields, tearing down ruins, planting and harvesting, repairing roads, and transporting supplies to storehouses or refugee camps. It is common knowledge throughout the region that most storehouses are nearly empty, and there are dim prospects for the fall harvest. It will be a lean, bitter winter unless the marauders can find another source of food.

From Monroeville, raids have been launched into Westmoreland County and beyond, into the Allegheny Mountains. There have been several defeats at the hands of mountain militias, but the attacks so far have been little more than probes to test the mountain defenders' positions and strengths. Soon, a major campaign will be launched which will seize the mountain passes and hold them while the main body of the marauder forces moves through. Once the hidden stockpiles of food in the mountains have been found and seized, many of the refugees will be moved from their western encampments and resettled in the mountains, in order to help maintain Allegheny Warlord control over restive survivors of the local population.

And beyond the mountains lies Harrisburg.

ENCOUNTERS WITH MARAUDERS

The player characters will come into close contact with marauder bands during *Allegheny Uprising,* either when forced to deal with them in order to reach Jeremy Fitzpatrick, or when joining with a mountain militia band to defend a town or mountain pass from a marauder assault.

Tactics: Marauders have little internal discipline and less will to fight a well-prepared foe (especially one in fortifications). They have become a formidable fighting force in recent months because of their numbers, their increasing desperation, and because of the leadership of the White Death. They employ typical guerrilla tactics: moving quickly, striking defenseless targets or targets of opportunity, bypassing stubborn defenders to attack from flanks and rear, establishing ambushes and roadblocks to interdict enemy movement and reinforcement, and fading away in the face of military strength. They tend to fight and forage in small groups of between 6 and 20 men. They are subject to considerable command control problems. In a large, complex, or joint marauder operation, no marauder leader can be sure other leaders are adhering to the agreed-upon plan.

Each separate band consists of a mix of novice (50%), experienced (40%), and veteran (10%) troops. Green and untested troops often balk at advancing against or even facing gunfire from a prepared position, and it is often possible to catch a marauder column in ambush, especially along the narrow, hill-enclosed passes leading into the mountains.

In a particularly important engagement, the climax, for

example, of what the referee had determined is the major marauder advance into the mountains. The White Death's skill in motivating those under him will sustain the attack longer than would be the case for most marauder raids. To get the breakthrough he wants, the White Death may order human wave assaults against prepared positions, and deep penetrations into hostile territory by forces charged with attacking the defenders' rear positions, setting ambushes and roadblocks across supply routes and lines of retreat, and burning towns. The marauder forces will show a surprising willingness to obey, so long as they fear the White Death more than they fear the scattered militia units.

Encounters: The results of any given encounter with a particular party of marauders depends, of course, on the situation, and on the interaction between the referee and the players. In general, however, marauders will be suspicious of any armed party of strangers. They will scatter and flee if confronted by numbers as great as or greater than theirs, and they will accost smaller parties in hopes of taking food, weapons, ammo, and equipment. A party which seems especially well-equipped—one which includes a number of vehicles, for instance—is likely to be confronted by several marauder bands joining together in an ambush. Though the marauders are primarily interested in food and loot, player characters might be captured for purposes of interrogation, as conscripts, or as slave labor.

Encounters between marauder bands and people living in the mountains always result in a battle. Most people living in the western reaches of the mountains—known locally as the Laurel Highlands—routinely go armed, and each community has its own body of militia which can respond rapidly to lookouts' warnings of an approaching marauder band.

A POPULAR RISING

The citizens of western Pennsylvania have suffered under the yoke of the marauder warlords for several years now and would eagerly rise up and destroy them if given the chance. Western Pennsylvanians are possessed of a strong and deep-seated independence, a stubbornness which bristles against those who seek to impose their own will from the outside. Stories of marauder atrocities have stirred the local population to a furiously smouldering pitch of anger and resentment.

Resistance to the warlords is scattered and ineffective, however. The marauder bands are powerful and unrelenting in their use of terror to keep the population in line. Many who have spoken out against warlord rule have vanished, never to be seen again, while homes and whole towns which resisted have been attacked and burned to the ground. The problem remains: there are too many armed marauders for the local people to deal with them effectively.

It would take very little to touch off a general uprising against the marauders. The local inhabitants are helpless now, with all road transport, all food, and most weapons controlled by the various warlord bands, but a major defeat inflicted on the marauders, one which left many of their leaders dead and their forces broken and scattered, would be the spark to set off a rising throughout the western counties. This, in fact, would be the most important of the possible meanings for the title *Allegheny Uprising.*

And the player characters themselves may find the opportunity during the course of the adventure to provide this spark, either through covert operations launched from the mountains, or while they are prisoners or fugitives within the western counties.

Most civilian NPCs encountered in the western counties will be novice or experienced characters. Many (about 60% of local inhabitants, about 40% of refugees) will know how to use rifles, handguns, or shotguns, though most such weapons have been rounded up by marauders in past raids. They will possess a bitter hatred for the marauders; indeed, it will take some skill on the parts of the characters to channel that hatred and rage against the marauders, and to protect the inhabitants of the refugee camps who are, after all, as much victims as the native Pennsylvanians. An effective plan will require the characters to train cadres of both refugees and local Pennsylvanians, a task which will require time and INS skill. Both groups will be eager learners, however, and they will be eager to come to grips with the common enemy.

MASS COMBAT

The situation may arise where the player characters find themselves involved in a major battle involving dozens or hundreds of men when it is simply not practical to resolve combat on a one-to-one basis according to the basic **Twilight: 2000** rules. At the referee's discretion, large-scale combat can be introduced through the rules for such combat given in the game modules *Pirates of the Vistula* and *The Ruins of Warsaw.*

In many cases, the referee can arrange the flow of events to have the characters fighting small, individual engagements as a part of a major battle in which they are involved. The referee decides (from the general situation and from how he wants the adventure plot to proceed) how the course of the major battle will go; allows the player characters to resolve their individual combats in the usual manner; decides what (if any) effect the players' successes or failures had on the battle as a whole; and then finally determines what effect the battle's outcome will have on the characters. The situations encountered in *Allegheny Uprising,* where a handful of determined and experienced men must fight large numbers of poorly trained and poorly organized marauders, are situations which will allow a few daring or lucky player characters to make a significant difference in a battle involving hundreds or even thousands of men.

SOUTHWEST PENNSYLVANIA

Scale in Kilometers

0   25

NEW CASTLE

Boyers

Butler

Ellwood City

Lake Arthur

Lawrence County

PA Tpk

Beaver County

Ohio River

Rte 30

Rte 79

Rte 22

PA Tpk

Allegheny County

Mt. Washington

PITTSBURGH

McKeesport

Monongahela River

Washington County

Washington

Rte 79

Rte 70

Rte 40

Rte 79

Greene County

Vandergrift

Allegheny River

Butler County

Westmoreland County

Monroeville

Rte 22

Rte 119

Rte 130

Rte 217

GREENSBURG

Latrobe

Rte 217

New Stanton

Rte 70

Connellsville

Youghiogheny River

Fayette County

Uniontown

Rte 40

Ohiopyle

Rte 119

Chestnut Ridge

Laurel Caverns

Youghiogheny River Lake

Mt Davis

Somerset County

Donegal

Ligonier

Laurel Hill

Chestnut Ridge

Rte 30

Rte 22

Rte 119

JOHNSTOWN

Rte 219

Rte 22

Rte 30

Somerset

Rte 219

Rte 70

Allegheny Tunnel

Allegheny Ridge

Rte 70

Bedford County

Bedford

Rte 220

Rte 220

Mann's Choice

Characters and Organizations

The characters below are NPCs who may be encountered during the course of *Allegheny Uprising*. Of these, three *could* be assigned to players as player characters, instead of appearing as NPCs. Each NPC personality has a "Character's Secret" listed in the description which will govern the way he will behave in the adventure. In each case, the referee should take the player who will be playing one of these characters aside, discuss his character with him, and share that NPC's Character's Secret with him. It is important that each character's secret remain unknown to all other player characters and NPCs. Should the referee elect to present all three special characters as NPCs, these secrets become guidelines for the referee's use.

Harrison Offut is included as an NPC the players may wish to interrogate before their mission begins. At the referee's discretion, he may accompany the party as a guide. Roger Caldwell is included in case the referee wants to include negotiations with Caldwell as part of the adventure. It is also possible that the civilian leader will show up at the end of the adventure with the relief convoy.

ROGER CALDWELL

Caldwell was an assistant undersecretary of the Department of Health and Human Services until the destruction of Washington on November 27, 1997. He avoided the riots in Baltimore and was able to travel to Annapolis where he rejoined a number of former government officials who had survived the Washington holocaust. Caldwell was at least partly responsible for convincing the commander of the 228th Signal Brigade that it was in his best interests to remain loyal to the nation's civilian government, and he helped organize the Maryland State Emergency Council as an interim governing body theoretically of the entire III Military Region (Maryland to South Carolina), but which in fact managed to maintain control of Maryland between Baltimore, Frederick, and the ruins of Washington D.C.

His current position is Deputy Governor of the III Military Region, a position he holds as a civilian under the commander of the 228th Infantry Brigade. He is also a senior member of the Maryland State Emergency Council. It was his idea to locate the lost cache—which he learned of from Charles Franklin, a friend—and his idea to use personnel from outside the 228th.

Caldwell sees the lost cache as the key to establishing Civgov control of Maryland and western Pennsylvania. He expects that such control will smooth matters for him personally and for Maryland in general when Civgov and Milgov resolve their differences, one way or another. His own position within the Maryland SEC is delicate, however. He has gambled much on his plan to secure the lost cache. Failure could bring political ruin.

Caldwell, 48, is a short, red-haired, bright, pugnacious, and observant man, with the outward friendliness of a born politician. He is a Novice NPC.

NPC Motivation Results: *Club 5:* Caldwell is a combative, pugnacious individual, though this is softened by his good-natured friendliness. He is aggressive and daring in his planning and in carrying out what he sets out to do, despite all threats from the opposition. *Spade 8:* Caldwell seeks power, the drive which led him into government in the first place. His quest for power is not single-minded, however. He genuinely wants to control events in Maryland for the good of Maryland and of the civilian government, and hopes to avoid open war with Milgov.

CHARLES FRANKLIN

Before the destruction of Washington, Franklin was a congressman from the 1st Congressional District of Pennsylvania, and a resident of Philadelphia.

Like Caldwell, Franklin was visiting relatives in Maryland on Thanksgiving when both Washington and Philadelphia were hit, and he survived. He has served on the Maryland State Emergency Council in an advisory capacity, but seeks to return to Pennsylvania at the earliest opportunity. A strong supporter of the U.S. civilian government, he agrees that using the supply cache to secure control of western Pennsylvania is the best way to bring the state under Civgov control.

As a member of the House Ways and Means Committee, he was aware of the appropriations for SRS-17374-2, though not of its location, beyond the fact that it was located in western Pennsylvania. More important, he knew Jeremy Fitzpatrick, was friendly with him, and believes he may be able to talk Fitzpatrick into divulging the location of the supplies to the Allegheny expedition.

Franklin is 44 years old, tall and slender, with prematurely white hair. He is a Novice NPC.

Character's Secret: At the referee's option, Franklin is not what he claims to be. He is, in fact, CIA, and his main purpose for being on the expedition is to safeguard Civgov interests during the mission. He *does* know Fitzpatrick, though not as well as he claims. Most of his information comes from a dossier on the former Congressman which Franklin has studied carefully. He intends to convince Fitzpatrick to cooperate by threatening to use some unspecified covert action to undermine the former congressman's position with the marauder band.

He will be alert for any signs of betrayal on the part of the player characters and will work skillfully to thwart such plans. He will not reveal his true identity unless he is absolutely convinced that there is no other way to safeguard the mission. If he does decide to reveal himself, he carries the CIA's infamous "get out of jail free card"—a business card-sized paper identifying him as an agent for the CIA which requires "all personnel, military and civilian" to cooperate with him "to the fullest extent possible." He has skills, including PST 60 and RCN 40, which he will keep hidden unless forced to use them. He is *actually a* Veteran NPC.

NPC Motivation Results: *Spade Queen:* Ruthless. Franklin's sole concern is the safety of the mission. He will stop at nothing—including murder—to see to it that the mission is successful. *Spade 9:* Power. Franklin has always been attracted by the idea of controlling people. He sees himself as the unseen puppet master, controlling through hidden manipulations.
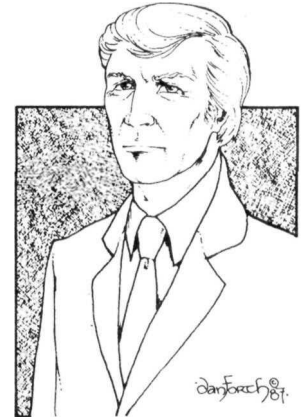
Special Note: The referee may downplay Franklin's role as an agent if desired. In this case, Franklin can either be what he claims to be—a former U.S. Congressman who knows Fitzpatrick personally—or a minor Maryland SEC character watching out for Civgov's interests. In either case, he will be a Novice NPC, with character motivation results of Spade 8, Club 4.

CHESTER T. CONSTABLE

Constable is a former Lieutenant Governor of Maryland, and a high-ranking member of the Maryland State Emergency Council. He frequently and publicly expresses his disapproval of Caldwell's plan to use mercenaries to find and secure the lost supply cache. His oft-stated concern is that mercenaries are not trustworthy and might grab the cache for themselves. It is Constable who insisted that he and other SEC personnel accompany the mission to safeguard Civgov interests.

Constable is 39 years old, and a former lawyer. He has a sharp mind and a ruthless personality. He is an Experienced NPC.

Character's Secret: "Methinks he dost protest too much" would aptly fit Constable's character. Ever since Caldwell first proposed the plan to use the supply cache to consolidate Civgov's power in Maryland and Pennsylvania, Constable has sought to seize the cache for his own purposes. He is completely ruthless and will do anything to win control of the supplies, including attempting to hire, bribe or otherwise enlist the player characters as his own personal army. He is capable of secretly making deals with any marauders encountered, promising them a share of the spoils if they will follow his orders.

The nature of his activities depend on the exact situation, of course, but one possible scenario would have him secretly arrange a deal with "Colonel White." The marauders would follow the party at a distance to the cache, then attack when he gives a signal or distracts the sentries. Though ruthless, he is not a good judge of character. He could easily be tricked by White, who would use him to create an ambush, then kill him.

As a player character, of course, Constable's plans, judgment, and actions are determined by the individual player. His overriding desire, however, will be to use the supply cache in a plan to grab power as a marauder warlord. He should be willing to cut any deal, or kill any character, to achieve his goal.

NPC Motivation Results: *Spade King:* Constable is a traitor to the Maryland SEC and is actively and secretly working against the mission. *Spade 10:* His goal is power, Constable intends to use the supply cache to establish himself as the most powerful warlord in Pennsylvania. Ultimately, the government will have to deal with him when the time comes to reclaim the state.

CAPTAIN HOWARD KIRTCHNER

Kirtchner used to be in charge of the 228th Battalion's motor pool. Attrition among his superiors has left him the unit's senior logistical officer. He has been assigned by the Maryland SEC to accompany the Allegheny expedition to determine the logistical requirements of transporting the supply cache back to 228th HQ.

The SEC has given him the responsibility of transporting the cache only, under the command of the senior ranking player character. If it turns out that Captain Kirtchner is the ranking officer in the unit, he will pointedly *not* be put in command of the mission's military aspects—a typically bureaucratic and unmilitary solution to the problem—but will be subordinate in military matters to the ranking player character. If none of the player characters are officers, the senior NCO among them will still be given military command of the operation (and possibly a field promotion by the civilian government to Captain).

Kirtchner is a pompous and conceited braggart who enjoys regaling any who will listen about his experiences in Germany in '96 and '97. He has, in fact, never been outside the continental United States, and any character with military experience overseas will realize this after a short conversation with the man.

He is 34 years old, short, and overweight. He is fussy about details, and caustic in his commentary on how other officers conduct military operations. At the SEC's headquarters, has convinced many that he knows a great deal about military tactics. He is a Novice NPC.

Character's Secret: Kirtchner actually does think he knows a great deal more about tactics and strategy than those around him. This could cause trouble as the adventure plot unfolds.

If Kirtchner is the highest ranking officer in the party, he will have been put in overall command of the mission, but be subordinate to one of the player characters in strictly military matters requiring combat experience. This is the result of the Maryland SEC's accurate assessment of the man's combat abilities and experience. Kirtchner will, however, seek to make and implement military decisions and may attempt to discredit, isolate, or remove from command the character who is actually responsible for the unit's military decisions. The SEC's decision, he will claim, was the result of petty jealousies and politics among the SEC's members. If a player character NCO was promoted to Captain in order to place that character in field command, he will hold that the advancement was illegal, since the SEC is unauthorized to make field promotions.

If Kirtchner is subordinate to a higher-ranking player character, he will still be convinced that he knows better than that character how to command a military unit. He will cooperate outwardly but cannot be relied upon to carry out his part of an operation, and he will constantly second-guess the team leader. If, for example, he is left in command of the vehicles with a small detail while the rest of the unit prepares an ambush, he is likely to lead the detail off in pursuit of some unexpected plan of his own—possibly one which would compromise the operation. The referee should reserve such an unexpected and spectacular tactical blunder for some critical operation late in the adventure.

If presented as a player character, Kirtchner should be played as someone who has been promoted to a job too big and too complex for his abilities...but who believes his real genius for command is unnoticed or ignored by his superiors. He should be a minor irritation to the other characters and will—if not correctly evaluated and closely watched by the player characters—

make a severe tactical blunder at a critical moment, threatening the success of the mission.

NPC Motivation Results: *Spade Jack:* Pompous. Kirtchner is arrogant, conceited, and pompous in his dealings with the other characters. He considers himself superior to everyone else in the party, especially in military matters. *Spade 4: B*oastful. Kirtchner always seeks to impress people with his military skills.

COLONEL WHITE/THE WHITE DEATH

No one knows this man's true name. A tall, slender man with extremely pale skin and startlingly white hair, he is the powerful marauder leader known throughout western Pennsylvania as the "White Death." As a marauder band leader, he was cunning, ruthless, treacherous, and cruel. A master in the use of terror to cow opponents, he rode a white horse with the severed heads of former enemies dangling from the pommel of his saddle, and took a savage pride in his bloody reputation as a 21st century barbarian.

Recently, he has changed his tactics. He calls himself "Colonel White," and has assumed the title "Senior Military Advisor" to Jeremy Fitzpatrick. There seems to be little reason to assume that he is any less bloodthirsty now, despite his claims of respectability.

It is believed that Whitey (as he is known *strictly* behind his back) was originally a refugee from Cleveland who assumed power over his refugee encampment through his mastery of certain martial arts skills. As leader of the largest of the marauder bands in Pennsylvania's western counties, he seized on the idea of using Jeremy Fitzpatrick—a former political figure from the area—as a kind of puppet figurehead which has allowed him to create a loose coalition of separate marauder bands under his leadership. The coalition currently includes about 80% of the refugee cantonment-based marauder bands in western Pennsylvania. Fitzpatrick, the apparent leader of the group, is in fact the White Death's prisoner. White plans to use the ex-congressman to solidify his control of the marauders, then kill him.

The White Death has heard rumors of lost caches of supplies and food, though Fitzpatrick has told him nothing about SRS-17374-2. His single biggest problem now is to find a way to subjugate the people living in the Allegheny Mountains in order to capture the vast, hidden storehouses of food they are rumored to have hidden in the ridges and forests of their natural stronghold. He is keenly interested in any reports of hidden caches or supply depots. He will also be keenly interested in any reports of expeditions from the east. He may offer the characters wealth or power to induce them to join his growing army, or he may kill them out of hand for their equipment.

As the real power behind Fitzpatrick in the marauder union, White will be in the background of negotiations with the former congressman, introduced as second-in-command. It will be evident that everyone, including Fitzpatrick, fears the man.

A long time student of kung fu before the war, White has a BC skill of 80 and is a dangerous opponent. He maintains his position through hand-to-hand challenges, which he always fights to the death. He has a cunning and devious mind, and always has a plot of some sort afoot. He is a Veteran NPC.

NPC Motivation Results: *Spade King:* Deceitful. He cannot be trusted to keep his word under any circumstances. He is also both ruthless (Spade Queen) and brutal (Club King) in his quest for power. *Spade 10:* Power. He is driven by his lust for power. The image of the barbarian warlord has made him more than a little mad, and he plans to extend his conquests down the eastern seaboard, and ultimately rule the American continent.

HARRISON OFFUT

Offut is a former hardware store owner from Akron, Ohio. He fled with his family to western Pennsylvania in the first nuclear scare of '97. He was present when the White Death took over his refugee cantonment and witnessed Fitzpatrick's rise to power.

Late in 2000, the White Death took an interest in Offut's attractive wife. Offut protested. He was ordered arrested, and he fought back. In the struggle, his wife and family were killed and he was wounded, but he escaped and fled east to the mountains near Ligonier. There he was captured by Kenneth Jurgens' Ridgerunners, his wounds were treated, and he was finally released near Chambersburg in 2001, on condition that he spread the word that outsiders would no longer be allowed into the mountains.

Offut is the SEC's chief source of information about conditions in western Pennsylvania. He may serve as a primary source of information for the characters if they choose to interrogate him before the expedition departs, and will share with them Rumors A, B, C, D, E, and F as intelligence. At the referee's discretion, he may volunteer as a guide. If he returns to Pennsylvania, his chief motivation will be revenge. He fears the White Death, but he feels a deep guilt over the death of his family, and a need to avenge himself on White, whatever the cost. He does not talk about his family, though it is obvious to those who talk with him that he bears a tragic secret.

Offut is a slight, 27-year-old man with dark hair and a grim, haunted look. He is an Experienced NPC.

NPC Motivation Results: *Heart Queen:* Love. Though his wife and son are dead, he is still motivated by his love for them. *Club 5:* Violence. This is primarily channeled against the White Death.

KENNETH JURGENS

Jurgens is leader of a local mountain militia known as Jurgens' Ridgerunners which operates in the area between Ligonier (on Route 30) and Donegal (on the Pennsylvania Turnpike). His band of about 200 men and women is closely linked with various farms and small communities in the region, and is fiercely loyal. Jurgens has formed a loose alliance with other bands in the area and is the driving force behind the idea to close the Alleghenies off from the outside.
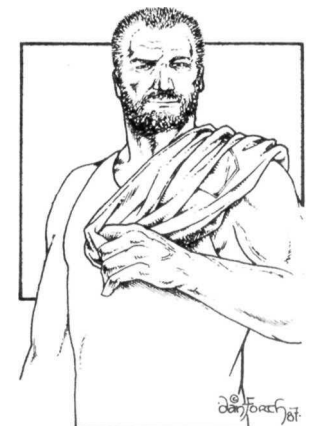
He is 51 years old, a rugged, outdoorsman who was a Marine gunny sergeant in Viet Nam. He has won several skirmishes with marauders through his experience and skill. He is an Elite NPC.

NPC Motivation Results: *Club Ace:* War leader. Jurgens is a skilled leader. *Heart 5:* Fellowship. He has a strong sense of loyalty and devotion to the men and women serving under him, and to the Ligonier Valley community in general.

ALLISON SANDERS

Allison Sanders is a strikingly beautiful woman who leads a local militia group in the Uniontown/Ohiopyle area around Route 40. Bright, outspoken, and determined, she is an extremely charismatic individual who leads by force of her personality, her marksmanship (CRM 80), and her will. Her band, Alli's Rangers, maintains a base in Ohiopyle, and draws from communities as far away as Uniontown and Somerset for supplies and support. She, like most of the other mountain defenders, has heard stories about the White Death and other marauder leaders, and is determined to keep this scourge out of the Allegheny Mountains.

Sanders is 28 years old, blond, tall, and slender. Her experience in woodcraft (RCN 60) and riflery comes from growing up among the mountains and forests of the Pennsylvanian mountains. She is also skilled with a long bow (HB 40). She is an Experienced NPC.

NPC Motivation Results: *Heart 7:* She has a strong sense of loyalty to her people and to her community. *Heart 4:* She is a friendly, amiable, and good-natured person who likes people- but she will never allow this to come between her and her duty to those who depend on her.

Referee's Notes: Sanders has joined with Jurgens in excluding outsiders from the mountains because the lowlander marauder bands pose a serious threat to the mountain people's freedom and survival. She has led her group to an important victory over the White Death's band recently, and the marauder leader, upset at being beaten by a woman, has sworn to take her alive.

MARTIN F. BRADLEY

Bradley is the leader of a small band of survivalists who withdrew to their retreat community in the Allegheny Mountains near Somerset before the war. Events certainly seem to have vindicated his decision. He is the central figure now in a survivalist cult group, numbering several hundred men and women, which controls the area along the Pennsylvania turnpike between Somerset and Bedford. The principal difference between Bradley and Jurgens is that Bradley's Irregulars, as they are called, extort food and supplies from the area they purportedly "protect," and are not part of the local community. Most locals consider them

little better than marauders and bandits.

Bradley is cooperating with Jurgens' plan to close the mountains to outsiders. He sees this as an opportunity to extend his own power in the mountains, and hopes one day to assume dominance over all the Allegheny defense groups.

Bradley is a large, heavy, powerful man, 38 years old, with a loud voice and a short temper. Though he claims to be a former Marine and mercenary adventurer, most of his military expertise comes from a collection of prewar mercenary magazines. He is, however, a persuasive and charismatic speaker.

NPC Motivation Results: *Spade Jack:* Pompous. Bradley is arrogant and conceited and considers himself to be a military and survivalist expert. *Club 9:* Violence. This card, together with his arrogance, indicates that Bradley is a bully. He enjoys his position of power more for the attention it brings him than for the actual love of power itself.

Referee's Note: Most of the defense groups of the Allegheny Mountains are led by basically good people who want to protect their families and communities from the marauders to the west. An encounter with Bradley could easily convince the player characters that those living in the mountains are marauders themselves, and lead to unfortunate clashes with the Ridgerunners and others. An encounter in which the player characters broke Bradley's power over the area, on the other hand, could win them valuable allies in the Alleghenies.

EVERETT M. JOHNSTON

Johnston is a typical small-unit leader operating in the Allegheny Mountains. Exactly where he is encountered is up to the referee, who may use him to bring the characters to the attention of Jurgens or Sanders, or to introduce the characters to a typical Allegheny Mountain band.

Johnston carries a muzzleloading rifle. Before the war, he was a hobbyist who crafted his own working replicas of 18th century muskets, demonstrating his skills at fairs and historical reenactments.

Now he has found his skills more than historically enlightening; he is a skilled gunsmith who turns out highly accurate muzzleloaders rifled muskets. A number of people in the mountains use Johnston's rifles, or similar weapons acquired as hobbies or investments before the war.

He leads a small band of six to ten men and women armed with a variety of sporting weapons. His group may operate independently, or as part of one of the larger militias such as the Ridgerunners or Alli's Rangers. He is determined to keep lawless elements out of the mountains and to preserve what is left of civilized life in them.

NPC Motivation Results: *Heart 10:* Fellowship. Johnston has a high commitment to justice and the welfare of those he meets—especially of his friends and neighbors. *Club 4:* Violence. He is not intimidated by threats of violence and will not hesitate to fight if the situation warrants it.

Referee's Notes: The weapons which Johnston crafts are .41 caliber muzzle-loading flintlock rifles. It requires training and some practice to learn how to load and fire the weapon, even

if the character already has CRM skill. Also, there are a number of disadvantages to the weapon in combat, not the least of which are the long load time and the fact that it is almost impossible to load a musket from any position other than standing up. Those who have followed this hobby for years, however, swear by the long rifle's accuracy, and point out with some pride that they will not soon run low on ammunition or repair parts. The rifle weighs 5 kilograms.

The weapons table information is *Type:* Muzzloading Rifle *ROF:* 1/6 rnds *MAG:* - *RNG:* 30 *DAM:* 2 *ARM:* -.

RICHARD CAMERON

Cameron is another small-unit leader who can be introduced by the referee anywhere in the Laurel Highlands, as needed.

The Laurel Highlands were home to many thousands of people of Scottish descent, people who felt a fierce and nationalistic pride in their ancestry and family backgrounds. Cameron has organized a militia group of Scottish Americans, known as the Laurel Highlanders. They are armed primarily with hunting rifles, and many are excellent shots. What particularly unnerves marauder bands which engage in combat with the Highlanders is the militia unit's use of bagpipes. The peculiarly eerie wail of those ancient martial instruments echoing down from the wooded hills can be as demoralizing as enemy fire, and Cameron makes full use of the pipes' psychological effects.

Cameron, 55, is a tall, rangy, friendly man with an engaging personality. Born in 1946, he was in the ROTC program and served as a lieutenant in the U.S. Army Special Forces in Viet Nam. He retired as a Major in 1988. He characteristically wears a green beret and an improvised sash across his left shoulder in the Cameron tartan. He is an Elite NPC.

NPC Motivation Results: *Club Ace:* War leader. Cameron has an understanding of military tactics born of experience in Viet Nam. *Club 6:* Violence. Though not a violent man, he is willing and able to resort to violence if necessary.

TONY ARMATA

Armata is a resident of the lands west of the mountains, in Westmoreland or Allegheny County. His exact location can be determined by the referee according to the needs of the adventure. He was a small dairy farmer until the refugees came in and killed his cows, camped on his land, and drove him out of his house. He has been living with friends not far from his old farm, and dreams of striking back at the squatters and lawless marauders who ran him out.

Armata can be introduced as a chance encounter who will exchange information for food or weapons. He will also volunteer to serve as a guide or even as a spy or soldier in operations against the White Death or other Allegheny warlords operating in western Pennsylvania.

Armata is a short, dark-haired, fiery tempered Novice NPC.

NPC Motivation Results: *Heart 10:* Justice. Armata seeks justice for himself and for his neighbors who have suffered under the warlords' predations. *Club 9:* Violence. There is nothing good-natured about Armata's tendency to violence. He wants revenge on those who took his property. "Violence is the only language they know," he claims.

WILLIAM DOBBSON

Dobbson is a marauder serving with one of the warlords occupying western Pennsylvania. Who he serves with, and where, are up to the referee who should work out these details to match the situation. He is a native of Youngstown, Ohio, who fled as a refugee to the area north of Pittsburgh in 1997, lived in a huge refugee cantonment for two years, and finally was driven by the need to feed his wife and two children to join one of the larger marauder bands which was forming among the refugee camps.

He does not particularly like being a marauder...but there is very little to like about life at all nowadays. He thinks the White Death is crazy, and none of the other warlords are much better, but the marauder bands and their families have food while others do not, and that, for Dobbson, settles the moral question of being a marauder.

He is tall, lean, tough, and sullen. He rides well (EQ: 60) and carries a shotgun (CRM: 40). He is certain the people in the mountains are hoarding food and thinks they ought to share it. He is a Veteran NPC.

NPC Motivation Results: *Club 8:* Violence. Dobbson is a warrior. *Spade 6:* He desires greater power and responsibility, though it is possible he only wants to control his own destiny again.

Referee's Notes: Dobbson is another generic character who can be added at any point the referee desires. If he is captured, he will be able to provide the characters with Rumors A through F, and Interrogation Results A, B, and C, all as separate, successful AVG tasks using interrogation skill. The referee may also introduce him as a tough but pragmatic and reasonable marauder leader who might assume power after the White Death is killed, someone the characters might be able to deal with, or as a marauder who is willing to betray the White Death in exchange for safety or escape for himself and his family.

JEREMY P. FITZPATRICK

Fitzpatrick's background has been detailed elsewhere. He is the former congressman from the 12th District of Pennsylvania, and he knows exactly where SRS-17374-2 is hidden.

In fact, he had hopes of reaching the cache himself someday and using it to help reestablish law and order when the opportunity presented itself, but the marauder bands and the White Death came first. He was captured. When the marauder warlord known as the White Death found out who Fitzpatrick

was, he decided that the former congressman would make an excellent figurehead behind which a number of marauder bands would rally, a kind of vestige of legitimate constitutional government which would unite the warring bandit gangs. Fitzpatrick agreed, partly to save his life and partly because it seemed a likely way to end the bloodshed between rival bands.

With Fitzpatrick as a symbol, and the White Death as the power behind the throne, most of the bandit gangs did unite, but the union did nothing for the people. Fitzpatrick feels remorse about this and considers himself no better than the marauders who are using him.

He has not told the marauders about the supply cache. He resists the idea of a marauder invasion of the mountains but is powerless to influence such decisions. If the character party shows up, he will be eager to attempt an escape with them, and will endeavor to slip them a message for help.

He will hesitate to reveal the location of the cache to anyone, however, unless they can prove that they are not simply another marauder band. A conversation with Charles Franklin (whether Franklin is another former congressman or CIA) will convince him. If Franklin is dead, a conversation with the characters in some place of safety about Caldwell and the Maryland SEC will probably convince him. In any case, he will agree to lead the group to the cache, describe its location, or draw them a map.

The great danger is that Fitzpatrick will become the focus of a number of opposing forces all eager to get the cache for their own purposes. The White Death or other marauders might learn of it through a betrayal by Constable or because of an overheard conversation. Bradley might learn of it through his fellow militiamen and see the cache as a means of aggrandizing his own power in the mountains. The player characters themselves might be planning to seize the cache for themselves, and find themselves at odds with Charles Franklin.

If Fitzpatrick discerns that he is the focus of this wild, covert struggle, he may decide not to tell anyone anything but demand to be taken to Caldwell in Maryland. It is also possible that his secret will precipitate a firefight in which he is killed or seriously wounded. (The referee may wish to arrange this in any case by having marauders stumble upon a secret meeting or an attempted rescue.) If this happens, Fitzpatrick may, with his dying breath, whisper a clue or partial directions which must be deciphered by the players (see: *The Location of the Cache).*

Fitzpatrick is a tall, slight, balding man who wears glasses and walks with a limp. He is 55 years old, and a Novice NPC.

NPC Motivation Results: *Heart Ace:* Justice. For Fitzpatrick, justice is the highest virtue. The injustice which has resulted from his being used as a figurehead by the White Death has deeply wounded him, and he harbors a growing desire to set things right. *Heart 3:* Despite his experiences, he is still an outgoing friendly person—the perennial politician. His friendliness and willingness to cooperate are genuine, however.

The Warlords of Western Pennsylvania

When refugees began arriving in western Pennsylvania, it was inevitable that they should inhabit the sprawling shantytowns and rural slums which came to be known as refugee cantonments. They were not forced into the camps; it is a mark of human nature, however, that lost people seek out others like themselves, with the same backgrounds and troubles. Camps were erected on open fields near running water and sources of electricity. These grew as newcomers arrived, searching for other bands from Ohio, from New Jersey, from New York. Many cantonments were even named after towns and cities left behind—Akron, Youngstown, Cleveland—though after a time, any given refugee came simply to refer to his camp as "home" or "the camp," and most camps lost the distinguishing features which had given them some semblance of individuality. All of the camps were much the same: huts made of sheet tin or clapboard, plywood or cardboard, some little more than lean-tos. Food was scarce at first, almost impossible to find at last, as thousands, as tens of thousands died of hunger, disease, and exposure. Many had left their homes with nothing but the clothes on their backs, and a trek by foot across hundreds of kilometers had left many barefoot, sick, and poorly-clad.

While some in the surrounding communities were indifferent to the plight of the newcomers, the majority tried to help. But the refugees kept coming and there was neither enough food nor enough people to help them all. Within two years of the arrival of the first refugees, there wasn't enough food for the area's original inhabitants, and the rise in crime, fights, and disturbances in and near the camps seemed to confirm the newcomers' second-class status in the minds of the locals. The charity dried up, and the camps were left on their own.

The camps generally had their own plots of land for growing food, but most of the refugees had been residents of urban or suburban areas before they'd fled. The plots weren't big enough to support hundreds of thousands of people, and in any case there was not enough seed to go around. In many instances, refugees ate the seeds provided by local farmers for spring planting, acts born not so much of stupidity as of desperation.

Desperation breeds desperation. Young men and women, even children as young as nine and ten, banded together to raid surrounding farms for food. Villages were terrorized by gangs looting grocery stores and town markets. Store owners defended their property with guns, and refugees—many of them youngsters—were killed. Vendettas began as retaliatory raid followed raid, and the marauder bands were formed.

In the beginning, the camps had tried to organize civic governments, with camp boards and councils, constitutions, schools, internal police, and even judges to arbitrate disputes. Such civilized notions broke down rapidly in an environment which favored only the strong and the well armed. By early 1999, most of the camps were ruled by bands of men and women led by someone strong enough, or charismatic enough, to surround themselves with loyal henchmen and sycophants. These strongmen had the support of most of the refugees because they kept the peace within the camps, and their forays into the surrounding country brought back food, medicine, and warm clothing. Local inhabitants resisted these raids, but resistance was most often the last stand of a single family barricading their home against twenty or thirty armed bandits. Even when whole communities and townships banded together in posses and vigilante bands to burn out a troublesome camp, more often than not they were *still* outnumbered. Some of the larger camps could muster ten or fifteen thousand armed fighters, while individual communities could muster only a thousand at best.

With strength came organization. Marauder bands ruled the camps from which they had come with ruthless efficiency. Crimes within the camps were tried, and offenders summarily shot. Local communities and villages were incorporated into the nearest camp, the residents' homes and property "appropriated" by "reapportionment committees" and distributed among the refugees and their leaders. Camps warred with one another in raid and counterraid as individual marauder leaders and self-styled "warlords" struggled for supremacy over broader and broader areas. The incessant bloodletting might have broken the power of the marauder bands had not one leader hit upon an idea to unite the warring bands into a single force.

The warleader known only as "the White Death" was a master of psychology—so much so that there has been speculation that the man had been a psychologist or an anthropologist in the life he had abandoned years before. He won and maintained power behind the consciously assumed and unrelenting image of a bloodthirsty barbarian. Many communities capitulated without a fight, offering tribute of corn and grain and dried meat rather than face so ruthless an enemy. Naturally, each victory increased the White Death's stature among his own people.

When intercamp raids threatened the stability and productivity of the marauders' rule, however, the White Death swerved suddenly and unexpectedly in the direction of civilization. Jeremy Fitzpatrick, a former U.S. congressman from western Pennsylvania, offered at least the shadow of legitimacy to a government which was all but imaginary. The largest of the marauder bands was led by a former congressman; that band must somehow represent the vestiges of legitimate government. Marauder leaders too proud to yield to another marauder leader found it easier to join this imagined government. The Allegheny Warlords grew in numbers until fully 80 percent of the independent marauder bands in the western counties followed the standard of Jeremy Fitzpatrick. And behind Fitzpatrick was the White Death, now in the background but still very much in control.

MARAUDER BAND ORGANIZATION

Until recently most marauder bands have viewed themselves as extensions of the refugee camp, or "cantonment," where they originated. Generally, they consisted of the camp's leader, his bodyguards, and anywhere from 10 to 100 of the camp's ablest and most willing men. They had little discipline or organization, though this has been changing under the White Death. Their weapons range from M16s stolen from National Guard armories and state police to a miscellany of sporting arms, shotguns, handguns, bows, and clubs. Many ride horses, though as the camps have grown hungrier, horses have become more and more rare. Motorcyles and automobiles with jury-rigged armor (sheet metal, logs or sandbags) are common.

Under the White Death (now "Colonel White") and the Fitzpatrick "government," the bands have been organized to a certain extent, with each individual band taking orders from its own leaders, who in turn get their orders from Fitzpatrick's "advisory committee" and "command staff"—meaning the White Death. With each individual band retaining its own responsibility for supplies and provisions, this has allowed the White Death to field much larger armies than was previously possible, and to pursue complex (for an untrained army) tactics such as assaulting several passes or defensive positions at once, flanking maneuvers, and diversionary attacks.

Colonel White's alliance of smaller marauder bands is known collectively as "the Allegheny Warlords."

ENCOUNTERS WITH LOCAL MILITIAS

The various militias defending the Allegheny Mountains are working in extremely loose cooperation with one another. No one man or band is in overall command, though the largest groups have mutually agreed upon areas of responsibility. Encounters with local militia groups will fall into one of the categories described below.

THE ALLEGHENY WARLORDS

Though they are not, strictly speaking, a defensive militia, the Allegheny Warlords are included here because they are an organized paramilitary force. The name refers to the overall organization of local marauder bands which have been organized under a single command structure. Jeremy Fitzpatrick is nominally in command of the organization. In actuality, his senior advisor, "Colonel White," controls the united marauder bands and holds the various warlord chiefs in line.

There is little solid military structure in any of the marauder bands. They are led by individuals stronger or more successful than their fellows, and leadership of a band is often settled through challenges and hand-to-hand combat, or is taken by someone powerful enough to command his own personal guard. The marauder bands in this respect bear a close resemblance to biker or street gangs.

Some of the bands began as self-defense forces assembled by individual refugee camps. Most began as groups of young refugees who set out to scavenge food for their camp and wound up using terrorism and threats to extort food from local farmers or grocers.

As their tactics proved successful—and as food became harder to find—the bands grew bigger and more powerful and ranged farther afield.

Under the leadership of the White Death, individual bands no longer get food for their own "home" refugee camps but bring it to central storage areas for later distribution. This has given rise to a greater level of corruption and inefficiency, and, at the time of this scenario, very little of the food which is collected by the marauder bands is actually distributed through the camps. Most is consumed by the marauder bands themselves or is stored for use in future military campaigns. Starvation and discontent in the camps and among locals are rising.

Individual marauders tend to be young, outwardly self-assured, and arrogant. Manliness is stressed, and fights between individuals over minor matters are frequent. They are armed with a variety of weapons, ranging from knives or clubs to military-issue weapons. Many marauders carry military weapons such as M16s. A few have M60 machineguns, and large numbers wear Army helmets or other items of military-issue gear. This fact may be used by the referee to deliberately mislead the players into believing that the lost supply cache has already been found and ransacked; the truth of the matter is that the marauders have raided facilities such as National Guard armories, or have taken the equipment from other people who have had access to such armories. If asked directly, they are likely to claim they took the weapon or equipment from a soldier-pig they killed in hand-to-hand combat.

Marauder bands will rarely attack in the face of disadvantageous—or even equal—odds. The single exception: during their final big campaign to beat the mountain militia forces, they will exhibit greater-than-usual tenacity and determination in the face of heavy fire.

In conversation, individual marauders will be able to share rumors A through F (though they may not choose to do so with strangers or prisoners) and will often be able to pass on other bits of information on the local rumor tables. When captured and interrogated, and unless otherwise directed by a particular encounter result, separate, successful ESY:INT rolls will yield all of these rumors, plus interrogation result E. Interrogation results B, D, and H are the results of successful AVG:INT rolls, and interrogation result C is yielded by a successful DIF:INT roll.

The referee is responsible for directing the overall execution of the Allegheny Warlords' strategy and plans. During the course of this adventure, the marauder bands will assemble and attack the Laurel Highlands forces, and the outcome may depend on the help the characters give (see *The Unfolding Plot).*

WASHINGTON MILITIA

The Washington Militia is a local defensive force created in Washington and southern Allegheny Counties south of Pittsburgh. It was responsible for seizing and blocking the crossings of the Ohio and lower Monongahela Rivers and holding them against the marauders to the north. Their abilities were put to the crucial test in July, 1998, when marauder bands crossed the Monongahela in force and attempted to overrun a large militia unit holding Mount Washington south of the river. After a 24-hour battle, the marauder forces were crushed.

The Washington Militia has continued to patrol the rivers with vigilance and determination ever since. Individual patrols consist of four to eight men armed with a mix of civilian and military weapons. Some may be encountered in small boats or barges along the rivers they protect. Larger units are held in reserve, ready to respond to calls for help from frontline patrols. The militia's headquarters is in the town of Washington. Characters who are captured or taken to meet with militia leaders will be taken to the Washington Courthouse.

If captured Washington Militiamen are interrogated, they will yield rumors A through F as interrogation results after separate, successful ESY:INT rolls.

Result J will be the result of a successful AVG:INT roll. The specific location of roadblocks or Militia ambushes (referee's discretion) will be yielded by successful DIF:INT rolls.

Information can be acquired from them through normal conversation by rolling twice on the local rumor table.

JURGENS RIDGERUNNERS

Jurgens' Ridgerunners are probably the largest and best organized of the militia forces in the Laurel Highlands. The majority of Jurgens' men have had military training, and special scout units consisting of men with RCN skill have been created specifically for use in ambushes, tracking enemy units, and gaining intelligence. Many have military-issue weapons taken from armories or from dead marauders. A few use unconventional weapons such as black powder muzzle-loading rifles, bows, and crossbows. All know the area where their unit operates extremely well, knowing all back roads, hiding places, and trails which allow shortcuts across ridges or through woods. Many are survivalists who have private stockpiles of food and ammo.

Characters who are captured by the Ridgerunners, or who approach them peacefully, will be taken to the group's HQ at Fort Ligonier, where they will meet "Colonel" Jurgens.

Conversations with Ridgerunners allow two rolls on the local rumor table. Ridgerunners who are interrogated will yield interrogation result H and rumor LL as the results of successful

ESY:INT rolls. Interrogation result K is the result of an AVG:INT roll, while rumor NN is the result of a DIF:INT roll. Other DIF:INT rolls might yield information (referee's discretion) about the locations of roadblocks or ambush sites set by the Ridgerunners.

ALLI'S RANGERS

Alli's Rangers are the second largest mountain militia group. Their organization is much the same as the Ridgerunners, though they do not have as many military weapons.

Characters who openly approach the Rangers or are captured will be taken to the Rangers' headquarters at Ohiopyle, where they will meet Alli Sanders. Conversation will yield two rolls on the local rumor table unless otherwise directed by the encounter.

Captured Rangers who are interrogated will yield interrogation result G and H as the results of successful ESY:INT rolls, K and L for AVG:INT rolls, and the locations of Ranger roadblocks or ambush sites (referee's discretion) for DIF:INT rolls.

BRADLEY'S IRREGULARS

Bradley's Irregulars are in fact a militia group which has turned marauder. Their position in Bedford County assures that they are more or less safe from attack by the Allegheny Warlords, and they justify their activities by running down refugees and by organizing local civilians into work details which are enforced under the barrel of the band's guns. They have no set headquarters. Bradley rides with his men and requisitions a house or other building each time he arrives in a new area. The locals are restless under Bradley's capricious and heavy-handed rule and could easily be induced to revolt against him. Characters who seek to use the Irregulars as reinforcements to the fighting in the west will have to find a way to depose Bradley.

Conversations with individual Irregulars yield two rolls on the local rumor table unless the encounter results direct otherwise. Interrogation yields interrogation results F, K and L for successful ESY:INT rolls, Bradley's whereabouts (referee's discretion) for a successful AVG:INT roll, and the location of roadblocks or major militia forces for DIF:INT rolls.

OTHER MARAUDER GROUPS

There are many other militia groups in the Allegheny Mountains. Some will work in the same areas patrolled by larger groups and may be considered to be parts of those bands. Others will be independent or will work in areas not covered by others. Some cooperate with the others but do not belong to them, particularly bands which control outlying areas or communities outside the mountains, such as Uniontown, Connellsville, or Greensburg.

In general, the smaller groups will be armed exclusively with sporting arms, handguns, and bows, with a smattering of military weapons belonging to survivalist enthusiasts or taken from dead marauders. In combat they will be similar to the marauders, attacking only when they have a clear superiority, and melting away in the face of a strong or well-armed enemy.

Several smaller groups are named with their leaders in the list of important NPCs. They are designed to be introduced in any area desired by the referee in order to fit in with his adventure.

Generally, individual militiamen will know only the rumors available in their area and will reveal these as interrogation results as necessary. Details about their headquarters, overall strength, and willingness to face the marauders should be determined by the referee.
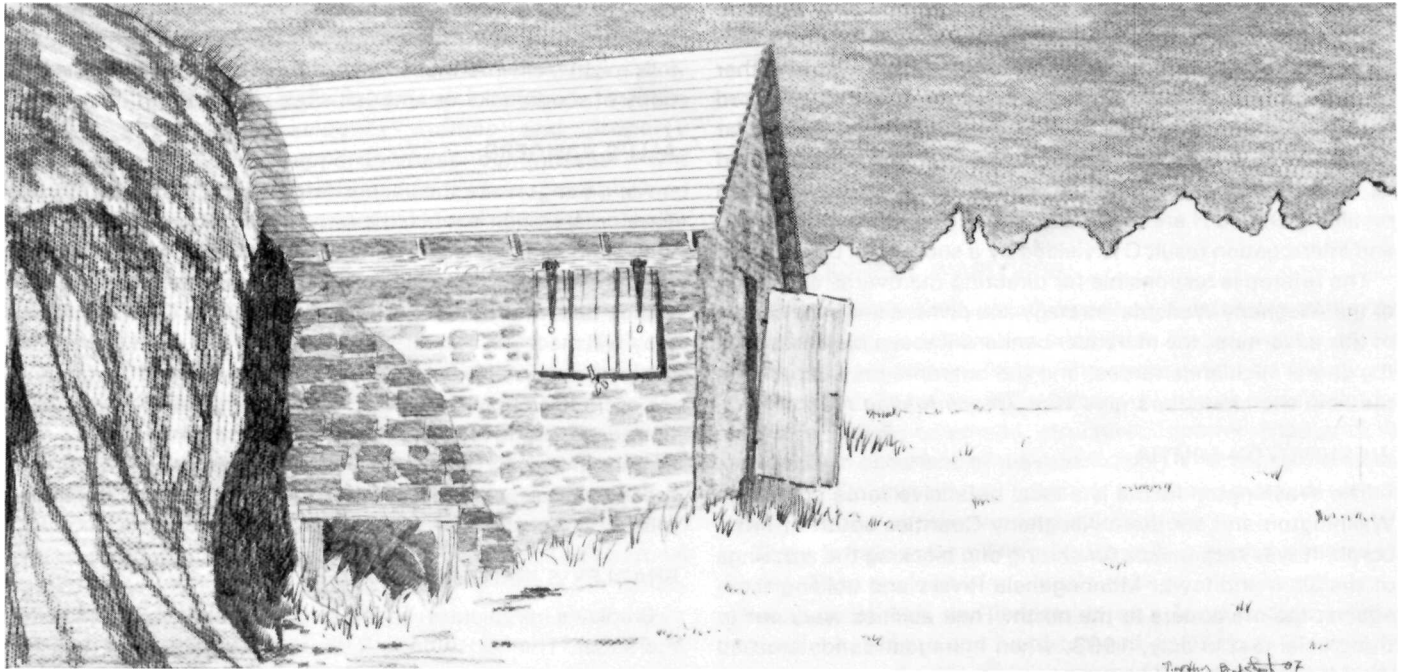
SRS-17374-2

Much of *Allegheny Uprising* will revolve around the search for and recovery of Strategic Reserve Stockpile 1 7374-2. This section describes the cache and its location.

CONTENTS OF THE CACHE

The referee is the final judge of what specific items might be stored in SRS-1 7374-2. The only thing to be borne in mind is that there are two types of things in the stockpile: official government items, and unofficial private items stored by the bureaucrats connected with the project. A partial list includes the following:

500 Crates of Government Records: These records, including DoD records and copies of copies of old IRS forms, are now completely useless, though the Civgov bureaucrats in the expedition will insist on recovering them. If the characters find the cache site defended, they may discover that these crates have been stacked up around the cache entrance as impromptu defensive works.

1000 Winter Parkas: These are winter combat jackets which were shipped to Puerto Rico by mistake before the war, then rerouted to SRS-1 7374-2.

200 IBM-PC Computers: These will be undamaged by EMP, and fully usable if power can be supplied to them.

400 Office Electronic Typewriters/Word Processors: These will be undamaged by EMP, and fully usable if power can be supplied to them.

5 M2 Bradley APCs: These will not be fueled, but stores of gasoline and diesel fuel are available in the stockpile.

5 2½-ton Trucks: These are also unfueled.

10 U.S. Army FAVs: These are also unfueled.

Heavy Equipment: These are bulldozers, tractors, and other pieces of earthmoving equipment, also unfueled.

100 Crates of X-rays: These are inspection X-rays of welds in the Alaska pipeline and are completely worthless. These crates may also have been arranged as defensive walls by local defenders.

Food: Ten tons of freeze-dried, canned, or dehydrated emergency survival rations are stored here, enough to feed 5000 people for three months. This food will not solve Maryland's (or western Pennsylvania's) food problems, but if carefully administered, it would help hard-hit regions survive long enough to get next year's crops in.

Seed: Ten tons of seed for various crops (wheat, corn, oats, soybeans, rice, and sorghum, among others), stored for the Department of Agriculture. This would be especially useful if distributed to areas of western Pennsylvania which have been completely stripped by marauder forces in order to raise food next year.

Fuel: This consists of 2000 liters of gasoline, 5000 liters of diesel fuel, 500 liters of machine oil, and a small quantity of other lubricants and petroleum products.

Medical Supplies: Extensive medical supplies are stored here, though supplies requiring refrigeration or having a short shelf life (such as whole blood, plasma, or liquid atropine) are not included. Personal and doctor's medical kits, as well as surgical instruments, are included. Several tons of unrefined morphine are also stored here, but no arrangements have been made for purification or processing the drug into a usable form.

Strategic Metals: Supplies of scarce raw materials for a technological civilization, such as titanium, chromium, vanadium, and so on are stored here. These stockpiles are small stacks of refined metal bars, most of them silvery-looking, and impossible to distinguish without labels. These are the prerequisites for machine tools and high-tech manufactured goods, and are invaluable to either government, albeit not of immediate use to the characters.

Generators: All sizes and types of electrical generators are present, from numerous 2½-kilowatt generators up to at least one 500-kilowatt plant.

Secret Maps and Records: As a special bonus, the characters may find numerous top secret government records stored in sealed, metal containers. These will be of particular interest to the Civgov people—and especially to the CIA personnel—in the expedition. They include dossiers on suspected Communist agents in the federal government, dossiers on the underground

network known as New America (see *Airlords of the Ozarks),* information on a lost cache of gold in New York City (see *Armies of the Night),* and emergency government plans to relocate large portions of the civilian population of the U.S. in the event of attack.

Investigation by the characters may (referee's option) uncover a number of government top secret maps which pinpoint the locations of ten "official" supply depots in remote areas throughout the country. These depots, established in hollowed-out mountains as long ago as the early 1950's, are repositories of stockpiles of vital minerals (such as titanium or chromium), spare parts, tools, and medical supplies. These stockpiles were originally established as insurance against shortages of vital supplies during a war, but soon became repositories for every government department (hence the Social Security records and pipeline X-rays). The discovery of these maps could lead the players into further, future expeditions to secure lost supply caches.

Miscellaneous Items: As part of the unofficial additions to the stockpile, several individuals stockpiled various luxury goods which they felt would be in high demand after the war, or which they felt should be preserved. The items present are best left up to the referee. The NFL game videotapes mentioned in the introduction fall into this category.

The referee may consult the **Twilight: 2000** price list (either the one with the game, or the consolidated price listing in *Challenge* 27) for additional items of equipment which may be present in SRS-17374-2. Some surplus military weapons will be present, but this is a strategic reserve, not an armory. Any weapons will be small arms, with a very few heavy and support weapons present; crated M16A2s will be common. *Not* present will be large or heavy military weapons such as tanks, self-propelled or towed artillery, or other vehicles. In general, only American equipment is available.

The other items present will represent a mix of useless records and items stored by an inefficient bureaucracy, and emergency supplies which might be of value to a community attempting to survive a nuclear holocaust. Items placed there by private individuals include things like NFL game videotapes and other items of limited utility to the players.

When detailing the cache's contents, the referee should keep in mind the depot's origins. It began as a small, *personal* cache established illegally with tax appropriations by a single bureaucrat for his own family's use. When he submitted his appropriations request for review, other bureaucrats and politicians added to the original list, and increased the appropriations to cover the additions. Eventually, what started out as a personal survival retreat costing perhaps $50,000 became a huge storehouse worth $50,000,000 or more.

THE LOCATION OF THE CACHE

Several different locations are described for SRS-17374-2. This is to allow the referee to maintain the element of surprise for players who may have had access to the game module before the campaign begins, or who have played this scenario before. Since much of the scenario's resolution hinges on the player characters discovering the whereabouts of the cache, and since the location of the cache is going to shape the strategies and tactics used by the player characters, the mountain militias, and the marauders, it is vital that the cache location be unknown to the players at the start of the game.

Seven possible locations are described in detail below. The referee should feel free to elaborate on these ideas, or to use them in order to develop his own cache site elsewhere.

Listed for each possibility is a *route* for getting to the cache. Also listed are a *clue* and a different version of rumor R. These are designed as clues which may lead the characters to the site in the event that Fitzpatrick cannot be contacted or is killed before he can tell what he knows. The clue is intended to be presented to the characters as Fitzpatrick's dying words. If the former congressman cannot be contacted for some reason, this clue may be adapted by the referee as a rumor, or it may become the dying statement of another character introduced by the referee, one who has some special knowledge of the cache location. Rumor R is a rumor the characters may encounter during the adventure through an exchange of information with a local NPC who will point them in the direction of the cache.

Any rumor result of R will refer the referee to the appropriate version of this rumor listed below, as described under *Rumors and Information.*

LAUREL CAVERNS

Before the war, Laurel Caverns was a privately owned tourist attraction high on the western face of Chestnut Ridge, above the town of Uniontown in southern Fayette County. It is one of the few examples of a true labyrinth cavern, consisting of many branching, interconnecting passageways rather than single galleries connected end to end. The interior is sandy in places, and there are no stalagtites or stalagmites—a characteristic of labyrinthine caves.

In the mid-1990's, the U.S. government bought out the owners and took over the site, putting out the story that the entire area (which borders Pennsylvania State-owned game lands) was necessary for training maneuvers for the almost nonexistent U.S. Army mountain units. In fact, the caverns themselves became a naturally climate-controlled underground storehouse for SRS-17374-2.

The entrance to the cavern was enclosed within a building by the original owners. This building was expanded by the government and now has the appearance of a warehouse or storage facility built into a ridge beside a parking lot and above a sheer drop into a wooded gorge. Vehicles and large, heavy pieces of machinery (such as several 500-kw generators) are stored above ground in the warehouse. The records, weapons, ammunition, food, and other supplies are stored inside the caverns, where the temperature remains cool and constant year round.

Route: Along Highway 40 to the top of Chestnut Ridge, south on an unnamed road about 10 kilometers through the woods, then east down the face of the ridge to an old campground. The cavern area has been blocked off by a chain link fence and padlocked gate, and numerous signs saying "U.S. MILITARY RESERVATION-KEEP OUT" mark the area entrance. The parking lot and building lie about 100 meters further down the hill, overlooking a steep-sided, wooded gorge. The area is remote enough to attract few casual visitors.

Clue: "Above Uniontown…south on the ridge…in Laurel…Laurel…"

Rumor R: "The Government's been messing with people in these parts before, and we don't like it! Why, I remember when some government fellas came through six...eight years back. Put one of our biggest tourist attractions out of business, they did, 'cause they needed a place to practice mountain climbing. Shoot! Mountain climbing! There's mountains all over this state

they could've used without putting people out of business!" (If questioned further, the speaker will identify the place put out of business as Laurel Caverns.)

CORAL CAVERNS

Coral Caverns is a natural cave located just south of the Pennsylvania Turnpike, a few kilometers west of Bedford. It is well known in the area as the location of a unique, underground coral reef, as well as of unusually large and beautiful stalagtites and stalagmites.

The background for Coral Caverns is similar to that for Laurel Caverns. The government bought up the surrounding lands in order to secure a place for "special Army maneuvers." The building at the entrance has been enlarged and rebuilt, and now resembles a windowless warehouse or storage shed. As at Laurel Caverns, vehicles and heavy equipment are stored above ground in the shed, while records, food, weapons, and supplies are stored in the caves.

Route: Along Pennsylvania Turnpike or Route 30 to Highway 31, west of Bedford. The caves are located just south of 31 at the small (now deserted) village of Mann's Choice. A large picnic and recreational area and parking lot has been blocked off by a tall, chainlink fence, and there are signs on the fence saying "UNITED STATES DEPARTMENT OF AGRICULTURE RESEARCH STATION-KEEP OUT!"

Clue: "You've got…choice…a man's choice..." (Of course, he was trying to say "you've got to go to Mann's Choice," and "at Mann's Choice" but the referee should make the dying Fitzpatrick's words sound like "a man's choice.")

Rumor R: "Yeah, the government was always poking its nose in where it wasn't wanted, and I for one am glad they're gone! They came through Bedford County a few years ago, buying up land for some sort of military reservation. 'Maneuvers', they called 'em. Huh! What'd they need to go and make folks move out for? There's lots of good places to hold their damn wargames where they wouldn't have to disturb good, honest folks!" (If questioned about the site of these maneuvers, the speaker will say "Oh, up by Mann's Choice, somewheres. Place used to be a bustling little town, quite a tourist attraction…but it's all shut down now, thanks to *them!"* If further questioned about the tourist attraction, he will mention Coral Caverns.)
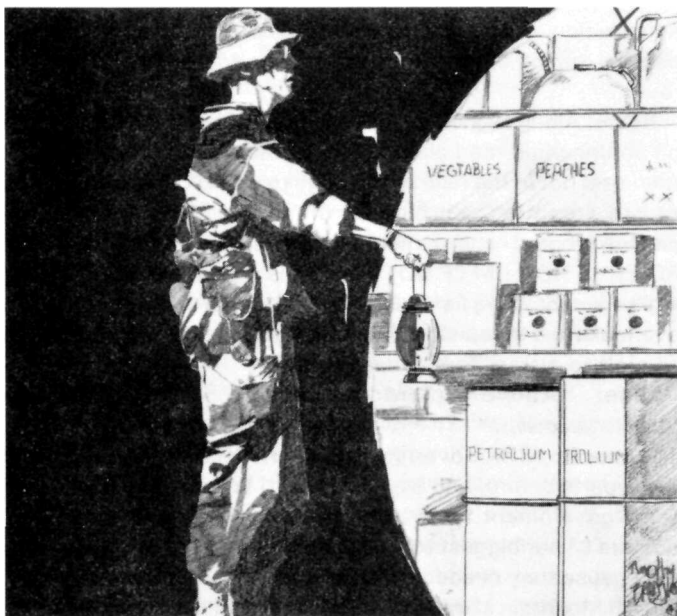
LAUREL RIDGE

Laurel Ridge is the next major ridge in line east of Chestnut Ridge. Its summit forms the eastern border of Westmoreland County with Somerset County, and it gives its name to the Laurel Highlands of the Westmoreland/Somerset/Fayette County areas.

The entire length of the ridge from Johnstown on the north to Ohiopyle in the south is occupied by a woodlands set aside as a state park. Vast in extent in some areas where it joins state game lands, only a few hundred meters wide in others where it threads past public and private property, it is the setting for the Laurel Highlands Trail, a hiking area which extends for well over 100 kilometers from Ohiopyle to Johnstown. Most of the trail is inaccessible except on foot, but the trail crosses all of the east-west highways mentioned elsewhere in this module, and there are access roads and small parking areas at trail heads close by each road.

If this option is chosen, the referee may determine exactly where, in the line between Johnstown and Ohiopyle, the cache is to be located. It should be placed near one of the major roads or highways, because the government personnel who were placing the cache would have been looking for an easily accessible site. According to this scenario, the government closed down one part of the state park for a period of about a year just before the war, using the story of military wilderness maneuvers as a cover, and actually hollowed out a large, underground storehouse without disturbing the soil and trees above it. It is also possible that a convenient, previously unknown cave system similar to that at Laurel Caverns was discovered and utilized.

There will be little to mark the site location. It will be reached by entering the parking area close by a trail head off one of the main roads. A dirt road will be visible leading from the parking area into the woods. The road will run for about a kilometer into the forest and end at what appears to be a small, dilapidated, and padlocked ranger's supply shed built into the side of a steep bank.

The shed is, in fact, the facade to a tunnel entrance. All of the supplies, including vehicles and heavy equipment, are stored a short distance further inside—though the building must be dismantled or wrecked to allow the vehicles passage out of the hill. Referees with a devious twist of mind may have the inside of the shed appear to be a dead end, a single room empty save for cobwebs, dust, and debris, but with a fake back wall which opens when the proper control (such as a loose floorboard) is manipulated.

Route: Along the nearest main highway to a dirt road leading to a trailhead parking area. Any of several roads can be used. The trailhead just south of Route 30 is particularly recommended as a good site if the referee wants to increase the strategic importance of Route 30 and the nearby town of Ligonier in the scenario. At the Pennsylvania Turnpike, a tunnel takes the Laurel Highlands Trail under the highway, but there is no trailhead. Highway 40 passes several kilometers south of the trail (which ends at the town of Ohiopyle, on the Youghiogheny River), but the trailhead can be reached from a dead-end alley in a residential portion of town. Here, the cache could be hidden below the forested cliffs and slopes which rise on the north bank of the Youghiogheny River. The fact that the tracks of the Baltimore and Ohio Railroad lie between these cliffs and the water's edge might explain how the government brought the cache supplies

into the area without their being seen.

Clue: The referee may wish to reshape the clue to better fit the precise area where he has located the cache. An example might be, "It's hidden well...ranger's shack...you'd never know it. Laurel...trail...Route 30. Watch...watch for the loose floorboard..."

Rumor R: Again, the rumor should be tailored to fit the exact circumstances. "Yeah, the government's always sticking its nose in where it's not wanted. Why, I remember here a few years back...was it '94? Maybe '95. Anyway, the government people came in and shut down the hiking trail, fer God's sake! Claimed it was 'military wilderness training,' or some such damned foolishness. Hell, everybody knows they train at places like Camp Lejeune! There's no reason to move in on folks way out here, shut down our hiking area, run heavy equipment in and out for months at a time, all just for maneuvers!" (If questioned more closely, the speaker will describe the trailhead where this activity took place and identify the "heavy equipment" as bulldozers, steam shovels, and dump trucks, rather than tanks or other traditionally military vehicles.)

ALLEGHENY TUNNEL

Allegheny Tunnel lies on the Pennsylvania Turnpike in eastern Somerset County, midway between Somerset and Bedford. It passes through Allegheny Mountain, the ridge which has given its name to this entire mountain area. The tunnel is long, straight, and, in 2001, in remarkably good condition considering that it is no longer kept in repair.

If the referee chooses this as the site of the lost cache, the supplies will be stored in a large and secret storage area on one side or the other of the tunnel itself. The main entrance will be by a dirt road leading from a turnpike service area access road just north or south of the highway. The entrance may be on either the east or the west face of the mountain and will be disguised as a padlocked and disused shed similar to that described under Laurel Ridge, above. The storage area may also be reached through a dank and unused passageway leading from the administrative and service areas of Allegheny Tunnel itself.

The cache itself will be a broad, low-ceilinged, unlit room with records, supplies, and equipment crated and stacked on wooden pallets.

Route: Along the Pennsylvania Turnpike, midway between Bedford and Somerset.

Clue: "The cache...it's...it's in Allegheny Mountain...in Allegheny..." (The referee should endeavor to confuse the listening players with the speaker's dying words. The cache is in Allegheny Mountain, as well as in the Allegheny Mountains. If this clue proves to be too subtle, further revelations might be made, such as "it's funny...in a way. Thousands of people...everyday...driving right through the mountain...never seeing...never seeing...")

Rumor R: "Hell, the government's always throwing its weight around. Never know what the hell they're doing. Like, oh...a few years back. I remember, just before the war, they came and shut down the tunnel for a while. Claimed a big military convoy was coming up the turnpike. They had me with a crew that was keeping eastbound traffic off that section of the turnpike, y'know? And y'know, that convoy never did come through! Those idiots had us tying up traffic all along the turnpike for six solid hours, and that convoy never showed up!"

If questioned further, the speaker—who was either a member of a military unit, a state policeman, or a road worker at the time—will say that he was stationed at Somerset, the first turnpike exit west of the Allegheny Tunnel, keeping the section of turnpike east of Somerset free of traffic. The convoy was supposed to arrive from the east early on that morning, but it never did. The reason, of course, was that it stopped at the tunnel, unloaded its cargo, then returned to Washington, DC.

ABANDONED TUNNEL

This cache site is similar to Allegheny Tunnel, above, but refers to one of two other abandoned tunnels in the same general area.

The first used to be the turnpike's route through Laurel Hill, but the turnpike was rebuilt several kilometers north of its old course and the tunnel was closed about 30 years ago. The ends of the tunnel were sealed off and the tunnel forgotten...until someone stumbled upon the information in Washington and decided that a sealed, abandoned highway tunnel would make a splendid location for a secret supply cache.

If this scenario is chosen, the tunnel will appear overgrown, dilapidated, and sealed over with concrete blocks. A careful search through the underbrush along the hillside will reveal what appears to be a storm cellar door, padlocked, rotten, and crumbling. The door is stronger than it looks, however, and leads through an unlit, low-ceilinged passageway to the interior of the tunnel, which is piled high with vehicles, crates of supplies, weapons, records, and gear. The concrete block walls must be blown open to get the vehicles and supplies out.

Route: Route 31 east of Somerset to an unnamed dirt road north of Bakersville. An overgrown dirt track leading through trees and underbrush will lead to the walled-off tunnel described above.

Clue: "You know...there used to be two tunnels on the...the..." (If this clue is too subtle, the speaker could recover enough to add "Bakersville...where the turnpike used to go through...")

Rumor R: "Now you tell me if it makes any sense. Way back in...oh, musta' been '68...'69 mebee, the guv'mint decided to reroute the Pennsylvania Turnpike. Left that old tunnel through Laurel Hill...used t' be a tunnel for the lumber trains, but it was used by the Turnpike people...left it high and dry, bricked off and abandoned. Then, a few years back, there's government types poking around and asking damn fool questions about that unused old tunnel! Hell, why can't those bureaucrats keep things straight?"

ANOTHER ABANDONED TUNNEL

In 1883, a series of nine tunnels were dug through the Pennsylvania mountains by a railroad which was planned to break the monopoly over lumber transport held by a rival. While the railroad's owner was away, the company was sold to the rival and the project abandoned. Six of those nine tunnels were later used by the Pennsylvania Turnpike. One of them was the abandoned tunnel described above.

Another, the only one actually used by a railroad, was in service for some time, then abandoned. It is located in Allegheny Mountain just north of the Allegheny Tunnel, described earlier. The overgrown scars of that old tunnel are still visible from the turnpike itself.

If this scenario is chosen, the description of the cache will be identical to the cache in the abandoned tunnel described above. It is reached by a dirt road leading from a service area close beside Allegheny Tunnel, on the east face of the mountain.

The outside of the tunnel is low and almost completely overgrown. Inside, the opening is sealed off with concrete blocks. A door leading in is nearby, disguised as the cover for a cistern or septic tank. A padlocked lid swings open, revealing a low-ceilinged passageway leading into the mountain. The concrete wall must be destroyed to get equipment and supplies out.

Route: Turnpike to east side of Allegheny Mountain. Follow a dirt track north from turnpike service area down the face of the ridge to the opening, which is visible to careful observers from the turnpike.

Clue: "Allegheny Tunnel...There's another...close..."

Rumor R: This rumor can be the same as that given for *Allegheny Tunnel,* above. Careful interrogation of the speaker may reveal that construction crews had been in the area around the Turnpike tunnel for weeks before. "There was a lot of talk," the speaker will say, "about opening up the other tunnel again, but nobody could figure out why." If questioned further, he will relate the story of the logging train tunnel which has been abandoned for nearly a century now.

MOUNT DAVIS

Mount Davis is the highest peak in Pennsylvania, with an elevation of 3213 feet. Because the surrounding area is part of a larger ridge, called Negro Mountain, the summit of Mount Davis does not feel particularly high, and there is even the impression that surrounding ridges to the north and south are higher, but the effect is an illusion. The area has been a state park and recreational facility for some time, with a 50-foot lookout tower at the top. Several miles of hiking trails circle through the immediate area.

If this scenario is chosen, the government closed off the park for "military maneuvers," then built a shelter (or improved on a recently discovered natural cavern) in exactly the same way as described under Laurel Ridge above. All details are the same, including the padlocked and innocuous-looking shed or ranger cabin through which access is gained to the storage facility.

Route: Route 40 to Route 523 just east of Youghiogheny River Lake, north to Listonburg, then 18 kilometers east on an unnamed road to another road in very poor repair just before a microwave relay tower on top of the ridge. Turn right and travel south past a parking area close by the lookout tower marking the high point. This road, known locally as South Wolf Rock Road, leads to the cache site in the side of a ridge one kilometer south of the high point. The cache appears to be *a* ranger's cabin or storage shed, visible from the road.

Clue: "High...high point. Find it...just south...Mount..."

Rumor R: "Yeah, I'll never figure the government out. Why, I remember, back in '95...maybe '96, they closed off the whole of Mount Davis for some damn fool bunch of Army maneuvers. I never did figure out what that was about. Training for mountain troops, they said. Shoot...Pennsylvania's mountains're pretty...but if the government wanted mountains, they should've gone to Colorado!"

BOYERS

Boyers is an unexpected twist for players who are convinced that the supply cache lies in the Allegheny Mountains. Boyers is a small town in northern Butler County, 8 kilometers south of Route 80. It is the site of an underground complex devoted to the storage of duplicates of the government's social security records.

If this scenario is chosen, the government personnel studying the cache plan known as SRS-17374-2 decided that a great many taxpayer dollars could be saved if an existing facility could be used rather than building a new one from scratch—a rare example of bureaucratic farsightedness. Room was made for vehicles, weapons, food, and equipment among crate upon crate of stored government forms.

This scenario will offer a special problem in that it is located deep in decidedly hostile territory. Butler County has been ravaged by the marauder bands, and its stability and productivity have been ruined by the influx of refugees from the west. Many of the original citizens of Boyers knew of the location of the underground storehouse, though none knew that the mysterious convoy which arrived from the east late one evening carried the bulk of the supplies for SRS-17374-2. When the marauders came, most of the local inhabitants fled or were killed, and the people who settled in the area knew nothing of the social security storage vaults, much less of a hidden government supply cache. Those who did know weren't talking.

But to get the supplies out, the characters will have to arrange for the marauder hold on the region to be broken, or they will find themselves with a priceless cargo of weapons and supplies, surrounded by the White Death's army, with the nearest possible help a very long way away indeed.

Route: South on 308 from Route 80, or north on Route 8 from Butler to 308 north. The complex has been disguised as a storage shed which is empty save for litter and debris. As described for a ranger cabin above, a loose floorboard opens a back wall, which exposes a sloping concrete ramp into an underground storage area.

Clue: "Had 'em all fooled! We didn't dig a new storage place. We already had one...Butler County...Boy..."

Rumor R: "I don't know about hidden supply depots, but the government had an underground facility up in Boyers, someplace. They had all sorts of old records stored there...social security, IRS, military service records...that kind of stuff." (Depending on the situation, if the characters have managed to befriend a local inhabitant near Boyers, one who was here before-the war, he may prove willing to tell the characters about either the social security storage facility, the convoy, or both.)
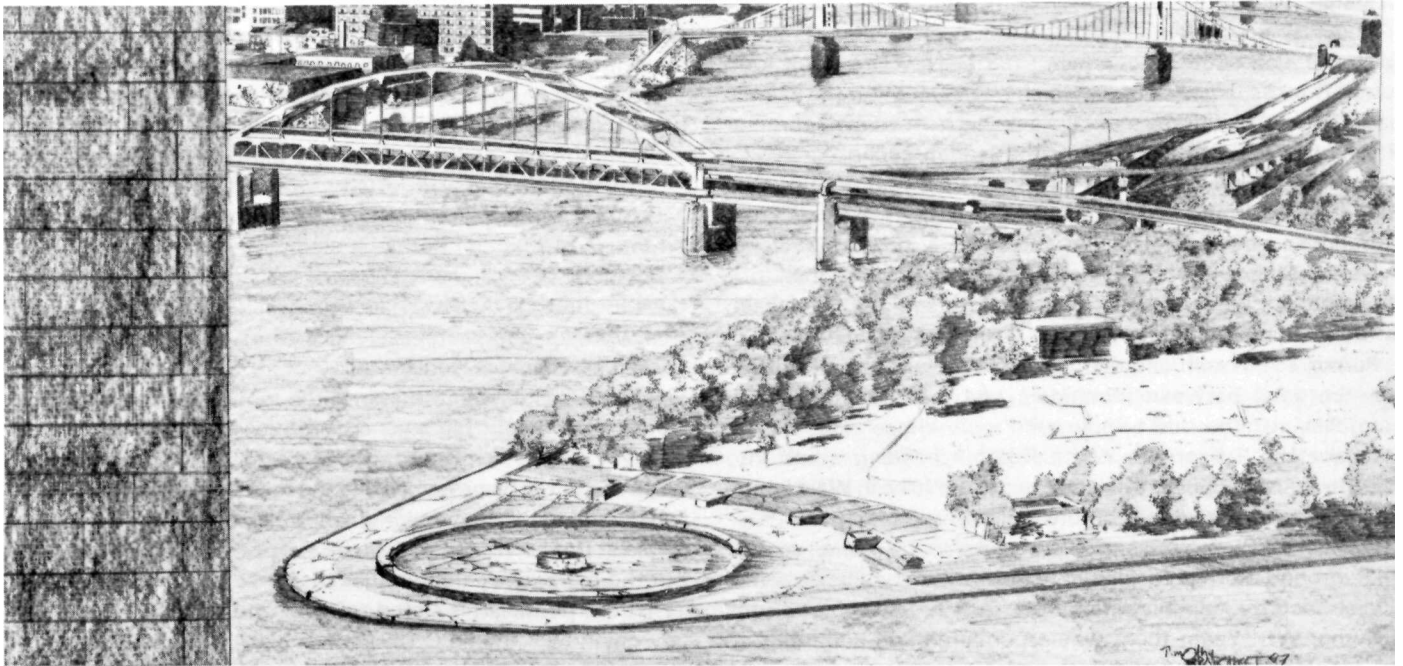
The Land: Part I

The following sections describe various towns, cities, areas, and points of interest the characters may visit during the adventure, discussing them area by area. The first section deals with western Maryland, through which the characters will be travelling en route to western Pennsylvania. The second encompasses the Allegheny Mountains of Pennsylvania. The third covers the western Pennsylvanian counties occupied by refugee camps and marauder bands.

Note that only a few representative towns are mentioned in each area. Other villages and towns may be encountered which are not specifically described, or the players may elect to follow back roads not listed here. In such cases, the referee should simply use encounter and rumor tables for other areas or villages similar to those in which the characters find themselves. Of greatest importance are the roads and highways, which provide the only good transportation routes through the mountains.

A single list of rumors is presented for all rumor results in Maryland or Pennsylvania. Likewise, a single interrogation results table is given for all situations where an NPC is being questioned at any time in the game.

The referee should feel free to alter any rumor or interrogation result in order to better fit it into the developing story.

RUMORS

Rumor A: "The White Death is the real power in western Pennsylvania right now. Fitzpatrick's nothin!"

Rumor B: "We're going to starve! There's not enough food in all of western Pennsylvania to last us through next winter!"

Rumor C: "The Allegheny Warlords are a power to be reckoned with! Their numbers and strength are growing in leaps and bounds."

Rumor D: "There are lots of rumors going around about stockpiles of food up in the mountains...Ligonier, Donegal, places like that. Those people have been hoarding their food and keeping it a secret! They ought to be made to share with the rest of us!"

Rumor E: "Something big is in the wind. The White Death is planning to move east with every man he can muster!"

Rumor F: "Seems that folks in the Allegheny Mountains don't want visitors. The roads are closed through the mountains."

Rumor G: "Watch yourself if you're heading west! The marauders out towards Pittsburgh have been banding together into some sort of army, and that means trouble!"

Rumor H: "There's been a massive rising in the Allegheny Mountains. All those survivalist freaks and militias and marauders up there are setting up their own little country."

Rumor I: "I hear the Pennsylvania Turnpike is closed east of Donegal. Don't know why."

Rumor J: "Have you heard? There's supposed to be a giant storehouse of food and weapons hidden at Ligonier! Guy I talk to says they've got enough stuff to last for years!"

Rumor K: "There's a fight shaping up...a big one. All those marauder bands out in Allegheny County are getting restless...and there's talk about them moving east."

Rumor L: "A big battle was fought a couple of days ago in Westmoreland County...place called New Stanton. A bunch of mountain men broke up an Allegheny Warlord encampment...but them Warlords'll be back, yessir!"

Rumor M: "There are caves all over through the mountains. What's that one...Luray? No...Laurel...Laurel Caverns. That'd make a great place to hide out from marauders."

Rumor N: "This character that calls himself the White Death. I hear he's got some sort of capital set up out towards Pittsburgh someplace. Not in Pittsburgh...but in Monroeville, east of there. You want to run into the White Death, that's the place to go."

Rumor O: "Jeremy Fitzpatrick used to be a congressman, but he's turned marauder now. He's leading that whole bunch of bandits that call themselves the Allegheny Warlords."

Rumor P: "Fitzpatrick's put together a government of sorts, brought all the marauders together under one leader. He rules them from his headquarters in Monroeville...out of what used to be a shopping mall."

Rumor Q: "There were lots of Army and government types moving through here before the war. Convoys, secret

maneuvers, stuff like that."

Rumor R: Rumor R is a special result which refers the referee to the section entitled *Location of the Cache.* The exact form rumor R takes depends upon which cache location the referee has chosen. The referee may make up his own version of rumor R if he has his own location for the hidden cache.

Rumor S: "Some guy came through here a year or two back. Said he was from Washington, and that there was this lost storehouse of supplies hidden somewhere in western Pennsylvania. Claimed he'd been with the crew that hid the stuff. He didn't say where the place was. Never saw the fella again, in fact. I think bandits got him, out west of here."

Rumor T: "Watch yourself in Westmoreland County. It's a free-fire zone between marauders and mountainmen. Walk careful there. You don't know who's on whose side."

Rumor U: "I hear the White Death's heading south into Fayette County. Could be he's out to get the folks in Washington County that stopped him before at Mount Washington!"

Rumor V: "I understand there used to be some sort of underground storage facility up in Butler County somewheres. Social Security Administration kept their records there."

Rumor W: "Yeah, there was an underground somethin' at Boyers. Place is empty now, though."

Rumor X: "The state government's gone to hell just like Washington. Maybe we need a strong man like Fitzpatrick to bring everybody together again!"

Rumor Y: "The Allegheny Warlords will establish law and order and government! Their next move will be to make those selfish mountain people share their hoarded stockpiles of food and clothing. Then the Warlords will be in a position to bring order to all of Pennsylvania...and then to the East Coast!"

Rumor Z: "I heard Vandergrift was destroyed..."

Rumor AA: "The White Death has a thing about the commander of the militia up above Uniontown. He's vowed to take her alive!"

Rumor BB: "There's some kind of trouble between the people up in the Allegheny Mountains and the government. I heard a revolution had started or something."

Rumor CC: "Everybody in Pittsburgh died of the plague."

Rumor DD: "Some politician or other's gone and set up a new government. He controls everything west of the mountains. I knew sooner or later the politicians would get in control again..."

Rumor EE: "Have you heard about New America? Maybe this country's going to be strong again, with the right people in charge."

Rumor FF: "I've heard the government's moving back into this area for real and good. Shoot...that's all we need is them tryin' to run things again!"

Rumor GG: "That militia group, Bradley's Irregulars. Huh! Bradley's Marauders, more like it. They're no better'n bandits."

Rumor HH: "Bradley's people are supposed to protect us. That's a laugh! He burned one town that wudn't pay his 'tax.'"

Rumor II: "If you want gasoline, Breezewood's the place to go. Fellow I know says there's millions of gallons still hidden there, from before the war."

Rumor JJ: "There's caves up near Mann's Choice. That might be a good hiding place."

Rumor KK: "I hear the government's sent an expedition into the area. What do you suppose they want?"

Rumor LL: "You want to get the straight word, the man to see around here is Colonel Jurgen. You can find him sometimes up around Ligonier."

Rumor MM: "The marauders are monsters! Burning, raping, pillaging...and that Colonel White is the worst! He used to call himself the White Death...and he's insane! Stark, raving mad!"

Rumor NN: "The folks up in the Laurel Highlands, they don't have a chance! They're outnumbered hundreds to one!"

INTERROGATION RESULTS

Result A: The White Death has his capital in Monroeville...in what used to be an enormous shopping mall.

Result B: The Allegheny Warlords will be attacking the mountains in three days. The assault is described as a "big push" that will clear the Laurel Highlands of mountain men and survivalist rabble once and for all.

Result C: The main thrust into the mountains is going to be along one particular highway. The referee may name whichever highway (Route 30, Route 40, Route 130, the Turnpike) corresponds to the plans he has had the marauder forces form. The NPC may identify several highways as part of the campaign.

Result D: The White Death is the *real* power behind Fitzpatrick, but the marauder chieftain may dispense with him very soon. "That old politician is slated to meet an unfortunate accident any day now," the NPC says.

Result E: There are dozens of secret stockpiles hidden in the mountains. The NPC has heard that there are National Guard armory weapons stashed away in Ligonier, and enough food reserves to last for years. If the NPC is a marauder, he will add that the White Death is going to see to it that those supplies are distributed "to the people."

Result F: The commander of the militia in Fayette County is a gorgeous woman. She leads a band called Alli's Rangers.

Result G: The militia in the area between Bedford and Somerset aren't any better than common bandits. They loot homes and farms, rape women, shoot those who stand up against them, and generally act no better than the marauders out towards Pittsburgh.

Result H: There have been no big government stockpiles found in the mountains. The NPC is certain that, had such a cache been found, he would have heard about it.

Result I: The NPC has heard rumors about a powerful marauder leader somewhere up in western Pennsylvania, some guy who goes by the name "The White Death."

Result J: The NPC knows the head of the Washington Militia is an ex-Marine named Fairbanks. His HQ is in Little Washington.

Result K: The NPC knows the Ridgerunners are led by Kenneth Jurgen, and that his headquarters is in Ligonier.

Result L: The NPC knows that Allison Sanders is the commanding officer of Alli's Rangers, and that her headquarters is usually in Ohiopyle, "right across the road from the Falls."

WESTERN MARYLAND

Western Maryland is discussed as a single, unified area, with one set of rumor and encounter tables for the entire region. The discussion assumes that the adventure begins with the characters leaving Civgov-controlled territory near Frederick.

Western Maryland is a region of small farms, small communities, and a couple of fair-sized towns interspersed with sections of rugged hills and forest which grow more frequent and more extensive the farther west one travels. Most communities are self-sufficient and independent, though some have been ravaged by disease or by marauder bands.

The land is an extension of the ridge-after-ridge highlands of the Allegheny Mountains of Pennsylvania. Numerous in-

dividuals and small bands of people escaped from the cities and are living an independent existence in the backwoods and secluded valleys of the mountains. Most of these people want only to be left alone. They will ignore convoys or armed parties travelling on the highways through their area and will vanish into the ridges and woods if approached. A few are marauder bands which will attack any party they outnumber.

Referees who have access to *Airlords of the Ozarks* will remember that the national headquarters for the movement known as New America is located in the Shenandoah Valley of Virginia. At the referee's option, bands of NA troops (recognized by their white-star-on-blue armband emblems) may be encountered anywhere throughout the area. Such encounters are especially likely between Frederick and Hagerstown. The referee may substitute encounters with New American forces for encounters with marauder bands as desired.

Cities and Towns: Frederick, Hagerstown, and Cumberland.
Small Towns and Villages: Hancock and Clear Springs.
Important Highways and Roads: Route 70, Route 1 5, Route 81, Route 40, and Route 220.
Other Features: Potomac River.

AREA RUMOR TABLE		GENERAL ENCOUNTER TABLE	
Die	*Result*	*Die*	*Result*
2	EE	2	Shots
3	BB	3-4	Abandoned vehicle
4	DD	5	Animal
5	H	6-7	Civilians-1
6	G	8	Hunters
7	F	9	Refugees-1
8	D	10-11	Marauders-1
9	J	12	Special danger
10	M		
11	Q		
12	CC		

FREDERICK

With a population of almost 30,000, Frederick was one of Maryland's six largest cities. Unfortunately, it was also the location of Fort Detrick and the U.S. Army Research Laboratories. Well known as an important cancer research center, the site was also reputedly the Army's center for biological warfare research. The blast which destroyed the center was several kilometers from town. Much of Frederick has been reduced to rubble, and some iron and steel structures are still dangerously radioactive.

Few people live in the area now. The Civgov forces of the 228th Infantry Brigade have established outposts in the area, which marks the westernmost limits of Civgov control in Maryland. Since most of the locals fled long ago, there is little likelihood of civilian encounters here.

Frederick is still important as a nexus of western Maryland's road net. It forms the northwest corner of a triangle with Baltimore and Washington and is linked with those cities by broad, modern highways having two or three lanes in each direction. Highway 70 and Route 40 come from Baltimore and the east, pass south of the town, and continue northwest towards Hagerstown. Route 15 runs north to Thurmont, Emmitsburg, then across the Pennsylvania border to Gettysburg. Route 340 runs southeast towards Harpers Ferry and the Potomac River.

The characters will find very little of interest to keep them in Frederick. Government forces have picked through the rubble, and scavengers have moved through repeatedly after that.

All highways within several kilometers of Frederick have been heavily damaged by the overpressure of the nuclear blast, many have been blocked by rubble, and travel is slow. Rolls for rumors or information should be made on the area rumor table. Any encounters are at the referee's discretion.

HAGERSTOWN

Before the war, Hagerstown had a population of over 35,000. It was an important highway crossroads in western Maryland, astride Highways 70 and 40 at the point where Highways 11 and 81 come north from Winchester on their way to Chambersburg, Pennsylvania.

Its location guaranteed that large numbers of refugees from the eastern cities would pass through on their way to havens real or imagined in West Virginia, the Shenandoah Valley, and western Pennsylvania. Much of the town was destroyed late in 1997 by fires and rioting mobs when local food supplies ran out, and rumors spread that the townspeople were hoarding.

The central and western portions of town are still partially in ruins. Townspeople have been returning during the past years, however, and rebuilding, and a militia has been established. Outsiders are viewed with suspicion.

The encounter results are explained at the end of this section.

RUMORS & INFORMATION		ENCOUNTER TABLE	
Die	*Result*	*Die*	*Result*
2-4	FF	2-3	Abandoned vehicle
5	BB	4	Animal
6	CC	5-6	No encounter
7	DD	7	Farmers/Civilians
8	EE	8-10	Militia
9	F	11	Shots/Marauders
10	G	12	Marauders-1
11	H		
12	Q		

Shots/Marauders gives the referee his choice between shots from hidden attackers, or the marauders described earlier.

CUMBERLAND

Cumberland is the largest town in the extreme western part of Maryland's panhandle, with a population before the war of over 26,000. Like Hagerstown, it is a highway crossroads.

Cumberland has been raided several times and the population is wary of strangers. A militia patrols the area, intercepting parties of strangers and turning them back. The militia has been in contact with Alli's Rangers.

RUMORS & INFORMATION		ENCOUNTER TABLE	
Die	*Result*	*Die*	*Result*
2	F	2	Refugees-1
3	G	3-5	Abandoned vehicle
4	D	6-7	No encounter
5	K	8	Farmers/Civilians
6	H	9	Militia
7	BB	10	Marauders-1
8	CC	11	Animal
9	DD	12	Shots/Marauders
10	EE		
11	FF		
12	AA		

HANCOCK

Hancock was a town with a population of 2000 before the war. Its chief importance was as the highway junction where Route 70 came down from Breezewood, Pennsylvania, and joined Route 40. Hancock lies at the thinnest point of the Maryland panhandle, with Pennsylvania to the north, and with West Virginia across the Potomac to the south.

Most of Hancock's residents have withdrawn into the surrounding hills and woods, and the current population numbers a few hundred. Most of the local people had been owners of service businesses such as gas stations or motels and were out of work once the war began. Those who had families to go live with nearby did so. Others joined small bands of refugees or survivalists living in the hills or drifted north or south to join more protected communities. A few older families still remain in the area, farming their land and living rugged but self-sufficient lives. One family operates a raft which makes passages carrying people and freight up and down the Potomac in exchange for food or other barter.

RUMORS & INFORMATION

Die	Result
2-3	G
4	J
5	I
6	F
7	Q
8	BB
9	CC
10	DD
11	EE
12	S

ENCOUNTER TABLE

Die	Result
2-5	Abandoned vehicle
6-8	No encounter
9	Civilians-2
10	Marauders-2
11	Animal
12	Shots/Marauders

CLEAR SPRINGS

Clear Springs is a small, Maryland town with a prewar population of a few hundred, located on Highway 40 between Hagerstown and Hancock. Clear Springs is listed here as representative of the many small towns scattered throughout western Maryland on and off the major highways through the region.

The local population has remained more or less unchanged by the war. Some townspeople have left or died; newcomers have come from elsewhere in the state to stay with friends or family. The population lives by farming and hunting. One or more storehouses or grain silos in or near the town are used to store food for the entire population. Most of the men are armed at all times with handguns, sporting rifles, or shotguns. There is nothing like an organized militia, but the town is small enough that an alarm shouted by one citizen will bring armed men from every direction within a few minutes.

Strangers are looked on with suspicion, though patience and tact may result in an exchange of information for ammunition or weapons. Any character with medical (MED) skill will be able to win the townspeople's goodwill by treating several of the local children who have infections or are sick.

Rolls for rumors are made on the general rumor table, encounters are per general encounter table (Civilian-1 becomes Civilians-2 or Civilians-3; and Marauders-1 becomes Marauders-2).

MAJOR HIGHWAYS AND ROADS

Western Maryland is traversed by several important highways.

described below. Use the general rumor table for rumors and information acquired while travelling along Maryland highways.

ROUTE 70/ROUTE 40

Route 70 is the main east-west route between Pennsylvania and Baltimore. It follows the old National Pike (Route 40) until it reaches Hancock, where it turns north into Pennsylvania, joining with the Pennsylvania Turnpike at Breezewood. Route 40 continues west from Hancock, but the table applies only to that part east of Hancock. Parts of both highways are in bad repair near Frederick, but travel beyond Frederick will be unimpeded.

Rolls for rumors are made on the general rumor table, encounters are per general encounter table (Civilians-1 becomes Civilians-2 or Civilians-3 at the referee's discretion; and Marauders-1 becomes Marauders-2).

ROUTE 15

Route 15 runs generally north past Frederick towards Emmitsburg and on to Gettysburg, Pennsylvania, and beyond. The Fort Detrick Research Center was on Route 15 just north of Frederick, and several kilometers of the highway in that area are impassable due to debris from fallen buildings, the hulks of autos and trucks, and fallen trees. Further north, 15 runs through Thurmont, and past Catoctin Mountain Park. This was the location of Camp David, and a target for a Soviet SSBN. As a result, the road is made impassable by debris in this area as well. The area along the highway is sparsely settled now.

Rolls for rumors are made on the general rumor table, encounters are per general encounter table (Civilians-1 refers to the encounter Civilians-1 if the characters are in the immediate blast area of one of the two nuclear detonations, and to Civilians-2 elsewhere).

ROUTE 81/ROUTE 11

Route 81 comes north out of the Shenandoah Valley, passes Hagerstown, and continues north towards Chambersburg. It parallels Route 11, and the table below applies to both.

ENCOUNTER TABLE

Die	Result
2	Animal
3-7	No encounter
8	Civilians-2/Civilians-3
9	Marauders-2
10-11	Abandoned vehicle
12	Shots

Civilians-2/Civilians-3 allows either, at the referee's discretion.

ROUTE 40

After following Highway 70 from Baltimore all the way to Hancock, 40 rises sharply into the mountains west of Hancock and continues into the Maryland panhandle. At Cumberland, old (or Alternate) 40 is paralleled by a modern highway which is numbered Highway 40, 49, and 219, and the encounter tables below are applied to travel on either roadway. At the tiny town of Keyser's Bridge, Alternate 40 splits off from 219 (which turns south) and 48 (which continues west towards Morgantown, West Virginia), and runs northeast into Pennsylvania, to Uniontown and Washington, and beyond.

Route 40 was once known as the National Pike, the first National highway in the United States. It closely follows paths surveyed by George Washington and General Braddock before

and during the French and Indian War. The first battle of that war was fought by George Washington north of where 40 now crosses the ridge above Uniontown, and he later built, defended, and finally surrendered Fort Necessity a few kilometers to the east. From the characters' points of view, it provides a relatively easy path across the mountains and straight into Fayette County, Pennsylvania.

Rolls for rumors are made on the general rumor table, encounters are per the Route 81/11 encounter table (allow a DM+3 in Pennsylvania; any result of 13+ is with Alli's Rangers; Civilians-2/Civilians-3 yields either encounter).

ROUTE 220/ROUTE 219

Route 220 crosses Route 40 in Cumberland, Maryland, then runs north northeast into Pennsylvania to the town of Bedford, on the Pennsylvania Turnpike. The road is relatively flat and straight, running along a valley between two mountain ridges.

Route 219 parallels 40 for a short space in Maryland before cutting north into Pennsylvania. It cuts back and forth along the ridgelines of Somerset County, crossing the Turnpike near Somerset and continuing north into New York.

Both highways offer convenient routes into the Pennsylvanian mountains from western Maryland.

Encounters are per the Route 81/11 encounter table, DM+3 within 20 km of Bedford (Civilians-2/Civilians-3 becomes Civilians-4, any result of 13+ is with the Bedford Irregulars).

POTOMAC RIVER

The Potomac River forms Maryland's southern boundary with Virginia and West Virginia. Measured from the rising of its north branch near the extreme western tip of Maryland, it runs for 383 miles through the Appalachian Mountains, past the ruins of Washington, DC, and into Chesapeake Bay. Most of the river above Cumberland is dead, more acid than vinegar in places because of the runoff from abandoned coal mines in the area, but most sections downriver to just above Washington still have fish. Most of the area is woodland, though resorts and recreational areas dot the riverbank. The Chesapeake and Ohio Canal parallels the Potomac from Cumberland to the District of Columbia along the north bank. Made obsolete by railroads by the time it was opened in 1850, in operation until 1924, the canal now has water in only a few short segments. The tow path is open all the way from Cumberland to Washington, however, and until the war was one of the nation's most popular hiking trails.

The player characters may choose to follow the Potomac River northeast towards Pennsylvania. Highway 340 runs southwest from Frederick to a point on the river just below the confluence of the Potomac and the Shenandoah at Harpers Ferry. They could then follow the river to Cumberland or beyond, leaving it to turn north at Hagerstown, Hancock, or Cumberland.

The river is navigable for stretches of various lengths by shallow-draft rafts or small boats but is blocked at places by falls and rapids, mud shoals, and places where storms and flooding have brought down trees and rockslides. Some civilians along the river may have boats of their own with which they will ferry the characters as far as the next set of rapids for an agreed-upon fee. The river is watched both by marauder bands and by civilians on the lookout for marauders, both of whom are likely to take shots at strangers on or near the water.

The encounter table below is for travel both on and alongside the Potomac River. "River Impassable" applies to travel by boat and indicates that the river is blocked by falls or other obstacles. This result should be treated as "No Encounter" if the characters are on the shore, though the referee may elect to apply that result to blockage of the trail by landslides or fallen trees.

ENCOUNTER TABLE

Die	Result
2	Animal/Special danger
3-6	River impassable
7-9	No encounter
10	Civilians-2
11	Shots/Marauder
12	Marauders-3

ENCOUNTER RESULTS

Alli's Rangers: The characters encounter 2D6 men and women belonging to the militia group Alli's Rangers, as described under *Encounters With Local Militias.*

Bedford Irregulars: The characters encounter 2D6+3 men belonging to the Bedford Irregulars, as described under *Encounters With Local Militias.*

Soldiers: The characters encounter 2D6+3 soldiers of the 228th Infantry Brigade. They are members of Civgov's forces patrolling the area. They will ask to see the characters' passes but will be friendly (allow two rolls on the rumor table).

Civilians-1: The characters encounter 1D6 civilians. They are former inhabitants of the area, who live now in a refugee shantytown outside the blast area. They are desperately poor and half starved. They will be wary of strangers or military personnel, but they will willingly exchange information for food. Conversation allows 3 rolls on the area rumor table.

Civilians-2: The characters encounter 1D6 civilians. They are local inhabitants who have remained in the area after others left and have continued to survive by hunting and farming. They will flee at the sight of strangers. Coaxing and careful negotiation may eventually allow the characters to establish communication. They will exchange rumors H and DD for food or other barter. Along the river, they will be willing to transport the characters by boat for an agreed-upon fee on a roll of 10+.

Civilians-3: The characters encounter 2D6 civilians. They are all armed with shotguns, handguns, and sporting weapons and have gathered to defend the town or community against the character party, who are believed to be marauders. Though they are suspicious of strangers' motives, communication can be established with tact and patience. They will exchange any four rumors from the general rumor table for ammo or other barter. They will allow the characters to camp in the area, but armed civilians will remain nearby to keep an eye on them.

Civilians-4: The characters encounter 2D6 heavily armed civilians who warn them to "stay out of Pennsylvania." Offers of help, food, or information will be rejected with the statement "We look out for ourselves, and we don't need any outsiders helping out." They will share only rumor F.

Animals/Special Danger: This is either an animal encounter or an encounter with some special danger, as described elsewhere in this module. Which encounter takes place is at the referee's discretion. The Special Danger could well apply to danger encountered while traversing a blast-damaged section of the highway network near Frederick, where overpass spans or bridge abutments could collapse while the characters are on or under them. It could also be applied to the collapse of a ruined building or the toppling of a blast-shattered, delicately balanced

tree. While they are travelling on water, it could refer to the destruction or swamping of the party's raft or boat.

Farmers/Civilians: The characters encounter 1D6 civilians. At the referee's option these may be farmers working in a field or other civilians at work clearing rubble, repairing a road or building, or escorting a wagon carrying food. They will be extremely suspicious of armed strangers and will probably flee. They may be tempted to exchange information for food or ammunition, however, if care and tact are used in approaching them. If they do flee, this encounter will be followed within 2D6x10 minutes with an encounter with the local militia, below. They will be sources for rumors DD, EE, and FF.

Militia: The characters encounter 2D6+3 members of the local militia. These men are well armed with shotguns, hunting rifles, and a few military weapons and are on horseback. They will be certain that the characters are members of a marauder band or, at the referee's discretion, that they are New Americans come up from the Shenandoah Valley. The characters can only prove they are not marauders by refusing to fight back. If they do not return fire after the first few rounds are fired at them (none of which will hit), they will be confronted by the militia leader, who will insist they leave the area. If, in the negotiations which follow, the militia leader can be convinced that the characters are just passing through, they will be given a militia escort and sent on their way. The characters will not be permitted to remain or camp in the area.

Marauders-1: The characters encounter 2D6x3 marauders. They are well armed and are on horseback. When first sighted, they appear to be riding in the direction of Hagerstown, and they will prove to be either a raiding party or a scout force for a larger raiding party bent on looting the town.

The characters can prove their friendliness to the inhabitants of Hagerstown by warning the local militia of the approach of this force, or by joining the militia in turning back the marauder force. The entire marauder force (those spotted may represent only a small part of their numbers) significantly outnumbers Hagerstown's defenders, but the assistance of the player character party should be sufficient to turn the balance in favor of the militia force. Interrogation of captured marauders will reveal that they are members of a band operating out of the mountains above Winchester (or members of New America). A successful ESY:INT result will yield interrogation result I.

Marauders-2: The characters encounter 2D6 marauders attacking a farmhouse. If the characters intervene, the marauders will flee after a sharp fight, and the characters will meet the civilians described under Civilians-2, above. The grateful civilians will be willing to share rumors F, H, DD, and FF.

Marauders-3: The characters encounter 2D6+2 marauders. Whether the marauders see or attack the character party is at the referee's discretion. Interrogation of a captured marauder is as described for Marauder-1, above.

Refugees-1: The characters encounter 2D6 civilians moving along the road away from Pennsylvania. They are wary of strangers but will share information for food or other supplies. In conversation, they will say that they'd tried to pass into the Allegheny Mountains but were turned back by armed men at a roadblock. They will relate rumors F and D—though they will not be sure exactly where the stockpiles are located.

Refugees-2: The characters encounter an encampment of 2D6x5 civilian refugees. If encountered in or near Pennsylvania, they will be people who tried to enter the Pennsylvanian mountains but were turned back by local defenders, and they now

have nowhere to go. A few are armed, but their ammunition is low. They are hungry, and many are in need of medical attention. Medical assistance by any character with MED skill will be appreciated, as will offers to trade food or ammo for information. Friendly communication will yield 2 extra rolls on the general rumor table, and rumors F, H, I, J, DD, and FF.

Roadblock: The characters find the highway blocked by vehicles, felled trees, and 2D6+2 well-armed civilians. They are members of a local defense militia and will refuse passage to any characters approaching their position. They will share only rumor F. Offers to help, to join them, to trade, or to swap information will be rejected with the statement that "We can look out for ourselves." It may be possible to slip past the roadblock off the road, but civilian lookouts will be posted on ridges and hilltops in the area, watching for just such a move.

Shots: The characters come under gunfire from one or more hidden ambushers. The size and nature of the attacking force is up to the referee, as is the accuracy of their shooting, but the shots will almost always be wild or intended as warnings, and the attackers—either locals fearful of strangers or a small marauder party—will usually flee after the first few shots, or when fire is returned. This result may lead to further encounters, at the referee's discretion.

THE PENNSYLVANIAN MOUNTAINS

This section covers travel through the mountains of Pennsylvania, including the counties of Fulton, Bedford, Somerset, Fayette, and most of Westmoreland.

Encounters are listed county by county. Only a few of the most important towns are listed with their own encounter tables, since encounters will be similar in most places.

Counties and Towns: Bedford County, Breezewood, Bedford, Somerset County, Somerset, Fayette County, Uniontown, Connellsville, Westmoreland County, Donegal, Ligonier, New Stanton, Latrobe, and Greensburg.

Important Highways and Roads: Pennsylvania Turnpike, Route 30, Route 40, Route 119, Route 22, and Route 217.

Other Sites and Landmarks: Coral Caverns at Mann's Choice, Laurel Caverns, Allegheny Tunnel, Ohiopyle, Youghiogheny River, and Monongahela River.

BEDFORD COUNTY

Bedford County, easternmost of the Pennsylvania counties discussed here, had a prewar population of about 46,000. The population has risen slightly with the influx of refugees since the war began, though there has been a marked shift in the population from the larger towns to villages and rural communities. A number of small survivalist groups operate here, as well as the quasi-marauder band known as Bradley's Irregulars.

RUMORS & INFORMATION		ENCOUNTER TABLE	
Die	*Result*	*Die*	*Result*
2-4	A	2	Hunters
5	B	3-4	Animal/Special danger
6	ll	5-7	Encounter
7	E	8	Civilians-1/Farmers
8	GG	9	Civilians-2
9	HH	10	Abandoned vehicle
10	I	11+	Bradley's Irregulars
11+	FF		

DM+2 within 10 km of Breezewood, Bedford, or the Turnpike. Rumor F will always be available in Bedford County.

BREEZEWOOD

Before the war, Breezewood, a town of only about 200 people, was known as "the Town of Motels." Its location on Route 30, athwart the Pennsylvania Turnpike and the northern end of Route 70, made it a commercially important highway rest and service stop, and most of the town's businesses were motels, restaurants, and service stations.

None of these could survive the war, of course. Gasoline was scarce, travel hazardous and rare, food and gasoline shipments nonexistent, and restaurants could no longer get food. Most of Breezewood's native inhabitants moved elsewhere.

A number of people had been stranded in Breezewood during the fateful Thanksgiving weekend of 1997. Many of these died fighting over remaining reserves of gasoline and food, and others managed to escape to other areas. The survivors were soon joined by refugees coming east from New Jersey and New York, seeking safety in the mountains. The large number of empty motel rooms, though lacking heat or electricity or even running water, provided the beginnings of a refugee city with a population of well over 5000.

This refugee population remains. Food is desperately short, though crops grown on surrounding farmlands provide a bare subsistence for the population. Area farmers do not trust the refugees (who outnumber locals in the region by many tens to one), but they are willing to trade some food for remaining, miserly stores of gasoline, which the refugees control by occupying the service stations and their underground storage tanks. Most reserves are long-since empty, but some have been discovered during the past few years, and a few hundred gallons, all told, may remain.

The refugees have never formed marauder bands, for few of them are armed. What weapons there are include the handful of pistols and rifles brought in by refugees fleeing eastern cities, and few had more than a few rounds of ammunition or knew how to care for their guns. Hemmed in by a hostile and well-armed populace, the Breezewood refugees tend to be soft-spoken and polite. Local militia groups have never challenged the refugees because of their numbers, and the assumption that they are well armed.
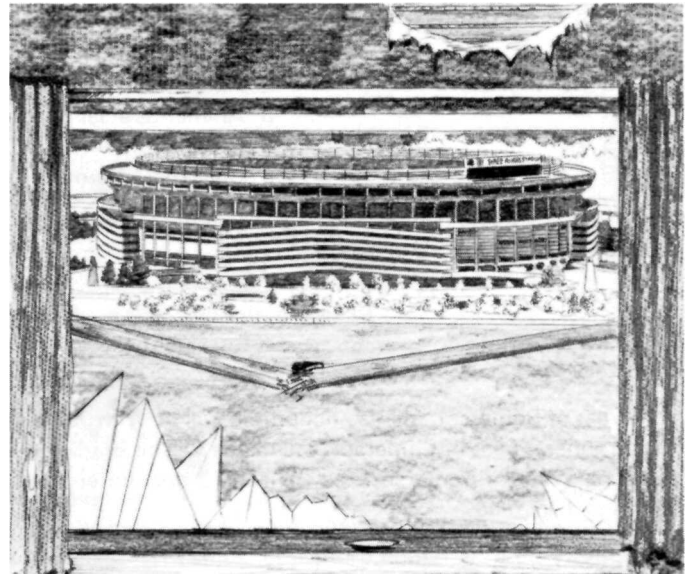
RUMORS & INFORMATION

Die	Result
2-5	II
6	HH
7-8	GG
9	FF
10	J
11	G
12	Q

ENCOUNTER TABLE

Die	Result
2-5	Abandoned vehicle
6-7	No encounter
8	Civilians-1/Farmer
9	Civilian-2
10	Refugees-1
11+	Bradley's Irregulars

Abandoned vehicles and Refugees-1 are automatic encounters inside the town of Breezewood itself.

BEDFORD

Bedford, the county seat of Bedford County, had a population of 3500 before the war. The population is now about 6000, though perhaps two-thirds of these are refugees such as those in Breezewood, people trapped here on Thanksgiving of '97, or who stopped here during the evacuations of the eastern cities later on. Most refugees live in the numerous motels in the area.

Townspeople and refugees have achieved a *modus vivendi* and are at peace. Early suspicions and mistrust were broken when several refugee doctors, nurses, and paramedics helped local doctors avert a threatened typhus epidemic in 1999. The town's worst problem is, ironically, the Bradley Irregulars who began as a Bedford militia group assembled to keep refugees out. The Irregulars are described in greater detail elsewhere. In Bedford, they show up periodically and demand "taxes" of food, repair work, and methanol.

A permanent roadblock (see *Roadblock* under encounter results) is maintained on both Route 30 and the Turnpike a few kilometers east of town. Mann's Choice, a possible location of the supply cache, is on Route 31 a few kilometers to the southwest.

RUMORS & INFORMATION

Die	Result
2	J
3	B
4	E
5-6	HH
7-8	II
9	JJ
10	FF
11+	DD

ENCOUNTER TABLE

Die	Result
2-4	Abandoned vehicle
5	Animal/Special danger
6-7	No encounter
8	Civilians-1
9	Farmers
10	Civilians-2
11+	Bradley's Irregulars

Abandoned vehicles and Civilians-1 are automatic encounters inside the town of Bedford itself.

SOMERSET COUNTY

Somerset County, just west of Bedford County, had a population of over 76,000 before the war and was known as the location of numerous popular mountain resorts and ski areas. It is also the location of Mount Davis, the highest mountain peak in Pennsylvania.

The population is now slightly less and scattered in small communities throughout the county. There are few refugees in the area. West of the county seat of Somerset, the highways are patrolled by Bradley's Irregulars and other small groups, while the territory to the west is controlled by Jurgens' Ridgerunners. Roadblocks are maintained on most roads to turn back unwanted immigrants.

RUMORS & INFORMATION		ENCOUNTER RESULTS	
Die	*Result*	*Die*	*Results*
2-3	JJ	2	Abandoned vehicle
4	ll	3	Animal/Special danger
5	HH	4-6	No encounter
6	GG	7-8	Civilians-1/Farmers
7	FF	9	Civilians-2*
8	AA	10+	Militia*
9	DD		
10	KK		
11	D		
12	B		

* West of Somerset, militia encounters will be with Jurgens' Ridgerunners. East of Somerset, the militia will be Bradley's Irregulars. West of Somerset, the Civilians-2 encounter will be Civilians-1 instead.

SOMERSET

The county seat of Somerset County had a population of 6500, and this number has remained fairly constant since 1997. Some townspeople were, in fact, refugees who stayed here after the first nuclear launches against the U.S., but their numbers were never large enough to upset the local balance of things. After 1998, few new refugees got as far into the mountains as Somerset.

Rumors and encounters in Somerset should be rolled on the tables for Somerset County. Abandoned vehicles and Civilians-1 encounters are automatic in downtown Somerset.

FAYETTE COUNTY

Fayette County lies west of Somerset County and south of Westmoreland County. Its population before the war was over 160,000. The county has been a battleground between native Pennsylvanians and the western marauder bands, with sharp fights at Connellsville and New Stanton in recent weeks.

Fayette County is the location of Fort Necessity, a famous historical site from the French and Indian War. It is also the location of Laurel Caverns, one of the possible sites for the lost cache. Rumors and encounters are per Somerset County

UNIONTOWN

Uniontown lies within sight of the steep and imposing wooded heights of Chestnut Ridge just to the east. The town is an important road nexus. It lies on Hwy 40 between the Maryland border and Washington, Pennsylvania, and on 119 midway between Morgantown, West Virginia, and Greensburg.

Uniontown is a western outpost for Alli's Rangers, who have blocked 119 and other area roads off against refugee migrations from the north. If rumors about the White Death's special interest in defeating Alli's Rangers are true, Uniontown will be a vital target for his assault. Rumors and encounters are the same as for Somerset County, except that Militia encounters become encounters with Alli's Rangers or other militias at the referee's discretion.

CONNELLSVILLE

Connellsville, with a population of about 12,000, lies on the Youghiogheny River and Hwy 119 north of Uniontown. An old and picturesque town nestled into the foothills of Chestnut Ridge, it had been untouched by the war until a few weeks ago,

when a sharp skirmish was fought between an advance patrol of the White Death's marauders and Alli Sanders' Fayette County Militia. The militia apparently won, for the marauder party broke contact and fled north, but it is assumed that the attackers were probing the defenders' strength, and that they will be back.

RUMORS & INFORMATION		ENCOUNTER TABLE	
Die	*Results*	*Die*	*Results*
2	O	2-3	Abandoned vehicle
3	P	4-6	No encounter
4	A	7	Civilians-1/Farmers
5	B and C	8-9	Civilians-3
6	D	10	Marauders-1
7	AA	11	Other militia group
8	E	12	Alli's Rangers
9	G and T		
10	U		
11	X		
12	Y		

WESTMORELAND COUNTY

Westmoreland County, with a population before the war of almost 400,000, occupies a critical strategic position between the defensive forces in the mountains to the east and the marauder bands in Allegheny County and to the west. Known as the Gateway to the Laurel Highlands, eastern Westmoreland County includes the northern flank of Chestnut Ridge, and the dividing line between Westmoreland County and Somerset County is the crest of Laurel Hill.

The county has a long and rich history. Ligonier is the site of a British fort along the trail forged by General Forbes. An important two-day battle at Bushy Run northwest of Greensburg broke the 1763 Indian uprising known as Pontiac's Rebellion and lifted the siege of Fort Pitt. The same topography which figured in British strategies 250 years ago remains today.

Westmoreland County is the key both to the marauder chieftains' plans and to the plans of the Allegheny Mountain defenders. Three major east-west routes pass through the county—Route 22 in the north, Route 30 through the middle, and the Pennsylvania Turnpike in the south. All three offer invasion routes into the Allegheny Mountains, and all converge in the eastern Pittsburgh suburbs where the White Death has established his capital.

While eastern Westmoreland County lies in the mountains, the western portion of the county is either occupied by marauder bands or has been raided by them time after time. Vandergrift and New Kensington, in the county's northwestern spur, are largely deserted after repeated marauder raids and burnings.

RUMORS & INFORMATION		ENCOUNTER TABLE	
Die	*Result*	*Die*	*Results*
3-	A, B, &H	O-	Marauders-2
4	C&E	1-3	Refugees-2
5	U	4-5	Civilians-4
6	D	6	Abandoned vehicle
7	K	7-9	No encounter
8	N	10	Special danger/Animal
9	O&P	11	Civilians-2/Farmers
10	G	12	Other militia/Roadblock
11	V&W	13+	Jurgens' Ridgerunners
12	Z		
13	L		
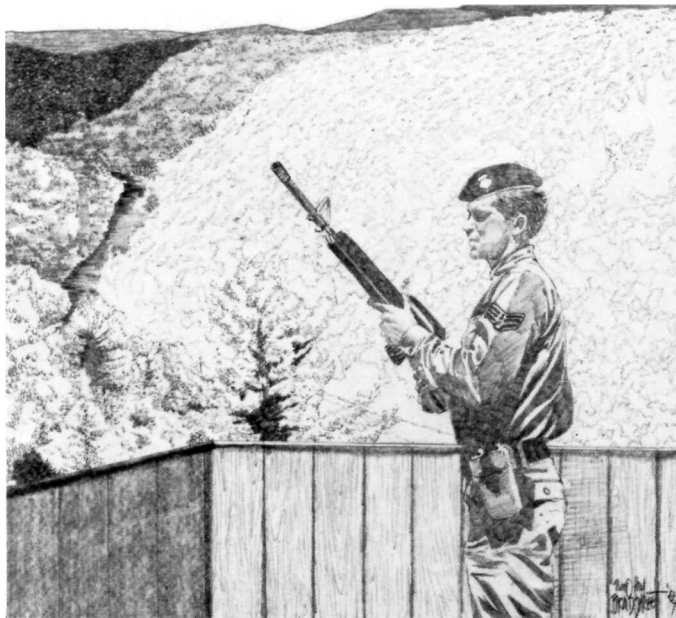
DM-3 west of 119. DM+2 east of 217.

NEW STANTON

New Stanton is a town of 2600 located on a Turnpike interchange ten kilometers south of Greensburg. Its position is a strategic one, just south of the interchanges of Routes 119, 70, and the Turnpike.

Even before the war, the town maintained a small fund to help people stranded there by chance as they travelled the Turnpike. During the war, the town's numerous motels were filled with refugees fleeing east or west who didn't know where else to go, and New Stanton's townspeople took them in. The current population is about 5000. An uneasy truce exists now in the aftermath of a sharp clash between militia units and a marauder patrol on the Turnpike just north of town.

Roll for rumors and encounters on the Westmoreland County tables, with DM-3.

DONEGAL

Donegal is a tiny village of perhaps 200 people on the western face of Chestnut Ridge. It is mentioned in this module as a marker on the turnpike and for militia operations, and is otherwise typical of small towns throughout western Pennsylvania. Rumors and encounters are rolled on the tables for Westmoreland County, with DM-3.

LIGONIER

Ligonier occupies a position in the valley between Chestnut Ridge and Laurel Hill which has been strategic for centuries. It was the site of an Indian village before the coming of white settlers. A British fort built here was instrumental in forcing the French to abandon Fort Duquesne—later Pittsburgh—and was a staging area in 1763 for the relief column to Fort Pitt during Pontiac's Rebellion which ended that uprising at Bushy Run.

The fort, located on a high, rocky bluff across Route 30 from Loyalhanna Creek, was reconstructed during the 1950's. The fort serves now as mustering point and armory for Jurgens' Ridgerunners, and its strategic position could easily make it important in future military campaigns in the area. Ligonier is also rumored to contain hidden storehouses of food and weapons, and is a prime target for the Allegheny Warlords. Rumors and

encounters are the same as for Westmoreland County

LATROBE

Latrobe, with a population 12,000, lies on Loyalhanna Creek just west of Chestnut Ridge and the pass through which Route 30 rises into the mountains. Its population has remained stable. Many local inhabitants fled the approach of refugees and marauders and now live in the mountains. Refugees came here and settled, but never in numbers which upset the balance of population and power as happened in the west. Large numbers of survivalists and small survivalist groups still live in the region, blocking travel towards the east.

Latrobe is important, too, as the location of the Latrobe County Airport on the south side of Route 30. Even before the war, large numbers of ultralight aircraft were flown here for sport.

Referees with access to the **Twilight: 2000** module *Airlords of the Ozarks* may wish to introduce ultralight aircraft to this campaign as well. Ultralights are extremely fuel-efficient and would be invaluable (if somewhat dangerously exposed) as aerial scouts, spotter planes, or even as fighter craft during the coming clash between the Allegheny Warlords and the local population. Rumors and encounters are made on the area tables.

GREENSBURG

Greensburg is the county seat of Westmoreland County, a town nestled among the low ridges west of Chestnut Ridge, with a population of about 18,000. Lying squarely between the main defensive positions of the various mountain militia units and the marauder positions in Allegheny and western Westmoreland Counties, it lies at the crossing of Route 119 and Route 30, midway between the Pennsylvania Turnpike and Route 22, and is directly on the path western raiders must take to Ligonier.

The local ridges offer strong defensive positions to advance elements of the militia forces. Jurgens' Ridgerunners and several smaller, area militia groups are active in the area, using the town and surrounding area as an advance listening post to watch for marauder activity, and as a first line of defense against a major marauder advance.

Rolls for rumors and information are made on the Westmoreland County rumor table without DMs.

ENCOUNTER TABLE

Die	Result
2	Abandoned vehicle
3	Survivalists
4-5	No encounter
6-7	Civilians-1/Farmers
8	Othermilitia/Roadblock
9	Refugees-2
10-11	Jurgens' Ridgerunners
12	Survivalists

The Land: Part II

The roads and highways in the region are important because they are the key to movement through the mountains. Only the most important are listed below. There will be mandated encounters, however, at some points.

PENNSYLVANIA TURNPIKE

The Pennsylvania Turnpike runs east and west across the southern quarter of the state from Philadelphia past Harrisburg, Bedford, and Somerset, before angling sharply northwest to pass east and north of Pittsburgh on its way to the Ohio border.

MANDATED ENCOUNTERS: PENNSYLVANIA TURNPIKE

Breezewood: Refugees-1.

Bedford to Somerset: Bradley's Irregulars. Also, the Allegheny Tunnel is located along this stretch.

Donegal: Roadblock. Alli's Rangers or Jurgens' Ridgerunners maintain a roadblock here facing west. The Turnpike passes through Chestnut Ridge at this point, and the shoulders of the ridge rise above the highway on either side, with Donegal on the slopes to the north. An aging and dilapidated concrete arch bridge spans the turnpike at this point. Militia forces will have blocked the Turnpike with cars and fallen trees and positioned an M60 machinegun on the bridge overhead.

New Stanton: There are signs along the Turnpike northeast of here of a recent battle. Several cars with makeshift armor strapped to front bumpers and sides are scattered across the highway, all badly shot up, some reduced to burned-out hulks.

ROUTE 70

Route 70 is a broad, modern, limited-access superhighway which comes north from Hancock to join the Pennsylvania Turnpike at Breezewood. It then follows the Turnpike west to New Stanton where it cuts southwest through Fayette County across a bridge over the Monongahela at Belle Vernon, and continues on past the town of Washington ("Little Washington," as the people in the area call it) to Wheeling, West Virginia, and beyond.

Mandated encounters are:

South of Breezewood: Roadblock. A roadblock on 70 somewhere south of Breezewood will be manned by members of Bradley's Irregulars.

Monongahela Bridge: Roadblock. A roadblock at the bridge over the Monongahela is manned by the Washington Militia.

ROUTE 30

Route 30 is an undivided two-lane road winding among the ridges through passes the Indians must have used. In and near the larger towns such as Ligonier, and between Latrobe and Greensburg, it expands to a four-lane divided highway. At Greensburg, a limited-access highway departs from the original road and swings south of the town as the Route 30 Bypass, rejoining 30 on the far side of the town. An interchange between Route 30 and the Turnpike is located at Irwin, west of Greensburg and south of Monroeville. Between Bedford and Breezewood, 30 and the Turnpike run parallel.

Mandated encounters are:

Breezewood: Refugees-1.

Ligonier: Route 30 runs along the base of the rocky bluff atop of which is built the Fort Ligonier reconstruction. The fort is currently being used as a mustering point and arsenal for Jurgens' Ridgerunners, and characters passing this way will meet Jurgens and his militia here if they have not met them before this.

East of Latrobe: A few kilometers east of Latrobe, Route 30 divides, with two lanes each on either side of a Creek.

Each roadway is squeezed in close between the stream and the looming, wooded shoulders of the pass through Chestnut Ridge. The divided road (originally one way east on the south of the stream and one way west to the north) rejoins just west of Ligonier after passing through the pass into Ligonier Valley.

The pass is an ideal site for an ambush, and Jurgens' Ridgerunners and other survivalist and militia bands in the area maintain a lookout from the slopes of Chestnut Ridge. A roadblock is maintained by Jurgens' troops at the head of the pass. Characters approaching from the west will be stopped and questioned closely, and any armed group will be fired on.

Latrobe: Airport. The town of Latrobe lies north of 30 and is not visible from the highway. The Westmoreland County Airport at Latrobe, however, lies adjacent to the highway to the south.

ROUTE 40

The National Pike, the first national highway in the U.S., crosses the border into Pennsylvania from Maryland south of Mount Davis, crosses Chestnut Ridge, descends into Uniontown, and continues on towards the town of Washington.

The Laurel Caverns lie off of 40, to the south along Chestnut Ridge.

Mandated encounters are:

Between the Maryland Border and Uniontown: Alli's Rangers. Also in this area, conversations with a local NPC will yield rumor M.

At the Crest of Chestnut Ridge: Just above where Route 40 winds up the steep face of the ridge, a roadblock has been established, manned by Alli's Rangers. The unnamed road by Mount Summit Inn which leads south (and up) to Laurel Caverns is only a few hundred meters to the east.

Youghiogheny River Lake: A dam on the Upper Youghiogheny east of Ohiopyle has created a reservoir among the hills and forests of the Alleghenies which, though not wide, runs for 11 kilometers from Friendsville in Maryland to the dam just south of Confluence, Pennsylvania. Route 40 crosses this man-made barrier on a narrow bridge at its midpoint. The bridge has been closed off with a roadblock manned by Alli's Rangers.

ROUTE 119

Route 119 runs north from Morgantown through Uniontown, New Stanton, and Greensburg, joining Route 22 for a time before cutting north again on its way to upstate New York. A limited-access bypass carries 119 west of Uniontown, but it nearly vanishes in the tangle of streets through downtown Connellsville, and doubles as Main Street in downtown Greensburg. Parts of the route are broad, modern, divided four-lane, limited-access highway, while other sections are narrow, two-lane undivided country road. It runs through a broad, rolling valley in the shadow of Chestnut Ridge a short distance to the east.

Mandated encounters are:

Uniontown: Alli's Rangers. The militia unit maintains a post in Uniontown.

Connellsville: Civilians-3. Also, a suspension bridge crosses the Youghiogheny River at Connellsville. If marauder forces are threatening the area, a militia roadblock (either Alli's Rangers or another local group) may be established across the bridge.

ROUTE 22

Route 22 is a two-lane undivided highway along most of its length, running from beyond Pittsburgh through Monroeville and past Chestnut Ridge just northwest of Johnstown. It does not run in a direction useful to the White Death's immediate goals (capture of Ligonier or the defeat of Allison Sanders), but it may be used by him during preliminary maneuvers in Westmoreland County—in an attempt to flank Greensburg or Latrobe from the north, for example.

The White Death's capital in an abandoned shopping mall is located just south of 22 not far from its intersection with the Pennsylvania Turnpike in eastern Allegheny County.

Mandated encounter is:

Near Allegheny County Border: Marauders-2.

CORAL CAVERNS AT MANN'S CHOICE

Mann's Choice is a small mountain town on Route 31, west of Bedford. Coral Caverns is described elsewhere in this module (see *The Location of the Cache)* as one of the possible hiding places for SRS-17374-2. If the cache is placed elsewhere, Coral Caverns is still located here and may be introduced as a false lead, as the hiding place of a small arms and food stockpile used by local civilians or militia or as a refugee hiding place.

LAUREL CAVERNS

Laurel Caverns, atop Chestnut Ridge above Uniontown, near Route 40, is another possible site for the cache. Like Coral Caverns, it actually exists and may be visited by characters led on a false trail, or used by local militia elements such as Alli's Rangers. Its location is described in *The Location of the Cache.* The outer building will not have been rebuilt into a storage shed, however, unless the cache is located here.

ALLEGHENY TUNNEL

The Allegheny Tunnel on the Pennsylvania Turnpike also really exists, as do the other tunnels in the neighborhood. Any of these might be hiding places for SRS-17374-2. Whether the supply cache is located here or not, Allegheny Tunnel will be guarded by Bradley's Irregulars.

OHIOPYLE

Ohiopyle (from the Indian Ohiopele, or "frothing waters") is a small town located at a sharp, horseshoe bend in the Youghiogheny River. Within a one-mile stretch the river descends 60 feet in spectacular falls and rapids. The largest drop, Ohiopyle Falls, is sandwiched between woods on one side and the town and main road on the other. The surrounding terrain consists of the steep, heavily wooded slopes of the Youghiogheny Gorge. The southern end of the Laurel Ridge Trail *(The Location of the Cache)* descends along the gorge face above the river and ends in the town. The town was a recreational area, national park, and white water rafting center before the war. Now, its isolation has made it an important mustering and storage center for various militias and self-defense forces.

Any characters approaching Ohiopyle will encounter Alli's Rangers. Alli Sanders maintains her headquarters in a former country grocer's building just across the road from the falls.

YOUGHIOGHENY RIVER

Pronounced *Yo'-ki-ga'-nee* and generally shortened in the area to "Yo," the Youghiogheny flows from the dam and reservoir south of Confluence, winds its way tortuously through the falls and twists at Ohiopyle, then winds northwest through Fayette County to where it joins the Monongahela at the old steeltown of McKeesport. The Yo is navigable for most of its lower length, but only white water enthusiasts dare the rapids of Ohiopyle. Some trade is carried on by raft and small boats along the river, between Connellsville and the Pittsburgh area.

Encounter rolls on the Yo are the same as for elsewhere in the county. Close to the Monongahela, characters will come in contact with the militia bands which guard Washington and southern Allegheny Counties from the marauder forces to the north. These bands are discussed under *Other Militia Groups.*

MONONGAHELA RIVER

The Monongahela is one of the three rivers which have shaped

the history of western Pennsylvania. It arises in West Virginia, winds north as the border between Greene and Washington Counties to the west and Fayette and Westmoreland Counties to the east, and finally loops west into Pittsburgh. It meets the Allegheny River at Pittsburgh's Golden Triangle.

The Monongahela has served as a barrier against the White Death and other marauder warlords. Refugees moved into Washington and Greene Counties in 1997 and 1998, but not in the numbers which precipitated the crisis further north. Marauder raids across the Ohio and Monongahela were intercepted by Washington County militias. A pitched battle on Mount Washington above the Liberty Bridge broke the power of a large marauder band and killed thousands. Marauder incursions into Washington County have been sporadic since then.

Characters who attempt to cross the Monongahela at Route 70 or below will be fired on by hidden ambushers. Crossings above the bridge will lead to encounters with the Washington County militia described in *Other Militia Groups.*

Allegheny Warlord marauder bands will also be encountered north and east of the river as the characters approach McKeesport and the Mon's confluence with the Youghiogheny.

Finally, as on the Yo, civilians carry on limited trading up and down the Monongahela on flat-bottomed barges and rafts. At the referee's discretion, the characters may encounter one of these, one who would be willing, for a price, to carry the characters up or downstream. These civilians are known to the militias and are generally left in peace, though marauders fire at them from time to time, and some boats have been attacked near the mouth of the Yo. Conversation or barter with these boat owners will produce rumors AA, BB, O, P, T, and A-F.

ENCOUNTERS IN THE MOUNTAIN COUNTIES

Alli's Rangers: See *Encounters with Local Militias.*

Bradley's Irregulars: See *Encounters with Local Militias.*

Civilians 1: The characters meet 1D6 civilians. They will be suspicious of strangers and will flee at anything perceived as a threatening move, but they can be persuaded to exchange items of news or to trade for food and ammunition. Some will be armed with sporting arms or handguns. Peaceful communication with them allows three rolls on the local rumor table. They will also share rumor F. If asked directly, they will also yield interrogation result H and rumor LL.

Civilians 2: The characters encounter 1D6 civilians. Depending on the circumstances, these NPCs will either flee when they are approached or will be discovered hiding (in brush, in a deserted building, or behind whatever is handy.) They will be terrified of the characters, convinced that they are members of Bradley's Irregulars. If peaceful communication is established with them (a move requiring patience, diplomacy, and offers of food, ammunition, or medical help) they will explain that the so-called defensive militia in the area is no better than a well-organized marauder band which taxes the population in food and supplies in order to support its operations.

At the referee's option, this encounter may begin when the characters interrupt an attack by a group of 2D6 militiamen of Bradley's Irregulars on an isolated farmhouse. The civilians will be somewhat more trusting of a group of strangers who rescue them from Bradley's ruffians.

Communication with these civilians allows three rolls on the local rumor table. They will also automatically share rumors GG, HH, and JJ. They will also plead with the character party to help them break Bradley's power in Bedford and Somerset Counties.

Civgov officials with the group will argue against involvement in local affairs. What the players do is, of course, up to them.

Civilians-3: The characters encounter 1D6-3 civilians (less than 1=1). The referee should immediately roll 2D6. On a roll of 2-7, these NPCs have a distrust for, or even an overt hostility towards, the inhabitants of the mountains and the militiamen guarding them. Communication with them allows two rolls on the local rumor table and will also yield rumors F, H, J, X, and Y.

On a roll of 8 or higher, the civilians will be sympathetic towards the inhabitants of the mountains and will fear and mistrust the refugees and the marauder band "government" of the western counties. Communication with them will yield three rolls on the local table, with the results slanted towards their particular views, and will also yield rumors C, E, K, and Z.

Civilians-4: The characters encounter 1D6 civilians. The referee rolls 2D6 to determine their attitude towards the marauders.

On a roll of 2-7, they actively support the marauders and hope that Fitzpatrick will bring their area under his control in order to establish "law and real, honest-to-God order." Communication allows two rolls on the local rumor tables, as well as rumors J, X, and Y. On an 8 or higher, they will be terrified of the marauders. It will be difficult to talk to them at all, but communication will allow one roll on the local rumor table and will also yield rumor Z, plus the referee's choice of E, U, or AA.

Jurgens' Ridgerunners: See *Encounters with Local Militias.*

Marauders 1: The characters encounter 2D6 marauders. The band will attack if they outnumber the characters and will flee if they are outnumbered. If the situation warrants it, this encounter may begin as an ambush of the character party by a band of hidden marauders. This band is independent of the Allegheny Warlords but has heard of a union of marauder bands in Allegheny County.

Any captured marauder can be interrogated as a series of ESY:INT tasks. Each successful task will yield one of the following interrogation results: E, H, or I. They will also share rumors B, C, D, and F in the course of conversation with the characters.

Marauders-2: The characters encounter 2D6 + 5 marauders. They are well armed, and are either mounted or have horses waiting nearby. They are members of the loose coalition of marauder bands known as the Allegheny Warlords. The

encounter may begin as an ambush directed against the character party, or the characters may interrupt a marauder attack on local civilians.

Interrogation of captives will yield interrogation results E and H after successful ESY:INT rolls; interrogation results A, E, and K after successful AVG:INT rolls; and interrogation results B, C, and D after successful DIF:INT rolls.

Conversation with them will reveal rumors A through F, either as boasts, as casual conversation, or as information revealed during interrogation, depending on circumstances. Characters who slip close enough to eavesdrop on the marauders unobserved may hear these rumors as the substance of conversation between two marauders.

Other Militia Groups: See *Encounters with Local Militias.*

Refugees-1: The characters encounter 2D6x5 refugees. Depending on the situation, they are either living in the town of Breezewood (in motels or makeshift refugee camps in the area), or they are working in a field near the town itself. They are fearful of the locals and will flee at the characters' approach. If they are persuaded to talk, they will yield three rolls on the local rumor table, plus rumors F, BB, GG, and HH.

Refugees-2: The characters encounter 2D6x5 refugees. Most of them are from Ohio, people who fled east after the destruction of Toledo. Peaceful contact with them will allow two rolls on the local rumor table, and also yield rumors F, O, P, T, and Y.

Survivalists: The characters encounter 1D6-2 civilians. They are armed with sporting rifles and/or military assault rifles and will warn the characters to stay away—possibly by shooting first. They are survivalists who withdrew to the country before the war began. They will have a fairly substantial store of food, weapons, ammo, and equipment hidden nearby in a cabin or an underground bomb shelter. In inhabited areas they may have an ordinary-looking house which has been turned into a fortress.

These people will be unwilling to talk with any strangers. He or they want only to be left alone. As a variation of this encounter, the characters may first encounter a marauder band attacking the survivalist's home fortress. He will be grateful for rescue, but will know little about what is going on in the area.

IN THE WESTERN COUNTIES

This section covers travel, encounters, and rumors in the four counties which have been overrun by refugees and the marauder band known as the Allegheny Warlords. This area is smaller than that of the mountain counties, and the range of possible encounters and information in all of them is the same, so the area's four separate counties are dealt with as a single unit.

Background: As discussed elsewhere, the four western counties of Beaver, Lawrence, Butler, and Allegheny were inundated by floods of refugees—most from cities in Ohio—in 1997 and 1998. Refugee camps were established outside many of the towns and cities in the region, especially in such transportation centers as New Castle, Butler, the towns along the Ohio River, and, once fear of further nuclear attacks had receded, near Pittsburgh. The relatively small populations of the smaller towns were rapidly overwhelmed in numbers and in political power by the refugees, and Pittsburgh, partly depopulated during the chaotic weeks following the nuclear attacks, was overrun by them.

Desperate and hungry, many in the camps joined bands of armed refugees who terrorized the neighborhood farms and communities, raiding them for food and supplies. United into a loose coalition of marauder armies under the leadership of the enigmatic White Death, these bands struck north as far as Erie but were rebuffed in their attempts to cross the Ohio and Monongahela Rivers into the counties south of Pittsburgh or to penetrate the mountain passes.

Rumors of enormous, hidden stockpiles of food and arms in the mountains around Ligonier, Somerset, and Uniontown drew them on, however. At the time the character party arrives in the area, the White Death is preparing an offensive designed to overwhelm the defenders of the mountain passes and to win control of the hidden supply caches for himself.

A single pair of rumor and encounter tables is provided for the entire area.

RUMORS & INFORMATION		ENCOUNTER TABLE	
Die	*Results*	*Die*	*Results*
2-3	A	2-3	Animals
4	B	4	Boat People/Civilians-1
5	C	5	Civilians-1
6	D	6	Civilians-2/Civilians-3
7	E	7	Marauders-1
8	F	8	Refugees-1
9	J	9	Refugees-2/Scavengers
10	X	10	Washington Militia
11+	Y	11-12	Shots/Marauders-2

Counties and Important Sites: Lawrence County, Beaver County, Butler County, Allegheny County, Pittsburgh, Allegheny River, Ohio and Monongahela Rivers, and Monroeville.

Important Highways: Pennsylvania Turnpike, Route 79, and Penn Lincoln Parkway/376.

LAWRENCE COUNTY

Lawrence County, with a prewar population of almost 110,000, lies on the border with Ohio, to the north of Beaver County. The population increased greatly as refugees entered the area in the summer of 1997. No accurate estimate of the current population is possible.

The principal town is New Castle, located in the center of the county about 25 kilometers from Youngstown, Ohio. The largest refugee camps are located in the vicinity of New Castle and may triple the town's original population of 33,000.

Encounters with Civilians-1 and Refugees-1 are automatic in downtown New Castle or Ellwood City. Add DM+3 to rolls within 5 kilometers of these three sites, and in the downtown area of any town or village.

BEAVER COUNTY

Beaver County is located on the Ohio River, on the Ohio border, and south of Lawrence County. Pittsburgh lies just a few miles to the southeast. Before the war it had a population of 210,000, most of it in the many towns and communities along the Ohio and Beaver Rivers.

Refugee migrations from the west entered Beaver County along the Pennsylvania Turnpike and from the area around New Castle to the north. By the winter of 1997-1998, large numbers had already crossed the Ohio River and settled around Aliquippa and in Raccoon Creek State Park. The newly-formed Washington Militia, alarmed at the influx of refugees and by reports of what was happening north of Pittsburgh, marched into South Beaver early in the spring of 1998 and seized various bridges and strategic points of land along the south bank of the Ohio, stemming the refugee tide. This, and the victory at Mount Washington the following year, kept the majority of the refugees north of the Ohio. Though they were sharply criticized for their

inhumanity, the militiamens' action nevertheless preserved Washington and Greene Counties from the devastating effects of the refugee migrations and was probably responsible for saving the lives of many thousands of native Pennsylvanians south of Pittsburgh.

Encounters with Refugees-1 and Civilians-1 are automatic in downtown areas of any towns of villages in the area. Add DM+2 within five kilometers of Beaver Falls.

BUTLER COUNTY

Butler County lies north of Allegheny County and east of Lawrence and Beaver Counties. Its population of 1 30,000 has more than doubled with the influx of refugees, despite the large number of civilian casualties in the years following the collapse of civil order. The largest refugee camps are located in the vicinity of the county seat of Butler, and in or near the state parks around Lake Arthur.

The town of Boyers is located on State Highway 308, 27 kilometers north of Butler. Boyers, the location of an underground repository for duplicate records of the Social Security Administration, is one of several possible sites for the hidden cache of supplies known as SRS-17374-2, which is described in more detail elsewhere.

ALLEGHENY COUNTY

Allegheny County once embraced the entire western portion of Pennsylvania, territory which was divided in 1800 among the various northwestern counties. Located on the confluence of the Allegheny and Monongahela Rivers, site of Pittsburgh, Allegheny County had a prewar population of almost 1,500,000, second only to Philadelphia County. Between the influx of refugees and the large numbers of deaths, especially in the city, from disease and starvation, the population is now about the same or a little less.

The northern section of Allegheny County between the Ohio and Allegheny Rivers was part of the territory inundated by refugees from both Ohio and the East Coast during 1997 and 1998. Because of continued fear that Pittsburgh itself would be hit by nuclear warheads, few refugees entered the city itself, and, in fact, many natives of the city fled either during the nuclear panics of the summer of '97, or during the riots, fires, and renewed fears of nuclear strikes during the following winter.

Refugees, both natives of Pittsburgh and migrants from out of state drifted back into the city late the following year. The threat of continued nuclear attacks had diminished by then, and housing was plentiful in the half-deserted city. By early 1999 Pittsburgh had been largely repopulated. Feeding this population was a problem, but marauder control of areas to the north allowed large shipments of food to be ferried into the city on rafts and barges on the Allegheny River.

Refugees first crossed the Allegheny River into eastern Allegheny County and northwestern Westmoreland County in 1998. Large concentrations of refugees are now encamped east of Pittsburgh, particularly in the Monroeville area.

Though numerous refugees crossed the Ohio and Monongahela Rivers into southern Allegheny County at first, the appearance of the Washington Militia in 1998 stemmed the tide of migrants south as checkpoints and roadblocks were established at key bridges and crossing points along both rivers. A heavily armed marauder band forced a crossing of the Monongahela from downtown Pittsburgh in the summer of 1998 but was decisively beaten at Mount Washington. The south

banks of the two rivers are now heavily defended by militia forces.

Encounters with Civilians-1 and Refugees-1 are automatic in downtown Pittsburgh. Encounters with the militia are automatic at any of the bridges across the Ohio or Monongahela Rivers, and at various strategic points, such as Mount Washington.
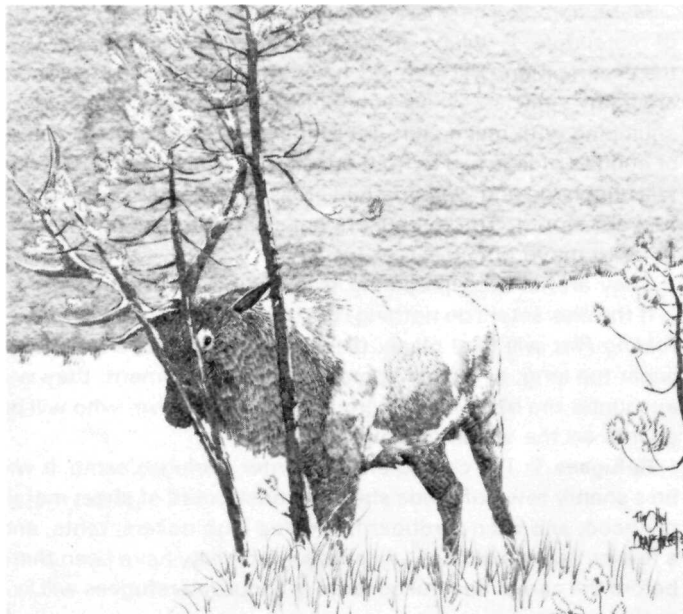
PITTSBURGH

Pittsburgh, with a population of 425,000 before the war, has been central to the history of western Pennsylvania since its founding. George Washington first surveyed the spot and recommended it as the site for a fort in 1753. A British party built Fort Prince George on the spot, but were driven away by the French, who rebuilt the site as Fort Duquesne. An attempt to retake the fort by the British under General Braddock in 1755 failed with his defeat and rout at the Battle of the Monongahela, in what is now the Pittsburgh suburb of Braddock. Three years later, the French abandoned Fort Duquesne and burned it in the face of a British column led by General Forbes, who rebuilt it as Fort Pitt. The strongest British fortification in North America, Fort Pitt withstood a siege by Indians during Pontiac's Rebellion in 1763. The first blocks of the town of Pittsburgh were laid out in 1764.

Partly abandoned during the panic of the summer of 1997, devastated by riots and several major fires during the winter of '97-'98, and further depopulated by disease and starvation in the following year, the city of Pittsburgh was repopulated by returning residents and by refugees by early 1999. All sense of local government had broken down by that time, however, and the growing marauder bands were able to assume full control of the city's population. This was made possible in large part by marauder control of the Allegheny River, along which food supplies for the city were carried by raft and barge. Parts of the city which had been burned were cleared away and crops planted in the vacant lots, but there was neither enough land nor enough seed to feed a city. Despite the food shipments on the river, starvation was a constant specter.

Washington Militia control of the southern portion of the city was challenged in July, 1998, when a powerful and heavily armed marauder force under Harold Thomas crossed the Monongahela from downtown Pittsburgh on the Liberty, Smithfield, and Fort Pitt bridges. They were temporarily held up by automatic weapons fire from the heights across the river but managed at last to reach the cover of the Fort Pitt and Liberty Tunnels under Mount Washington and emerge on the south side of that steep-sloped ridge. From there, they were able to climb the slopes of Mount Washington and trap the militia defenders against the nearly vertical bluffs above the river.

In a heroic stand, the outnumbered Washington Militia, under the command of former Marine Major Jason Fairbanks, held the vastly superior enemy forces at bay for a critical 24 hours until a relief column from the Route 70 bridge could arrive and hit the marauders from behind. The marauder forces were crushed on the south flank of Mount Washington and Thomas himself was killed. Perhaps one in ten of the attackers managed to escape back across the river, and the power of the marauder bands in Allegheny County was temporarily broken. Not until the rise of the Allegheny Warlord alliance did the marauders seriously threaten the counties east and south of Pittsburgh.

Conditions in the city are again becoming desperate. Poor crops in the counties to the north forecast a lean harvest and mass starvation during the coming winter. Refugees and native

inhabitants alike live in fear of starvation and the White Death.

ALLEGHENY RIVER

The Allegheny River arises in north central Pennsylvania, and, after a brief detour through New York State, zigzags south to join the Monongahela at Pittsburgh and form the Ohio.

Refugee bands crossed the Allegheny on the Pennsylvania Turnpike and elsewhere in 1998 and spread out into eastern Allegheny County and northwest Westmoreland County. People already living on or near the river soon developed a prosperous, if somewhat dangerous, trade ferrying food downriver in exchange for clothing, ammunition, manufactured goods, and salvaged machines and materials from Pittsburgh. Often attacked by bandit gangs along the river, the boat peoples' lot improved when various marauder bands became powerful enough to enforce a kind of peace along the river. They exacted high "taxes" in goods and food for their services, but they opened the river to free travel north and south, a measure which helped the city of Pittsburgh to survive.

OHIO AND MONONGAHELA RIVERS

The Ohio and Monongahela Rivers continue to form a natural barrier against the marauder legions to the north, protecting an enclave of relative security in Washington and Greene Counties.

MONROEVILLE

Monroeville was a commercial suburb several miles east of downtown Pittsburgh. In 1998, large refugee settlements were established at the site of the Pittsburgh-Monroeville Airport and at nearby Boyce Park.

The following year saw the rise to power of the marauder leader known only as the White Death in the wake of the death of Harold Thomas at Mount Washington. By using the legal fiction of former Congressman Fitzpatrick as a banner to unite the warring marauder bands, the White Death created the alliance known as the Allegheny Warlords. Fitzpatrick's "capital" was established in the looted shell of a large, enclosed shopping mall off of Route 22 in Monroeville just west of the Turnpike. It is here that "Colonel White" is gathering his forces and laying his plans for an invasion of the Allegheny Mountains.

Marauders-2 is automatic at the location of the shopping mall where the White Death maintains his headquarters.

IMPORTANT HIGHWAYS

All roads and highways in the four western counties use the tables for that county to determine encounters. The following highways, however, have mandated encounters at certain points in addition to normal encounters.

PENNSYLVANIA TURNPIKE

The Pennsylvania Turnpike picks up at the Ohio border as a continuation of the Ohio Turnpike and runs southeast across Beaver County, curving north and east past Pittsburgh, then continuing southeast towards New Stanton and the mountains. The Turnpike is a broad, smooth, limited-access, divided highway which offers an ideal invasion route into the mountains. Major elements of the Allegheny Warlord army currently occupy the Turnpike at Monroeville.

Monroeville: Marauders-2. Large numbers of marauders will be encountered near the Turnpike interchange with Route 22.

ROUTE 79

Route 79 is a limited-access superhighway which runs north from Morgantown, West Virginia, briefly joins 70 to swing past Washington (Little Washington), then continues north, crossing the Ohio at Neville Island. It intersects with the Turnpike at Warrentown, then runs almost straight north for over 125 miles.

Neville Island Bridge: Roadblock. A roadblock manned by members of the Washington Militia will be encountered by characters attempting to cross the Ohio River on Route 79.

Route 79 North of Lake Arthur: Refugees-3. The characters will encounter a small band of refugees.

PENN LINCOLN PARKWAY/376

The Penn Lincoln Parkway, also known as Route 376, begins at an interchange with the Pennsylvania Turnpike in Monroeville, then runs west to where it is joined by Route 22 and Route 30. It then passes through the Squirrel Hill Tunnel and emerges in Pittsburgh, close along the north bank of the Monongahela River. Route 376 ends at Point State Park, though Routes 22 and 30 continue across the Fort Pitt Bridge to the Fort Pitt Tunnel.

Monroeville: Marauders-2. Characters on 376 in Monroeville will encounter a large marauder band preparing to get under way along this part of the highway.

Squirrel Hill: Marauders-1. Characters approaching the Squirrel Hill Tunnel from either direction will encounter a large well-armed marauder band at the tunnel. They will contest the passage of any unknown force.

Pittsburgh: Roadblock, Shots. Characters travelling along the north bank of the Monongahela River will come under fire from Washington Militia forces on the heights south of the river unless previous arrangements and signals have been made with the Washington Militia. A roadblock manned by the Washington Militia will be found at the north end of the Fort Pitt Tunnel.

ENCOUNTER RESULTS

Boat People: The characters encounter 2D6-1 civilians who live and work on a boat or barge on one of the rivers in the Pittsburgh area. They are constantly on the move along the river, joining with other boats for mutual protection. The NPCs aboard will carry a mix of hunting weapons and handguns. They will share information in exchange for the usual trade items, for spare parts for their engines, or for help from characters with MED

or MEC skill. Once engaged in conversation, they are friendly, talkative, and knowledgeable. Conversation with them allows three rolls on the local rumor table, plus rumors A through F, K, O, P, T, V, and W.

Civilians-1: The characters encounter 1D6 civilians. They live nearby and have lived in the area since the beginning of the war. They will be suspicious of the characters at first, but tactful and patient characters who are able to convince them that the characters are not marauders themselves may win their confidence. The NPCs will then be able to relate to the characters the history of what has happened in the area, including the refugee takeover, the rise of the White Death, and the appearance of Fitzpatrick as the supposed leader of a new "government." They will know that both Fitzpatrick and the White Death are in their "capital" at Monroeville, and that plans are afoot to launch a full-scale invasion of the Allegheny Mountains in search of rumored hoards of food and supplies. Conversation allows two rolls on the local rumor table, as well as rumors A through F, K, MM, and either U or AA.

Civilians-2: The characters encounter 2D6 civilians. They may be farmers working in a field, or they may be clearing rubble in a former residential or industrial area. Several will be armed, and they will be unafraid as the characters approach. Conversation and the appropriate questions will allow the characters to learn from them about the Washington Militia, about the refugee influx into the area north of Pittsburgh, and about the Battle of Mount Washington. (Several of the NPCs may have been there, eyewitnesses, serving under Fairbanks.) They will share rumors A through F, plus two rolls on the local rumor table.

Civilians-3: The characters encounter 1D6 civilians. They are starving and ragged, and may possibly be encountered as they search for scraps of food near the characters' encampment. They are terrified of the Allegheny Warlords and may have recently escaped from a marauder work gang. At the referee's option, one or more may have been wounded by a marauder overseer and be in need of medical attention. They will be difficult to approach at first and may flee, but they can be coaxed to talk. Conversation with them allows two rolls on the local rumor table, plus rumors C, D, N, and Z. They will also be able to identify the nearest refugee camps and marauder bases.

Marauders-1: The characters encounter 2D6+5 marauders. They are heavily armed and may be either mounted on horseback or riding jeeps and pickup trucks. At least one carries an M60 machinegun, and several wear cast-off pieces of military uniforms, such as helmets, fatigues, or flak jackets.

They are members of one of the Allegheny Warlord bands and are young, rough, vicious, and arrogant. Circumstances of the encounter are up to the referee. The characters may see the marauders before the marauders see them and be able to observe them from hiding. The characters may have the opportunity to intervene in a marauder attack against civilians, which could lead to a further encounter with Civilians-3, above. Or the marauders could attack the characters from ambush, or be manning a Warlord roadblock which the characters run into while travelling in marauder-occupied territory.

If the characters are captured, or if they attempt to approach the marauders peacefully, they will be tied up and taken before the White Death in Monroeville. Captured marauders can be interrogated. They will yield rumors A through F and interrogation result E as results of ESY:INT rolls, interrogation results A, E, K, and H as the results of AVG:INT rolls, and interrogation results B and C as the results of DIF:INT rolls.

Marauders-2: The characters encounter a huge encampment of marauders. It will be difficult to estimate their number, but the encampment will certainly have over 200 people in it. There are many vehicles, which some of the marauders appear to be equipping with make-shift armor (bales of straw, sheet metal, or bundles of logs tied to front bumpers or sides). The characters will note large and well-guarded areas where arms, ammo, and fuel are stored. The marauders appear to be making preparations to move out.

They are, in fact, preparing to move on the mountains.

If the characters do nothing, the events described in *The Unfolding Plot* will take place. If the characters move too close, linger too long, or openly approach the encampment, they will encounter the Marauders-1 group described above, who will be guards on the encampment's perimeter.

Refugees-1: The characters encounter a refugee camp. It will be a shanty town of crude shelters constructed of sheet metal, plywood, and even cardboard, mingled with trailers, tents, and a few stronger buildings and sheds which may have been there before the camp. Several hundred or thousand refugees will live in the camp.

They will seem to be a dull and apathetic lot, though they will respond to offers of food or medical aid. Conversation will allow one roll on the local rumor table, plus rumors B, C and Y. At the referee's discretion, characters who ask too many questions, who seem too curious about the marauders or about secret supply caches, or who linger too long will encounter the Marauders-1 group described above. Informants in the camp slipped out and fetched the band, which was raised from among that camp's population.

Refugees-2: The characters encounter 1D6 refugees fleeing on the road or in hiding. The NPCs will be terrified of the characters, believing them to be Allegheny Warlords. If friendly communication can be established, through offers of assistance, food, or medical aid, the refugees will reveal that they are fleeing marauder-controlled territory. They will be able to describe the refugee movement into the area and the rise of the Warlords. Since the White Death came to power, they say, life has grown worse and worse, with most of the food going to feed the White Death's armies and only scraps left for the people. Talking with them will allow two rolls on the local rumor table, plus rumor MM.

Scavengers: The characters encounter 1D6 scavengers. These NPCs survive by finding salvageable material (such as engine parts, sheet metal, machine oil, tools, and almost anything else that might be useful) in the ruins of the city. These 21st-century junk dealers sell their finds to dealers in the city, or exchange them to boatmen for food. They are not particularly interested in the marauders, though they survive at the marauders' pleasure, and some are forced to recover salvage for the Allegheny Warlords. Conversation with them will allow two rolls on the local rumor table.

Shots: The characters are fired upon by unseen attackers. Depending on the situation, this may lead to a direct encounter with Marauders-1 or the Washington Militia.

Washington Militia: See *Encounters with Local Militias*.

Allegheny Uprising

It was enough to make a man's mouth water. Computers, electric typewriters, jeeps, soybeans, canned food, medical supplies, arctic parkas, and (I swear) videotapes of every NFL game since 1992! No wonder those Civgov johnnies were falling all over themselves to find the place!

All of us had heard a million rumors about lost government caches squirreled away in out-of-the-way places years ago as security against a nuclear attack. Most of those stories were just air, of course. I remember there was this one about gold...

Allegheny Uprising is an adventure for **Twilight: 2000,** GDW's post-World War III role-playing game. In *Allegheny Uprising,* the characters must travel into the Allegheny Mountains of Pennsylvania, in search of a prewar government supply stockpile.

Allegheny Uprising includes the following materials:

• Introductory material for the adventure.

• Descriptions of the parts of western Maryland and Pennsylvania where the adventure takes place.

• Details of various organizations, marauder bands, and local defense forces in parts of southwestern Pennsylvania.

• A list of important non-player characters, including people the characters must find in order to locate the stockpile.

• A map of the general area in southwestern Pennsylvania where the adventure is set.

• Background material on western Pennsylvania's recent history, on the secret supply cache known as SRS-17374-2, and on the continuing civil war between native inhabitants of the Allegheny Mountains and the refugees who entered the area four years ago.

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Twilight: 2000

Series Module

Planet Kritte