

Urban Guerilla

Series Module

Twilight: 2000™



GDW

Urban Guerilla

Contents

| | |
|---|----|
| Urban Guerilla | 02 |
| Introduction | 02 |
| Referee's Notes | 02 |
| Designer's Notes | 02 |
| What's in It for You? | 03 |
| Character Background..... | 03 |
| Equipment..... | 03 |
| A Word From Your Sponsor | 03 |
| Out of the Frying Pan | 04 |
| What are We Trying to Do Here? | 04 |
| Troy, Carthage, Camelot | 05 |
| Things That Go Kaboom in the Night | 05 |
| Dead Courier..... | 06 |
| Concluding the Adventure | 07 |
| Additional Maps..... | 07 |
| The Land, Part 1 | 08 |
| Conditions in West Central Florida | 08 |
| The Extent of the Damage..... | 09 |
| The Four Horsemen | 11 |
| Death by Land, Death by Sea | 11 |
| A Pre-Columbian Wilderness | 11 |
| Encounters..... | 12 |
| Diseases Old and New..... | 12 |
| Two-legged Predators..... | 12 |
| Supplemental Animal Data Chart | 12 |
| Personalities | 13 |
| Augusta "Angel" Fitzleigh-Warren..... | 13 |
| Edward Lovejoy..... | 13 |
| LTC Marvin Wilkerson..... | 14 |
| Herb Norman..... | 14 |
| Alvin Thackery, MD | 15 |
| Joshua Armstrong..... | 15 |
| Fanya Ayn Wilkerson..... | 16 |
| John Two Herons | 17 |
| Phillip Dedrow | 17 |
| Norm Norman | 18 |
| Juliet Warren..... | 18 |
| Rabbi Joshua Boldstine | 19 |
| Organizations | 20 |
| The New American Florida Cell..... | 20 |
| The Nat Turner Brigade | 22 |
| Blueprint Document 1..... | 23 |
| Map: West Central Florida..... | 24 |
| Map: Tampa Bay and Environs..... | 25 |
| Blueprint Document 2 | 26 |
| The SSPDF..... | 27 |
| The SPJSDF..... | 27 |
| 4th BN, 11/12 SFG | 28 |
| The Seminole Indian Nation | 28 |
| Welcome to New America | 29 |
| New America Comes to St. Petersburg | 29 |
| New America: Goals..... | 31 |
| New America: Programs..... | 31 |

| | |
|--|----|
| Life in New America..... | 32 |
| The New American Classification Interview..... | 33 |
| The Interview Script..... | 34 |
| Population Control | 35 |
| Medical/Political Treatments | 35 |
| Women's Place in the New America | 35 |
| The Seamy Underside | 36 |
| Helpers and Hinderers..... | 37 |
| Reinforcements..... | 37 |
| Encounters | 38 |
| Rumors..... | 38 |
| New America and the Seminoles | 38 |
| The Land, Part II | 40 |
| Apollo Beach | 40 |
| Gibsonton..... | 40 |
| Bay Pines VA Hospital | 40 |
| Bradenton and Palmetto..... | 41 |
| Clearwater | 41 |
| Dunedin..... | 41 |
| Largo | 41 |
| Gulf Port | 41 |
| MacDill Air Force Base..... | 42 |
| Maderia Beach..... | 42 |
| Oldsmar and Safety Harbor | 42 |
| Pinellas Park | 43 |
| St. Petersburg | 43 |
| Sarasota..... | 44 |
| South Pasadena | 44 |
| The Sunshine Skyway | 44 |
| Tampa | 44 |
| Tarpon Springs..... | 46 |
| Toytown I & II | 46 |
| Appendix: New America | 47 |
| Background..... | 47 |
| Organization..... | 47 |
| Philosophies..... | 47 |
| The Hierarchy of New America | 48 |
| Arise, New America | 48 |

Credits

Design: Thomas F. Mulkey
Development: Loren K. Wiseman
Art Director: Barbie Pratt
Graphic Design and Production: Laurretta Oblinger, Dana Reischauer and Jim R. Kuntz
Interior Illustrations: Tim Bradstreet and Liz Danforth
Cover Illustration: Steve Venters
Typesetting Manager: Michelle Sturgeon
Special thanks to the many playtesters of Largo Adventures' Guild, the University of South Florida, Suncoast Skirmishes, Orlando Skirmishes, Adventure Game Fest, and S.C.B.M.

GDW

PO Box 1646
Bloomington, IL 61702-1646

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Urban Guerilla

We should have stayed in bed.

Colonel Murphy handed us this stack of photos. No comment, just stuck 'em in our hands and sat down. The first shot was of a nice looking kid, maybe 16, 18. Looked like it was taken before the war.

The second photo wasn't anywhere near so pretty. It had to have been taken maybe 24 hours after she had been dead. Not pretty. Not pretty at all.

The third one was worse....It showed what had been done to her back. Right about then I started feeling this real cold ache in my insides.

When we were done looking at the pictures (it didn't take long) he stood up again.

"She was alive when our people found her...died soon afterwards. She brought out a roll of film. "

He hands us this, whatyucallit...a vanilla envelope? Inside was a thick bundle of pictures, enlargements made from one of those little spy cameras. It was a report, and made for some heavy reading. I'll save you some time; it's like this...

There's this bunch down in St. Pete called the New Americans. You know the drill: hates everyone who ain't white and most of the ones who are, into that "natural aristocrat" horse hockey about the superior man ruling the rest, wants to put all of the women back in the kitchen.

What's going down in St. Petersburg-town? Ding me at dinner if I know. But I made myself a promise to a dead girl's picture that I'd find out. So I'm in on it, whatever Colonel Murphy is planning.

INTRODUCTION

Urban Guerilla is a module for use with **Twilight: 2000**, GDW's post-World War III role-playing game. The main plot deals with a reconnaissance mission by a small, hand-picked team of active and/or former military personnel into the very heart of the New American enclave in St. Petersburg, Fla.

The information presented in this module will allow the referee to create a complete **Twilight: 2000** campaign covering weeks or months of desperate war in the shadows as a small group of dedicated men and women pit their lives against the powerful New American city-state being built upon the ashes of west-central Florida.

The region, once widely known as the sun coast, had been the heart of the most densely populated region of Florida before the war. In 1995 the heaviest concentrations of people were measured in thousands per mile. Four nuclear strikes, three years, two major hurricanes and your odd civil war, followed by chaos, insurrection, drought, freeze, famine, epidemic and a local flood or two have reduced an area the size of New England to the status of a howling wasteland, inhabited only by bears, bandits, vipers and the only Indian tribe never to have been fully subjugated by the United States Army, the Seminole Nation. With over 160 miles of the same in every direction except toward the Gulf of Mexico, New America had entrenched itself firmly. But they had not reckoned on a handful of free men and women bent on bringing down a tyranny, regardless of the price.

This book contains the following material:

- This introductory chapter.
- Guidance for the referee and players for getting the player

characters into this module from all previous adventure areas.

- Capsule biographies of those high (and not so high) in the hierarchy of the local New American community (as well as those significant persons living among the New Americans).

- A classified New American document that might (or might not) be the key to breaking the New American stranglehold over central Florida.

- A complete description of the "Brave New Society" the New Americans are building, together with a New American Values Inventory used to assist in the classification of new members of the society.

- An inside view of the workings of the secret police and "police provocateur" units.

- A map of Tampa Bay and environs (including St. Petersburg).

- A map of the area around Tampa Bay.

- Geographic descriptions of the remaining towns and villages in the immediate path of the New American drive to conquest, together with brief biographies of prominent local leaders in significant localities.

- Organizational details of the New American Florida Theater of Operations and the Urban Renewal Regiments as well as the various militias, resistance movements and organizations.

REFEREE'S NOTES

This game module is designed to be used by the referee. Narrative sections describing scenes from the characters' points of view are included to add color and detail to the story's background as it is told by the referee. The referee may read these narrative sections aloud or make them available as the referee sees fit. The referee should control the rest of the text, revealing to the players only what their characters should know and when they should know it. Narrative portions have been italicized to assist in their recognition.

DESIGNER'S NOTES

This is an adult fairy tale, the kind where the dragon eats the fair maiden and has his way with the knight in shining armor...or maybe not *quite* that adult. But the reader is warned right here and now that the good guys might not win this one. The reason this is an adult drama instead of some other kind of adventure is because it asks those kinds of questions that don't have nice tidy answers. Or any satisfactory answers at all in some cases. In this module not all of the heroes wear white and not all of the villains wear black. There are lots of greys out there and *no* "good answers" or "happy endings."

For the best and brightest of the player characters, "victory" will consist of striking just one more spark of resistance in the teeth of the New American hurricane, and staying alive just one more day to keep the fight alive and the resistance going.

*Thomas E. Mulkey
Captain, Infantry
US Army Retired*

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



What's in It for You?

The old man had repeated my question, and I was already sorry I'd asked. He had leaned way back in his chair and folded his massive arms across his chest. He stared at us for a long time before he said anything, his one good eye gleaming back at us, ice grey and as sharp as a bayonet.

I've never forgotten what he said next:

"You have the opportunity to die....Swift or slow is not yours to choose. You have the opportunity to be tortured for something that you don't even know. You have the opportunity to die a thousand anonymous deaths, nameless and alone. You also have the opportunity to turn your back on me right now and live to a ripe old age, surrounded by your adoring grandchildren and hating yourself for being a coward who slunk away when your honor was called for.

"Choose and be quick about it. I won't ask twice. "

We went, of course. If you think you would have refused, you weren't there....You didn't see the photos...or the look in that old man's eye. There's a time when anyone will sell out, and there's a time when you can't demand a price and continue to look at yourself in the mirror. We know what we are.

WHAT ARE YOU?

The players have been asked to stick their noses into the business of the New American enclave in St. Petersburg, Fla., for a month between March 1st and April 1st, 2001. This city is at the hub of the great wheel of desolation caused by the nuclear strike on MacDill Air Force Base, across the bay in nearby Tampa. Central Florida is largely a wasteland. The majority of the state's prewar population is now dead. Communications with the southern half of the peninsula have all but completely ceased. And now there are reports coming out of St. Petersburg that the New Americans have taken over. A resistance movement is rumored to have arisen. The characters have been asked to conduct an investigation of the region, contact the resistance forces, and establish regular communications with them if the

resistance movement has a chance of success against the New Americans.

CHARACTER BACKGROUND

The characters may have come from any of the previous **Twilight: 2000** adventure modules or from adventures of the referee's own devising. Depending upon which campaign they were last in, they might have made it to Norfolk and taken ship from that vicinity, either following a long and uneventful stand down in Virginia or after returning there from one of the previous adventures. They might have travelled to Florida by way of Texas (*Red Star, Lone Star*), Arkansas (*Airlords of the Ozarks*), or Pennsylvania (*Allegheny Uprising*). Finally, for those returning home by way of Grenada (*Gateway to The Spanish Main*), this represents the characters' long-awaited homecoming. The referee will need to determine who or what it is that gives the players their current assignment.

EQUIPMENT

The players will not have been able to bring any vehicles along with them if they are aboard Paradox Studio's replica of "Old Ironsides," since eighteenth century sailing ships were not designed to accommodate such cargo. If the players arrive by some other means, this may or may not present a problem (the referee may wish to take advantage of this opportunity to strip the player's group of excess equipment, however). Certain quasi-bright player characters are sure to point out that Florida is a peninsula, not an island, and that St. Petersburg can be driven to overland. Squelch such an appeal with extreme prejudice. Rolling into town in an olive drab M750 is not a good way to maintain the secrecy which is required by the players' mission.

A WORD FROM YOUR SPONSOR...

The sponsor of this mission (whoever they may be—Civgov, Milgov, or some other group) will not be in a position to give the players much in the way of equipment. Conditions being what they are, weapons and vehicles are in short supply. They

will be able to supply 300 rounds per small arm (NATO weapons only) and about 60 liters of alcohol fuel per vehicle in the players' group. A few hand and 40mm grenades will be made available for those who want them. In any case, the characters will be told, this is a survey mission. "Just go in, find out what's what, and get out. You can start smuggling guns to the guerillas later."

OUT OF THE FRYING PAN...

Like other **Twilight: 2000** adventures, this one is played out as an ongoing dialogue between the referee and the players. The players probe, explore, and test the limits of their characters' world, all the while receiving and reacting to feedback from the referee. The referee provides partial information to the players and revels in the knowledge of the complete situation. This chapter should help the referee fill in some of the framework for this particular corner of the world. Situations and characters are provided to cross the players' paths and lead them to some goal or (alternatively) lead them astray. The characters begin with very little knowledge of the situation in New American St. Petersburg. It is possible that one of the characters might have been from this region from before the war. If so, it is a useful tool for the referee to, from time to time, feed such characters bits of information they might reasonably know.

The players are going to want to know a lot of information before committing their characters to the area. Much of what is known about the New Americans in general may be gleaned from the module *Airlords of the Ozarks*. This should be considered the base data line for the player characters. If *Airlords* has not yet been played by this group, the referee may wish to extract the relevant portions for player consumption. Player characters from the region may be given excerpts from the section on the land and be allowed to consult highway maps or atlases as appropriate to refresh their "memory" of general locations. Some things should be common knowledge, such as the facts that nukes have landed at or near Tampa, Cape Kennedy, Jacksonville, and Pensacola. What the characters might not know is the full extent of the damages, exact fallout patterns, and current conditions at those locations.

New America is expanding. As the adventure unfolds, the players will have the opportunity to discover what is happening, learn first hand of New America's goals and intentions, and perhaps strike a blow against the evil growing in Saint Petersburg.

The various plot angles give the players an opportunity to take their characters in undercover: as patriots working from within to topple the New Americans; as resistance fighters serving in the shadow war, desperately battling the New American secret police; as urban guerillas, using terror and openly carrying the war to the oppressors; or as a freelance commando team organizing themselves to strike at a number of targets in New America.

WHAT ARE WE TRYING TO DO HERE?

A powerful and well-armed New America is trying to consolidate its position on the Pinellas peninsula. The regime faces three distinct types of opposition: overt, covert and clandestine.

The overt threat is embodied in the remaining free militias: the South St. Petersburg Defense Force; the South Pasadena Jewish Self-Defense League; the uncommitted Scientologists (Orthodox and "Heretic"); the highly overrated Dunedin Militia; assorted bandit groups in Pinellas Park; the disorganized and disunited militias around Lake Seminole; and the 600-odd armed

patients and staff of the Veterans' Administration Hospital at Bay Pines. Overt forces wear distinctive uniforms, or at least an armband and carry their weapons openly. Overt forces tend to fight the same as conventional armies do, even if they occasionally resort to tactical surprise, ambushes and hit-and-run tactics.

The clandestine threat to New America is in the hands of Fanya Ayn Wilkerson (under the *nom de guerre* of "Eight-Fingered Elly") and her thirty urban guerillas, supported on occasion by the other groups.

Living among the people, the guerillas rely on secrecy, stealth, and the support of the people to survive and elude the army and the secret police. They wear no distinctive uniform or insignia and never carry or display their weapons openly. The urban guerillas attack the New Americans where they are weak, retreat from the enemy's strength, strike and disappear, and never hold ground or defend anything but the survival of the resistance itself.

The covert threat is in the hands of the players. They must avoid the forces of New America while carrying out their mission: to learn what truth is cloaked by New America's propaganda and the fog of war. Additional missions developing from the players' primary mission might include contacting either or both the overt and clandestine forces resisting the New Americans in order to determine those elements' effectiveness, reliability, strength and needs. Other missions might include some limited, direct, covert actions such as raids, further recons, or possibly a prisoner "snatch" in order to obtain more intelligence. Assisting overt militia forces with supply, training or combat leadership might be done covertly by the characters.

In most cases the players will probably find themselves working directly alongside the guerillas. Almost any prolonged or regular contact with the guerillas will require the player characters to go clandestinely, as any kind of uniform or military equipment spotted by the secret police will tip them off to the presence of hostiles.

A third possibility exists. The players might try to penetrate the New American organization directly as spies or infiltrators. In that situation, characters having both a plausible cover story and a good solid reason acceptable to the New Americans might even get away with showing up in full equipment. Merely arriving at the New American front gate posing as wandering ex-military types seeking employment may not necessarily fail, but, if the party attempting the penetration is multiracial or sexually integrated, they will almost certainly get split apart on arrival. The players may not have allowed for this mischance in their planning for this infiltration; splitting the party up into separate groups may prove difficult for less experienced referees or players. On the other hand, a smoothly and reasonably fair allocation of the referee's time to each player or group of players in turn produces something akin to the rotating points of view seen in action adventure movies as the audience, in this case the players, get to alternately direct the interaction of their own characters with various NPCs and enjoy the comic failure of their fellow players' characters in dealing with the New American bureaucracy. It is sometimes useful and necessary to remind noninvolved player characters that their characters are not present and do not "know" what absent characters are going through, either immediately or after the fact. Kibitzing should not be permitted, and players must not play knowledge their characters were not present to acquire. One aspect of this mode of play is that it gets everyone participating, especially when



one or more strong player characters may have been dominating most group actions. It also allows the players (but not the referee, unfortunately) to slip out for a quick sandwich in the kitchen when not directly engaged.

TROY, CARTHAGE, CAMELOT...

New American St. Petersburg is an anachronism, a surviving city, intact, populated, and functioning. With a post-war population of 100,000, running water, and its own garbage-burning electrical generating station (heavily rationed), the city is a potential springboard to the full recovery of the state.

Three events are woven into this adventure: a 16-year-old girl is in love; the personal inadequacies of one man has doomed a would-be grandmother; and the opposition to a repressive society is growing as some of its citizens begin to feel that the price they are being charged for personal comfort and security is too much to bear.

The 16-year-old girl's name is Juliet Warren. Her parents are Judge Patrick Warren and his wife, Angel Fitzleigh-Warren. Carl Hughes had hand-selected the judge to head up the New American Command Cell in St. Petersburg. By a fluke of luck and her own will, Angel has found herself in charge of one of the largest and best prepared "colonies" of New America to emerge from the ashes of the Final World War. It is Angel's innovative leadership that has made the St. Petersburg enclave so successful. She has accomplished this feat in spite of the ideological baggage of the New Americans rather than because of it. Her political co-equals on the Committee of Public Safety include Edward Lovejoy, a twisted and sick man who bears an insane and overwhelming hatred for Angel which he keeps cloaked in secrecy. This hatred, born out of his inability to accept a "mere woman" as his equal, much less his superior in anything, has driven him to seek a remedy to this situation from Angel's superiors at Carl Hughes' National Headquarters in the Shenandoah Mountains of Virginia. Lovejoy's answer, an assassin by the name of Phil Dedrow, is on his way down to deal with "this upstart woman" who dared make New American St. Petersburg work while mitigating the worst of Hughes' doctrinaire excesses.

With Judge Warren incapacitated by a stroke, Angel has implemented his personal contingency plan, modifying it to make

it work. She has been both pragmatic and ruthless in her labors. With Pat more vegetable than man and rapidly deteriorating, Angel's children will soon be all she has left in the world to care for and love. She is prepared to pay any price to protect them, even selling her soul to New America if need be.

Juliet Warren is 16 and in love with a boy New America has branded a member of the underclass. Too young to comprehend the moral jeopardy in which she places both their lives and too headstrong to be swayed by "decorum," peer pressure, or even a mother's tears, Juliet treads a path to destruction that will inevitably bring down the house of cards Angel Fitzleigh-Warren has built.

The third ingredient in this simmering tragedy is the growing dissatisfaction of certain members of the population. After the nuclear exchange it seemed to some citizens that almost any price they had to pay was worth it if they could get their personal comforts back again. A number of people, however, believe that the price New America charges is too high. These people, under the leadership of Fanya Ayn Wilkerson, have become the underground opposition to the New American regime in St. Petersburg...the urban guerillas.

Whether New American St. Petersburg survives depends, in large measure, on the fate of Angel Fitzleigh-Warren. Her fate, in turn, hinges on two teenagers. In the meantime, the New Americans continue to liberally spend the blood and treasure at their disposal in the continued effort to dominate their neighbors. The secret police continue to round up "suspects" in their desperate war against the urban guerillas, and they have prepared a trap for the guerillas' leader, Fanya Wilkerson. For her part, Fanya Wilkerson continues to wage war against the minions of New American racism and genocide embodied in the person of her hated uncle, Colonel Wilkerson, commander of New America's military forces in St. Petersburg.

The players, sent to find out what's going on within that mass of contradictions that is New American St. Petersburg, are going to find themselves drawn into the urban guerillas' war against the New Americans. In the process, they may uncover a plot which threatens the whole guerilla movement in St. Petersburg.

THINGS THAT GO KABOOM IN THE NIGHT

There are several conflicting viewpoints at odds in St. Petersburg, and they usually tend to express themselves loudly, forcefully, and, with all too regrettable frequency, with some form of explosive.

Targets seem to be picked at random, and responsibility for any particular blast may be claimed by as many as half a dozen terrorist organizations or by none at all. There is a pattern to this chaos, but it might take the players a while to discern it.

If the players successfully penetrate the New Americans and have access to routine police reports, they will be able to obtain information about any of the bomb attacks that occur. The reports should provide the following kinds of details: 1) date, time and location of the attack; 2) details of the bomb, if known (size and type of bomb, detonator, timer, explosive used, 3) casualties (killed and wounded); 4) property damage, 5) persons and/or groups claiming responsibility. The referee should determine this at random....The details are not particularly important except that they should provide clues to the real identity of the bombers (for more on this subject, see below).

There are several "alphabet soup" terrorist groups that frequently show up on these reports who are not at all what they



seem to be. UFLF, the University of Florida Liberation Front, for instance, is a New American secret police provocateur front group which specializes in bloody political agitation. They present a straw man to the public in order to create and maintain a state of terror and its accompanying state of police emergency to justify New America's callous, repressive security measures. When this front groups's current "name" organization becomes "too successful" as urban terrorists, the authorities will round up some Seconds and Thirds at random and coerce confessions from them. These "confessions" will be given the widest possible circulation, and the "culprits" will then be given a public show trial and an even more public execution, demonstrating once again the invincibility of New America's law enforcement arm.

With that "nest of terrorists" successfully eliminated by the resolute efforts of the New American Social Security Service, the agitprop provocateur group will be assigned a new name, reflecting the latest "enemy of the State," and go right back into business. The phony terrorists attack selected individuals, schools, churches, hospitals and orphanages, principally in areas occupied by Seconds and Thirds, by creating a lot of noise and anger but not doing extensive damage. So far the New Americans have blamed these attacks (at various times) upon the Soviets, Jewish Militants, Cubans, anarchists, Nicaraguans, black extremists, white extremists, religious extremists, and rabid liberal humanists gone bad. Propaganda, provocation, and agitprop come under the control of the Chief of Social Security Services.

Much of the "terrorism" directed at the Citizen element of the population does no real damage and only kills those the Committee of Public Safety finds politically useful to have murdered, such as those advocating a softening of State Social Security and Control Measures, the body of laws used to create the oppressive police terror. These "enemies" appear to be cut down by the "very people they were proposing to coddle...how ironic."

The provocateur/agitprop attacks against Seconds and Thirds are designed to keep these people in need of, and strongly in favor of, heavy police protection. While the average attacks are usually minor, they can sometimes become quite bloody, with accompanying "enemy" propaganda telling the victims how the

State Social Security Service cannot "protect" the Seconds and Thirds from these fiendish terrorist attackers. This is usually followed in short order with the police heroically rounding up and "dealing with" the so-called terrorists.

The purpose behind this rather bizarre fandango is to instill and maintain fear of outsiders and to create and sustain a need for a strong, forceful, even intrusive Social Security Service. By the same token, special units of New America's most trusted and reliable Social Security Service secret police occasionally change into "bandit uniform" to raid outlying New American Settlements in Pinellas County. Their mission is to stir up trouble with, and animosity toward, non-New American enclaves slated for later attentions of the Urban Renewal Ministry and its armed forces. There is nothing like having a gang of South St. Petersburg Defense Force goons coming into New American territory to get the Thirds to volunteer for the Urban Renewal Regiments in droves. After a few days to a few weeks of this sort of harassment, the abused minorities are ready to kick the can of those toward whom New America has organized this communal anger. Then the next Urban Renewal campaign kicks off. The "guilty" are eventually captured and summarily executed for their crimes.

These exercises require careful planning to insure that the real murderers are never inadvertently captured by "non-playing" (not in on the ruse) New American units. "Non-players" who stumble into the truth are either co-opted into the plot or killed (and their deaths are blamed upon the "terrorists"). This whole plot is one of the facts the players should gradually discover in the process of the module....Their employers will be very interested.

DEAD COURIER

The dead courier described in the introduction to this module need not have lost her life for nothing if the players are on the ball. The report she brought out alluded to a "Blueprint" document. The players may lay hold of this document in one of several ways. If the players manage to get themselves hired by the SSS, the report should be one of the things they accidentally find. Since Blueprint is a report being sent to NA headquarters by both coded radio transmission and courier (as a backup), the players could obtain it by ambushing the courier (how they learn the courier routes and schedules as part of the SSS is up to the referee), or they could be given the document by a guerilla agent in the communications section. The players could be given parts of the document over time, to represent their slowly decoding it, as a means of heightening suspense.

Several items, such as the New American plan to assassinate Colonel Murphy of Gainesville or their bluntly honest assessment of the future of New American/Seminole Indian affairs, are "hot" items for the intelligence communities outside New America to chew on. The New American perfidy regarding their erstwhile Seminole allies is political (as well as military intelligence) dynamite, quite capable of creating major strains in white/Indian relations, if not outright warfare. Depending upon how the players conduct themselves, they may find themselves either in partnership or competition with John Two Herons in their efforts to recover the document. In the right hands, the document may be the key to decoupling the New American-Seminole alliance or even to driving the Seminoles into an alliance against New American St. Petersburg. After a close reading of the blueprint document, other plot angles will suggest themselves although some may be beyond the players'

immediate scope of action.

The main item of importance to this adventure in the Blueprint document is the mention of a plan to capture or kill the guerilla leader, Fanya Wilkerson, using her long-lost child as bait. The players will be asked to rescue the child and prevent the death of Fanya Wilkerson (and the consequent disintegration of the guerilla movement in St. Petersburg).

Several loose ends have been left in order to allow further contacts with the New Americans or Seminoles in future ongoing adventures springing from this module. The referee should try to keep as many of the players' options open as possible. There is a better than excellent chance that the players may see one or more of the major NPCs again sometime in the future. Referees would do well to insure that such major NPCs do their dying, if any, off-stage and in such a manner as to leave confirmation of their demise in doubt. One exception: it was Ed Lovejoy who committed the atrocity upon the dead courier, and there is no one who will mind if the player characters ensure that he meets with a poetically deserved (and suitably grisly) fate, preferably at some fitting climax of the action.

CONCLUDING THE ADVENTURE

Fulfilling Their Mission: At the end of 30 days, the players should begin giving attention to reporting their discoveries about New America. The referee need not have the players actually prepare their report; it will be enough if they simply tell the referee what they wish to include in it. Likewise, it is assumed that the players can safely deliver their report, and the referee need not be concerned with this minor aspect of the adventure's conclusion.

If the players recover all of the Blueprint document, uncover the agitprop reasoning behind the "terrorist" bombings, and are able to give a reasonable summation of the strength and characteristics of Fanya Wilkerson's guerillas, this will be satisfactory, and \$800 in gold or equipment will be paid to each surviving character. If one or more of the players have gone through the entrance interview, this will be a very useful addition to their report, and an additional \$200 will be awarded to those players.

It should be obvious to the players that some sort of popular unrest is in the cards. After giving their report, one or more of the players may choose to remain in St. Petersburg and help organize a larger rebellion. The information in this module should be adequate for a continuing campaign of this sort. If the players should choose to remain, arrangements to get supplies (primarily arms and ammunition) through to them should be concluded. Depending on the way the campaign has gone, as well as on who actually sent the group, these supplies may be delivered in several different ways. Most probably, they will be deposited along the coast outside the area of NA influence. Supplies should consist mostly of ammunition and should not exceed \$1000 worth per month. For reasons which will be revealed in later modules, these supplies will stop arriving sometime after the end of April.

Angel Fitzleigh-Warren's death or survival will affect what happens later on, but either way, it will not be of direct importance to the player's mission. Angel will be willing to compromise then her successor, and unrest under her government will not grow as fast.

Fanya and Her Son: Fanya's son is living with the family of one of Colonel Wilkerson's subordinate officers in a downtown St. Petersburg apartment complex. If the players choose a

commando-style raid to secure the child, the referee will need to diagram out the apartment complex. Any simple multi-story building plan will do, either drawn from a real-life prototype or the referee's imagination.

The child faintly remembers his "old mommy" but will, nonetheless, object loudly to being taken from his present home. The details of any encounters with citizens or the police are left up to the referee to administer, but a group of armed adults dragging a crying child through the streets is bound to attract attention.

Phillip Dedrow: If the referee has chosen to insert Phillip Dedrow into the player's group as a spy (as outlined in the notes on page 17), either as a player character or NPC, and the other characters do not discover him, the players lose. Dedrow will feed the players false information, will use them to penetrate the urban guerilla organization, and will see to it that a false report is the one which gets through. The report will be written so that the players' sponsor will send supplies to the guerillas, but the guerillas will be killed and NA agents substituted into whatever arrangements are made. New America will use the arms for their own purposes. If the players discover Dedrow, they can kill him outright or use him as a means of feeding phony information to New America. Where the campaign goes from either point is wide open.

If Seminoles discover the NA plot against them (through player action or inaction) and John Two Herons is not killed in the process of the adventure, there is a ten percent chance the Seminoles will attack St. Petersburg and probably be wiped out in the process (they are not yet strong enough to tangle with the New Americans). If Two Herons survives and the players have done nothing else to anger the Seminoles, Two Herons will have the ammunition he needs to gain control of the council. The tribe will continue to pose as an ally of the New Americans but will begin covert cooperation with Fanya Wilkerson's guerillas.

In no case, really, is there a happy ending or a permanent conclusion. Fanya could get her son back if the players are successful, but this only lets things go on as they are for a while. The adventure, like real life, goes on.

ADDITIONAL MAPS

Referees may wish to acquire additional maps of the St. Petersburg area and of central Florida, especially if an extensive campaign is planned. Rand McNally & Company not only publishes a general road atlas which includes the state of Florida but also makes available individual maps of Florida and various cities. The AAA makes state and street maps available to its members. Consult the tourist section of a local bookstore, office supply store, supermarket, or the map section of the local public library. Some libraries (particularly university libraries) are federal map depositories and can provide extensive map services, including the JNC and ONC series maps used in the preparation of this module. Check with the individual library to find out what is available. The U.S. Geological Survey is a useful source of maps of the United States and the world. Write to the address listed below and ask for instructions on ordering maps:

United States Geological Survey
Public Inquiries Office
1028 General Services Building
19th & F Streets
Washington, DC 20244



The Land, Part I

Florida is a flat, rolling peninsula with a maximum elevation of less than 300 feet above sea level. It has more than 3000 miles of coastline, including numerous beaches, bays, bayous, and keys. It lies within the semitropical zone and undergoes a wet season/dry season cycle of weather that is mitigated in part by the seasonal variations of the North American land mass and by hurricanes which come ashore with great violence and driving rain about once or twice a year. It contains the oldest city in the country, St. Augustine, and the nation's premier space port, Cape Kennedy. Key West is the southernmost point of the nation that can be driven to. The state is one of the most heavily developed, with metropolises megapolises running up both coasts and across a wide belt of its center, yet vast tracts of it are still a wide, wet, green wilderness.

In 2001, the peninsula is still there, but the people are gone. The endless stretches of asphalt and concrete now have weeds growing up through ever widening cracks, and the monolithic rows of shore-front condominiums stand as hollow-eyed and empty as the skulls of their long-dead builders.

CONDITIONS IN WEST CENTRAL FLORIDA

The fact that MacDill AFB in Tampa and Cape Kennedy got smeared in the Thanksgiving Day Massacre is well enough known that the player characters would have been aware of it, even if the full extent of the damage has only reached them as rumors. No one may really know the true extent of damage for years to come.

On Thanksgiving Day, 1997, Florida (and many other parts of the nation) was hit by a series of selective nuclear strikes calculated by the Soviets to disrupt American command, control, and communications—surgical strikes intended to knock America out of the war and end the war before the nuclear Armageddon spread any further. Like most of the major calculations of both sides this proved to be another miscalculation, but that is a small comfort to over half the members of the world's

prewar population who are now dead, or to the other half, many of who wish they were.

As for Florida, Mayport Naval Station in Jacksonville suffered a near miss that landed in the sea just offshore. The resulting nuclear-induced tidal wave and wide-spread radioactive seawater contamination were dreadful and deadly. Millions died, both in the wave surge and in the subsequent legacy of nuclear poisoning, disease, starvation, and chaos that followed.

Almost simultaneously three more sites were struck: MacDill AFB in Tampa, Eglin AFB near Pensacola in the Florida Panhandle, and the Satellite Recon Launch Facility at Cape Kennedy. Both the MIRV'd warheads at Eglin and the single one-megaton that were burst over MacDill were airbursts, designed to do the most damage to the widest possible area. Cape Kennedy received the attentions of a 10 warhead MIRV'd (one-megaton total) device. Unlike the other strikes, this was a series of pinpoint attacks upon the launch sites themselves. The resulting blasts vaporized nine of the 11 launchpads and the vehicle assembly building.

A fifth attack, this one aimed at Homestead AFB, south of Miami, apparently never materialized. The failure might have been due to the intense electromagnetic pulse (EMP) created by other Soviet nuclear devices detonated more than 50 miles high in several locations. The EMP "killed" all unshielded electric power sources and functioning electrical devices over most of the continental United States. It may have been this EMP which had the effect of deactivating the onboard electronics of the Homestead weapon, which is presumed to have landed in the sea well south of Miami without detonating. Four hits or near hits, however, turned out to be quite devastating enough—at least no one complained about the missing fifth bomb. In less than a minute the majority of the people in the second most populated state in the nation were plunged into a new Dark Age (literally and figuratively).

Since Florida had no major oil refining or distribution targets, it was not as badly damaged as some other states, but the carnage was bad enough, nevertheless. By 2001 the remaining radiation levels at all ground zeroes have fallen well back within

reasonably safe (or at least tolerable) levels, but the heat and blast damage remain.

The Cape Kennedy strike was intended to destroy the launch facilities and, with some help from EMP, they achieved that end. No more recon satellites would be lofted from Cape Kennedy for some time to come. The two remaining launch pads were so extensively damaged by blast, heat, and radioactive residue that they are effectively inoperable, as is the shuttle landing strip and most of the surrounding support facilities.

At Eglin AFB the main facilities at Hurlbert Field were scoured off the map. One of the MIRVs was subtargeted for the nearby Naval Air Station, and seven more were aimed at Eglin's widely spaced AUX, or auxiliary airfields. One warhead was targeted against the Army Airborne Ranger Camp also located (deep in the swamps) on Eglin AFB. Ground zeroes for these .1 Mt MIRVs were much smaller than that of the 1 Mt device that hit MacDill, but because the smaller warheads were "on target" with regard to the altitudes of their detonations, the recipients had no complaints about their relative destructiveness. The single biggest effect of the cumulative air bursts over a wide area of the Florida Panhandle was the vast and uncontrolled forest and grass fires ignited by the blasts. Because each of these devices was an airburst weapon, little initial or residual fallout occurred.

The MacDill blast, on the other hand, was ten times the size of any one of the single warheads detonating to the north. The only thing that saved Tampa Bay from mass extinction was the mischance of a premature detonation, some 2000 feet too high for the full effects of such a blast to be felt. Directly below the airburst the Earth's surface was first subjected to a blowtorch several miles across, then to a blast with an overpressure of 250 to 500 psi, which was more than sufficient to insure complete destruction of any aircraft or personnel unfortunate enough to be on the base. The five psi ring extended to the base's north perimeter fence, guaranteeing the destruction of all but the most heavily bunkered and revetted structures on the air base. The two psi ring extended to Gandy Boulevard two miles farther north. At that range almost all of the wood frame residences were first ignited by the thermal pulse, then blasted to splinters by the overpressure wave of the detonation. The fires were added to by the ignition of residential propane and fuel oil tanks. Over half of the brick or cinder block buildings lost a roof or were heavily damaged. All of the lush tropical and subtropical foliage was set afire. Flash burns and overpressure (blast) damage, especially to the very old or very young, contributed additional casualties. The one psi ring extended to the north boundary fence of Tampa International Airport, over ten miles from ground zero. At that range the Shockwave tumbled cars and aircraft, and the thermal pulse ignited the highly flammable fuels within their tanks. An airport has a lot of fuel tanks...the fires raged unchecked for days.

Airborne aircraft lost all power due to the EMP and dropped out of the sky. Some pilots made successful "dead stick" landings; many of them died trying. Some, blinded by the direct rays of the fireball, were flash-blinded where they sat. With virtually every radio in the affected zone blitzed into inoperability, no one was able to talk anyone down. The scorched ruins of the aircraft dot the state.

Mundane devices like cars, ambulances, electric pacemakers and medical refrigeration units also failed. So did the incubators, respirators, kidney dialysis machines, and iron lungs in local hospitals and clinics. Even when hospital backup generators could be kicked back in to restore power, many patients died

because the machines themselves could not be restarted or replaced in time to save them. Traffic lights, police emergency radios, and even the civil defense radios failed. The "We interrupt this program" messages were not heard because the home TV and radio sets that were turned on at the moment of the pulse (and remember the attack occurred on Thanksgiving Day, while the various ball games were on the air) were instantly rendered into so much junk, not even salvageable for spare parts. Generally speaking, if an item of electronic equipment was in use at the time the pulse occurred, that piece of electronics was irretrievably ruined. Cars lost their electrical systems while in motion, causing massive chain-reaction collisions. The inferno resulting from the ignition of all the ruptured fuel tanks can scarcely be imagined.

Among the things within the bomb's flash ignition zone were the bulging fuel tank farms of Port Tampa, various munitions on the docks of Hooker's Point, and the environmentally infamous 400 foot high mounds of phosphorous and phosphate products located at Port Sutton and East Tampa. The fires of stricken Tampa burned, out of control, for months. The air base at MacDill became its own memorial, complete with flames that seem immortal. The location still burns and smokes right down to the player's "present time" of March 2001.

The people of Florida, as elsewhere, counted on a steady flow of electricity for their health, comfort, and well-being, not to mention their livelihoods. Thanksgiving Day, 1997, had started well enough. The war which all rational Americans had feared for the previous 40 years had been going on for over a year without triggering the dire holocaust doomsayers had predicted. The fighting was on Soviet territory or other places equally remote from home and hearth. The news gave every indication that the Soviets would have to accept defeat any day now. The boys (and girls) would be home for Christmas. Meanwhile, there was plenty of work, the money was good, and everything seemed right with America. Then the bombs fell.

THE EXTENT OF THE DAMAGE

Civil Defense planning in Florida was as prepared as any other place in the nation—for hurricanes (or the equivalent natural disasters for a given location). It was not prepared for anything like the scope of the disaster that occurred.

The EMP knocked out all the operating radio and television channels. It took out the power grid and the power stations themselves, together with the spider web network of power transformers, inducers, relays, back-up generators and associated control instruments. The power companies had lots of experience getting power back on line. Replacing one or even a dozen major transformers at scattered sites in the teeth of one of the Bay's frequent electrical storms or hurricanes was not an unusual occurrence, even on a holiday like Thanksgiving. But what had happened here and across the middle of Florida was a catastrophe of unprecedented proportions. The damage was not to one portion of the system but to the entire power grid. All power-generating equipment was affected, from the Crystal River Nuclear Power Plant—which automatically shut down—to the tiny gas turbine surge stations scattered across the state. Just about the entire electrical production system was on at the time of the strike, including all the back-ups, and was completely destroyed. Stations which had escaped the EMP surged, trying to make up for the sudden shortfall. One by one they overloaded, then their automatic shutoffs took them off-line. The continental power generation and transmission grid collapsed like

a string of dominoes.

An effect labeled "residual reverberation" played havoc with backup diesel-generating systems in hospitals, hotels, and inevitably, the Civil Defense control centers. For sowing the seeds of what happened next, the strikes must be counted a total success.

The electrical blackout and accompanying residual telecommunications jamming associated with the pulse created a monstrous void in communications, and into that void slipped rumor, exaggeration, and ultimately, panic. Without a reassuring central voice of authority, panic turned to rout and rout into riot and worse.

For the residents of the immediate target areas none of this made any difference at all. MacDill AFB was effectively seared from the face of the earth. The airburst over MacDill pushed outward, creating a moving wave of sea water 10 feet high across lower Tampa Bay. This man-made tidal wave destroyed a large portion of the Gandy Bridge (southernmost of the three links between St. Petersburg and Tampa), damaged portions of the Howard Franklin Bridge, and smashed into the boat basins, jetties, docks, piers (including the local landmark known as the million dollar pier), graceful beach hotels, condos and private residences along Tampa Bay's western shore. The rush of returning water did similar, if less destructive, damage to the Tampa side shoreline.

Flooding was widespread in the lower areas and had immediate permanent effects upon the operation of the Tampa International, St. Petersburg-Clearwater, Albert Whitting, and Michael O. Knight Airports. When the water receded, the only functioning air strips were the Clearwater Executive Air Park located near the highest point in Pinellas County and a sprinkling of other grass strips in northern and eastern Hillsborough County. None could accommodate large commercial airliners which might have brought in disaster relief materials.

The survivors could be grateful for only one thing—the wave damage, bad as it was, was not radioactive. The high airburst did fairly extensive blast and thermal damage, but, owing to its targeting pattern, the fireball never touched the ground. No widespread physical debris was sucked into the radiant center of the blast to become secondary radioactive fallout, and what little fallout that was created (by the residue from the bomb casing and the air, dust, and water vapors immediately around the 8000 foot high core of the detonation) fell promptly back to earth in a fairly tight, localized pattern squarely upon the unlucky communities of Gibsonton and Apollo Beach. This fallout pattern of just over 20 miles or so settled over the three major south-bound escape routes out of Tampa. The sick and dying from Tampa immediately overwhelmed the medical and sanitation facilities of nearby Sarasota. Efforts to halt the exodus of contaminated people and vehicles south from Tampa led to the establishment of a temporary twenty-acre automobile park off of Interstate 75 that has given a whole new meaning to the term "hot car parts."

It was ironic that the best organized effort to deal with the massive, panic-stricken rout of Tampa Bay had to occur in the worst possible location—the fallout zone from the blast itself. Needless to say, the effort, for all its heroic endeavor, was doomed to failure by the wind patterns.

The doomed stampede of panic-stricken civilians from Tampa and later from an ever-enlarging circle of surrounding communities did far more harm than the direct effects of the original attack. There was one main reason for this. The loss of elec-



tricity and telecommunications by the effects of the EMP created an information void into which fear, ignorance, and blind panic rushed. Without the strong voice of civil authority (be it Civil Defense, the military, police, or even the local radio or television announcers) to sooth and calm fears in an unprecedented situation, fear grew to panic and panic to blind flight.

The city dwellers fled to the country, and the country folk were not prepared to deal with what rapidly came to seem to them as an invasion. Initial efforts of humanity and goodwill toward the victims of a nuclear attack rapidly turned into a grim battle of survival between seemingly endless mobs of refugees and the embattled farmers trying to save their food crops, then their seed crops, and finally themselves and their families from the ravaging deprivations of hungry, cold and desperate city folk.

Even with all the goodwill and humanitarian intentions in the world, nothing could have prevented much of the suffering of the winter of 1997-1998. In Florida, there were just too many people and not enough of anything else. Even when there were surplus foodstuffs, the resources could not be delivered to where they were needed most; no communications network existed to identify stocks, and no effective central authority remained to coordinate the relief effort.

Unfortunately, there was more than enough evil, malicious and deliberately criminal misconduct, misinformation, and out-and-out disinformation circulating to compound the horror beyond any hope of retrieval by men of goodwill.

On Dec. 1, 1997, a low-power AM radio station located somewhere in the heart of Central Florida came on the air. Calling itself the "Voice of the Lord," this apparently authoritative, allegedly fundamentalist Christian radio station began churning out the wildest and most criminally irresponsible propaganda imaginable. The symptoms of radiation sickness and AIDS, for instance, were hopelessly and maliciously confused. The broadcaster went on to suggest that the radioactive sign of the city-dwelling, godless, immoral fathers would be visited upon their sons and daughters (and all who sheltered them or even breathed the same air) for the next seven generations. It was heavy stuff, laid on with all the skill, subtlety, and salesmanship of a true genius in the science of propaganda.

The immediate effects of the attack, even in the countryside, had been traumatic enough. The unusually harsh winter which

followed compounded the real problems a hundred-fold, and finally this constant and effective hate campaign smashed the floodgates of insanity. For the next two years a war of extermination was waged across what could have been a semitropical garden of Eden. The attempts by what remained of the civil and military authorities to keep a lid on things failed dismally.

THE FOUR HORSEMEN

The main actors in this communal bloodbath included not only the displaced criminal elements of the big city, but also ordinary urban dwellers—mothers and fathers with children to feed and somehow protect from the freezing rains and unchecked diseases. Millions of these people battled a relative handful of farmers trying to save their own livelihoods and the lives of their own wives and children. Even without the artificially stirred-up hatreds, the twin scourges of disease and famine were hard at work winnowing the dead chaff from the few survivors.

The harsh winter brought other dislocated and hungry people down into the zone of darkness and blood. Armed marauder bands spread chaos and destruction and wasted more than they took. As if things weren't bad enough, a new factor entered the picture. The Seminole Nation had risen again, and they appeared to have every intention of reclaiming what they had lost over 170 years before. They were very successful, indeed, and well-armed.

DEATH BY LAND, DEATH BY SEA

Many of those who didn't flee to the interior clung to the gulf beaches. Water was a major problem on the beaches and that alone thinned the population there, even without the hurricanes of 1998 and 1999. The normal warning system no longer functioned, and only a few of the oldest immigrants from the islands could read the cloud formations and wave patterns that told of the approach of the god called *Hurakan*. The inhabitants of Florida were almost totally unprepared for Hurricane Jeff in 1998. Over 50,000 died in the high winds and the monstrous wave surge. The high-rise hotels and condos of the gulf barrier islands and the concrete and rebar foundations resting on little more than white sand and seashells collapsed like card houses before the wind, their foundations literally washed out from under them by the giant waves. Major changes were created in the geography of the offshore islands: the sea reached out and took away a billion tons of sand, concrete, asphalt, homes, palms, and people in one mad night of natural fury. The mouth of Tampa Bay with its deep water channel was almost silted shut by the same storm winds. Although depopulated by the Thanksgiving Day strikes and subsequent exodus, the area was still home to millions who were determined to stay in their homes or else. The beach area became a desert uninhabited by anything but crabs and gulls.

Because the means to measure such things no longer existed, it was impossible to say whether Hurricane Josie, which came ashore the following winter, was actually more powerful or not. If the physical evidence of the wreckage is any guide, it was far worse. Josie completed the natural flow of tide and drainage from the land that Jeff had begun. The storm of 1999 cut a new, even deeper channel out of Tampa Bay, reopening the great natural anchorage to deep-bottomed shipping (or would have, if there were any left). As a point of minor interest, 1999 was the last for which the National Weather Service had a list of hurricane names prepared. Subsequent storms went unnamed well into the 21st century.

If the damage from Josie was less than that done by Jeff, it might have been because by 1999 there were fewer buildings to destroy and fewer people to kill. However, the physical rearrangement of geography was tremendous.

The year 2000 was almost idyllic compared to the preceding three. People dared to plant small plots of crops; the sun and rain fell freely in beneficial quantities; and peace, of a sort, fell over the land. In central Florida, which once boasted of the fastest growing cities of any state in the union, the populations were concentrated in St. Petersburg, Orlando, and not anywhere else. The population density beyond those enclaves dropped to around one per 10 square miles. What was previously the most populated part of the Sunshine State has in three years reverted to a pre-Columbian semitropical wilderness. The ill-will of the warring populations and the efforts of the resurgent Seminoles to the south have turned the center of the peninsula into a howling, primeval wilderness land and effectively cut the southern half of the state off from the rest of the nation.

A PRE-COLUMBIAN WILDERNESS

Those who survived in any number clung to the Tampa Bay region. The interior has become a place of wild things: snakes, gators, the Florida panther (once near extinction), deer, black bears, eagles, and armadillos....All of these are native to Florida.

New creatures have also found a home in the palmetto scrub, live oak and southern pine thickets. Before the war Florida was dotted with roadside menageries and huge nature attractions featuring all manner of wild and exotic beasts. Additionally, it has both a climate and the terrain suitable for most of the tropical or subtropical species to adapt to. Most species of monkeys and apes could (and do) exist quite happily in Florida's climate. Some natives claim to have seen Bigfoot-like creatures, known locally as the swamp ape or skunk ape (because of its particular odor). Various exotic bears (polar, grizzly, and kodiak bears) may be stretching things a bit, but such creatures were in local zoos and could have escaped (grizzlies were once native to Florida). Florida also has the peccary in addition to their larger wild pig cousins, domestic cattle (bred for milk and meat and now running wild) and the bison, which was being crossbred with domestic cattle to produce a hybrid called a "beefalo."

The open savannas and grasslands are now home to a few large predators, including the famous Siberian snow tigers of the once-famous beer company amusement park near Tampa. Competition has reduced their numbers, and many were so used to their coddled lives that they could not fend for themselves. Other exotic animals include escaped camels, rhinos, hippos, and elephants. None of the larger creatures will be present in great numbers, but their life in zoos and collections will have left them without fear of humans. Combine this with the current state of affairs and the fact that a few will have retained their old instincts, and one or two interesting encounters can be sprung on the characters.

The only poisonous creature in the continental United States not found in the Sunshine State is the gila monster. The scorpion needs no introduction; its venom can be lethal to those allergic to it, although it is usually no worse than a painful sting. The giant killer toad is a South American illegal import with a skin toxin that is lethal if eaten or if the frog is handled for prolonged periods. Like the walking catfish, it has no fear of man and will move in on any edible-looking items left on the ground. Poisonous snakes include the diamondback and pygmy pine rattlers, the copperhead (all natives), and the fer-de-lance, black

cobra, and bushmaster (escaped from various zoos and nature parks).

Snake bites and encounters with the poisonous toad toxin must be individually dealt with by the referee, but if given first aid immediately (that is, within one turn) a player will recover within 1 D6 days with no ill effects (fatigue level at base 1). Without immediate treatment, the character has a 40 percent chance of dying, rolled immediately (20 percent in the case of the toad; 60 percent in the case of a fer-de-lance). If the character survives this roll, that character will recover with no ill effects after spending 5+1D6 days with fatigue at base level 1.

Walking catfish arrived in the state in the 1970s when a few specimens literally walked out of an exotic fish store. They can travel hundreds of yards on their pectoral fins, and they can also stay out of water for a surprisingly long time. Averaging two feet long and weighing 20 pounds or more, their spiny fins produce painful venom. These peripatetic pisceans have been known to drive dogs and cats away from food bowls left in back yards.

As if these weren't bad enough, some of the cockroaches in Florida are at least two inches long. Also, they are attracted by light (such as the light produced by a campfire), and are even able to fly!

Encounters: The table which is shown below should be used for all areas which are located outside the territory controlled by New America (as indicated on the maps). The following are for those entries not explained in the *Encounter* rules of the basic game.

ENCOUNTER TABLE

| Die | Result |
|-----|---------------------|
| 2 | Exotic Animal |
| 3 | Grazer |
| 4 | Boar |
| 5 | Dog |
| 6 | Fowl |
| 7 | Game |
| 8 | Marauder |
| 9 | Armed Party |
| 10 | Hunter |
| 11 | Bear |
| 12 | New American Patrol |

Exotic Animal: The referee may choose freely from one of the animals which are discussed in the proceeding section. Especially poisonous animals are listed above. Some animals present no special danger to the players and so have no data listed. The data for particularly dangerous animals is listed on the table below. Referees who wish to introduce other exotic animals should extrapolate data ratings from similar creatures on the table.

SUPPLEMENTAL ANIMAL DATA CHART

| Animal | Meat | Move | Appearing | Hits | Attack | Hit | Damage | Stature |
|-----------|----------|----------|-----------|------|--------|-----|--------|---------|
| Tiger | 1D6x15kg | 10/20/40 | 1 | 60 | 50% | 50 | 4D6 | 24 |
| Panther | 1D6x12kg | 10/20/50 | 1 | 40 | 40% | 50 | 4D6 | 12 |
| Lion | 1D6x12kg | 10/20/50 | 1 | 50 | 30% | 50 | 4D6 | 16 |
| Hippo | 1D6x40kg | 5/7/10 | 1 | 50 | 30% | 50 | 4D6 | 16 |
| Rhino | 1D6x50kg | 5/10/20 | 1 | 50 | 30% | 50 | 4D6 | 16 |
| Elephant | 1D6x70kg | 5/10/20 | 1 | 50 | 30% | 50 | 4D6 | 16 |
| Alligator | 1D6x12kg | 3/7/10 | 1 | 40 | 40% | 50 | 4D6 | 12 |

Seminoles: A patrol of 2D6+4 Seminole Indians. They will be two-thirds *Veteran*, the rest *Elite*. They will be armed with civilian weapons and one or two M16s.

Armed Party: This is nearly identical to the Army encounter in the basic rules. The main difference is in where the party comes from. The referee should decide which of the groups listed in this module could reasonably have a patrol in the area.

DISEASES OLD AND NEW

The flora and fauna of central Florida are not the only menace in the region. Diseases have cropped up to complicate resettlement. Old scourges like malaria and typhus have returned with a vengeance. New diseases (some imported, some evolving) have made the wilderness a place of dread. Pests, old and new, have emerged to cause problems. The Florida screw fly (a major threat to local horse breeding areas) is returning and will soon make much of the central part of the state untenable for horses. The clever sterilization treatments which had virtually eradicated this pest before are no longer available.

Disease-bearing insects and parasites infest the Spanish moss-covered live oak and sable palm scrublands in 2000. Diseases here run from malaria to cholera and rocky mountain spotted fever. Tropical parasites abound, making life miserable (parasites seldom kill their hosts...but they don't do them any good either).

One disease actually appears to have beneficial side effects. Saw grass fever is a mild disease found among the Seminoles, largely in the southern fringes of central Florida. The disease debilitates its victims for several days but then significantly reduces the host's susceptibility to the various strains of malaria that Florida is now infested with (perhaps by making its host an unattractive meal for the mosquitoes that serve as vectors...nobody is sure).

TWO-LEGGED PREDATORS

By far the most dangerous denizens of central Florida's new wilderness are the two-legged predators who haunt the land. The remaining prewar population has survived by killing strangers and other enemies on sight. The few who still live in the wilderness are small family groups, solitary antisocial misfits, and armed bands of marauders who remain either because the wilds provide a secure base for their depravities, they have made themselves too notorious to risk the wrath of their numerous victims, or they are too weak and cowardly to face the stronger, better organized bands along the periphery of the wild.

The Seminoles patrol the wilderness looking for intruders or scouting northwards. Also prowling the central wilderness are patrols from the crazy old man who runs the ex-ROTC corps of cadets at the University of Florida. Dressed in butternut brown jungle fatigues and armed with homemade automatic zip guns (the notorious "gator guns"), the cadet rangers have come in conflict with the Seminole raiders from the south. The resulting firefights have often been bloody but, so far, inconclusive.

Personalities

Referee's Note: NPCs living in St. Petersburg are given a citizenship rating according to their position in the New American hierarchy. Higher numbers indicate a higher position, lower numbers indicate a lower position.

AUGUSTA "ANGEL" FITZLEIGH-WARREIM

Augusta Elizabeth "Angel" Fitzleigh-Warren (NA 31) is the senior (and only) wife of the Honorable Judge Patrick Mahan Warren (NA36). Judge Warren was the New American Natural Aristocrat in charge of the St. Petersburg cell from 1990 to November, 1997. The judge suffered a stroke the day before the Thanksgiving Day Massacre and is now incapacitated.

With the crisis upon them and confusion over the succession in the ranks of the committee, Angel stepped in. Angel was already a committee member-at-large; now she has assumed her husband's duties (usurping his authority in the process).

By force of her own personality, she kept control of the cell's short wave radio communications with NA national headquarters. Given that and the timely (for her) "accidental" death of her chief rival on the committee, Angel was able to consolidate her position. By the time radio waves had cleared sufficiently for contact to be re-established with Carl Hughes and National Headquarters, Hughes found himself dealing with the only female head of a major cell in the country.

Augusta Elizabeth "Angel" Swansen was born on a small farm outside of St. Paul, Minnesota. She ran away from home at 16 and was arrested in New York City for prostitution at 17. With her criminal past concealed by her status as a minor, she was later able to enlist in the Army.

She served two enlisted tours of duty, beginning as a company clerk and ending as a staff sergeant doing intelligence analyses on American dissidents in the antiwar movement during the Vietnam conflict. It was here she came to the attention of Carl Hughes, the founder of New America.

When the activities she was engaged in were declared to be illegal and orders came down directing her files to be destroyed, she promptly complied—she had made a duplicate set and taken it home. Obsessed with what she considered flagrant treason against the government during wartime, she continued to collect unauthorized materials and compiled a large and comprehensive list of "subversives." Toward the end of her second tour of duty, she was caught by her superiors and disciplined. The sentence was reduction to private and dishonorable discharge from service.

Powerful civilian authorities for the several celebrities on her list then sued her for civil rights infringement, and the staggering civil awards paupered her. Bankrupt, unemployed, dishonorably discharged, and hounded by lawyers, Angel found it necessary to change her name to an alias, create a false identity, and drop out of sight.



While underground, she met Pat Warren and married him while he was still in law school. Though never able to placate her in-laws (who rightly tagged her as an unscrupulous little gold digger), she was soon taking her place in society as the wife of a rising young conservative attorney. She introduced her husband to Carl Hughes, who rapidly mesmerized the young man and took him under his wing as a protege. With proper conservative backing, Warren rose quickly in local politics, culminating in the tightly fought election for a local judgeship.

Throughout their marriage Angel gave Pat her full, undivided loyalty and love, and Pat returned it.

With Pat disabled by his stroke, Angel has only two goals in life. The first is to see her children grow up to give her grandchildren. The second is to make New America work. She regards New America as mankind's last great hope for creating a world that is safe for her grandchildren and other growing things. Because of this, Angel is prepared to go to any extreme, fight any foe, or bear any burden to ensure the success of this brave new world she is creating on the sun coast. Any extreme, that is, except the sacrifice of her children themselves. Angel is a *Veteran* NPC.

NPC Motivation Results: *Heart Queen:* She is most strongly motivated by the love of her family, particularly that of her two children. *Spade Queen:* She is utterly ruthless when she believes that she is facing a threat to her New American world order, the only possible guarantor, as she sees things, of her children's future.

EDWARD LOVEJOY

Edward Lovejoy (NA 30) is the Chief of Social Security Service for New America's St. Petersburg enclave. Lovejoy is a man who loves his work more than life itself. He is a former private investigator and frustrated would-be law enforcement officer. Haunted by the need to control people and compel their fear and respect, Lovejoy pursues his duties with fanatical devotion. This fanaticism may be in part the result of an introverted and love-starved childhood. Whatever its causes, Lovejoy's brilliant mind now runs down dark and filthy tunnels. It is a subterranean labyrinth of evil lusts and betrayed passions where all are suspect until their guilts are proven. Here no innocents exist; there are only those not yet unmasked by Lovejoy and his dreaded apparatus.

For this reason, Lovejoy relentlessly pursues Angel Fitzleigh-Warren. The woman has no obvious vices, and her lust for power can be explained by her love for her children, an emotion as alien to Lovejoy as pity. Unable to explain Angel in terms he can understand, Lovejoy spins his webs of intrigue around her and all with whom she comes in contact.

Ed Lovejoy's twisted personality and stunted soul rattle around inside an external body that is as inhumanly handsome as his inner being is warped and corrupt.

Lovejoy is a chess and poker player, an avid puzzle solver and cryptanalyst, both privately and professionally. His one real passion is the dissection of his victims' souls and the rebuilding of



the ensuing wreckage into "useful" tools to further his own ends. Nothing in this world gives him greater pleasure than pulling down a noble and previously uncorrupted personality, trampling it into the mud, bending and twisting it to serve his will, and then sending it out to wreak more havoc on an unsuspecting world.

Edward Lovejoy has the following skills: PST 50%, DIS 40%, LP 60%, FGR 60%. He is never without a 9mm automatic pistol and is an *Elite* NPC.

NPC Motivation Results: *Club King:* Lovejoy possesses a vicious, monumental brutality. *Spade Queen:* He also has an insatiable ego that brooks no resistance in its drive to gain absolute, unquestioned power.

LTC MARVIN WILKERSON

Lieutenant Colonel Marvin Wilkerson (NA 30) is the Commander of the St. Petersburg City Militia and a member of the Committee of Public Safety, the New American ruling council for the St. Petersburg cell.

Colonel Wilkerson has been a soldier ever since Vietnam, which he entered with the First Cavalry Division in 1965. He did subsequent tours there with both the 101st and the 82nd Airborne Divisions. He was firmly committed to fighting the Communists then and remains a strong anti-Communist to the present day. Colonel Wilkerson is first, last and always a rough, tough, "super STRAC" paratrooper—an airborne infantryman from the top of his maroon beret to the soles of his spit-shined jump boots. He takes great pride in his past service and has never lost that cockiness often associated with paratroopers around the globe.

His feelings of bitterness about the Vietnam War are colored by memories of personal attacks upon himself and his family by members of the antiwar movement. He now regards any criticism as an attack upon himself and his wartime sacrifices. His views of antiwar proponents, pacifists, politicians, and the "liberal establishment" (in which he includes the news media) is tinged with bitterness and the sting of sacrifices scorned.

Colonel Wilkerson completed his 20-year career in 1984 and then was active in Central America training first El Salvadorian counter-guerilla units, then Contra guerilla formations. He was strictly a volunteer, never accepting a centavo for his services and regarding them as his patriotic duty. He came out of Central America even more bitter towards his country (the government in particular) than after Vietnam. Carl Hughes did not have to ask him twice for his services. When the war in the Middle East heated up and his country tried to call him back into service, he flatly refused to serve. He firmly believes this is too little and too late again. He is now Carl Hughes' man, body and soul.

Colonel Wilkerson does not have much good to say for minority group members, but personal bravery will gain his respect despite official New American "theology" to the contrary. He is a strong believer in a remark attributed to another airborne officer, "I have commanded white troops, black troops, brown troops, yellow troops, and paratroops. I'd rather command



paratroops."

The Colonel doesn't consider himself to be either a neo-fascist or a racist. He sees himself as a heroic knight, battling a corrupt and evil empire on one hand and the hordes of barbarians produced by the decay of his beloved country on the other. He is no fool militarily but has acquiesced to the wasteful human wave attack tactics adopted by the New American Urban Renewal formations because he sees the Thirds as less valuable and not well-trained enough to justify more prudent methods. Wilkerson is an *Elite* NPC.

NPC Motivation Results: *Club Ace:* Marvin Wilkerson is a very competent soldier, whatever else he may be. The players will probably find themselves out-fought in any fight which he directs personally. *Spade Jack:* He is also a bit too overconfident and mildly pompous. Don't overplay this. Because of who he is and what he's done, Colonel Wilkerson is entitled to a certain amount of pride. The problem is that in his eyes, he has never been defeated or humbled, except by his niece—that wretched reporter (spoken with the emotion of overwhelming disgust, when Wilkerson will speak about her at all—see below).

Referee's Note: Colonel Wilkerson shares and returns his niece Fanya's almost psychotic love/hate relationship. The fault in all of this, if there is one, probably lies within the Colonel. He is an individual "not in touch with his feelings" as Fanya would have it. In his personal life, as opposed to the public persona, Marvin Wilkerson is a cold, distant, not very loving or supportive figure. He finds it difficult to either give or receive love or to show affection without going to one extreme or the other. See the referee's notes for Fanya Wilkerson, page 17.

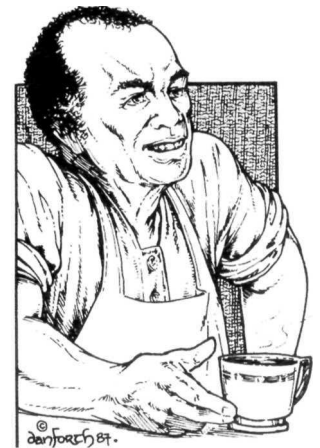
HERB NORMAN

Herb Norman (NA 5) runs the little lunch counter located just around the corner from the St. Petersburg City Hall, New America's seat of power in central Florida. Herb's customers include the great and powerful and the meek and lowly. They all have two things in common: they all bring their appetite, and they all talk "shop" while wolfing down Herb's smoked mullet, fritters, hush-puppies, grits, and gravy.

The customers talk a lot, often about things they should not. As a result, Herb Norman is one of the best informed people in New America. Herb has few ambitions and no political convictions. The information he picks up with the dirty dishes his customers leave behind often has little value to him, and he is not the kind of person who chatters aimlessly.

Herb cares only for his 17-year-old son, Norm (see entry below). Herb worries about Norm, who will soon be old enough to serve in the militia. While a credible threat against Norm would get Herb to spill everything he knows, it would be about the only thing in the world that could get Herb really angry. And Herb has contacts that can make almost anyone's life miserable.

The best way to get on Herb's good side is by befriending Norm, but he is amiable to anyone offering to trade for real coffee. Herb's one weakness is a good, hot, *strong* cup of coffee to get the day off right. Coffee is one of many commodities that is in very short supply right now in St. Petersburg. He will



grudgingly accept the coffee powder included with military MREs as "better than nothin'."

Herb would not deliberately risk himself or his son just for a cup of coffee, but it would start his tongue to wagging, and he knows a great many interesting things. The referee is encouraged to use Herb as an information source and to provide leads for the players to other denizens of downtown St. Petersburg.

Herb is not a hero, is only moderately greedy, only moderately brave (which keeps his greed in check), and is neither a patriot nor a revolutionary. In this regard, Herb is typical of the citizens of St. Petersburg. Herb, incidentally, is black.

Herb speaks Spanish (75%), and has the following skills: FSH 80%, SBH 80%, SWM 75%, and PST 50% from his three years of service with the Navy Shore Patrol back in the 1960's. He keeps a .38 pistol and four rounds (which would get him arrested if he did not have contacts) hidden under the counter. Herb Norman is a *Veteran* NPC.

NPC Motivation Results: *Heart Queen:* Herb loves his son; and *Diamond Two:* Herb loves his coffee almost as much.

Referee's Note: As the players enter the story Herb has just learned that Norm wants to run off and marry some girl, which doesn't particularly dismay Herb, and that a big new "Urban Renewal" push is expected in the next couple of months. The clerks for the ministry of supply were joking about increasing the order for coffins to insure that enough are available.

Herb Norman remembers serving in Saigon during the Tet Offensive of 1968 and has no illusions about what his son might expect if drafted into the front ranks of a house-by-house city fight. He also remembers something about making love, not war and is anxious to get his boy beyond the clutches of the New Americans.

ALVIN THACKERY, MD

Alvin Thackery (NA13) is a mid-level manager in the New American Ministry of Public Supply in St. Petersburg. He is the chief of medical supply in this enclave and has responsibility of the wholesale receipt and dispensing of medical supplies of all sorts.

Medical care is generally adequate or at least vastly superior to what is immediately available to those outside the New American area of control. In New America medical care is free to all, but those on the lower strata of society may find the medical cupboard bare when they reach it. This is attributed to "the war emergency" and to the despicable and cowardly attacks by "terrorists" upon New American supplies.

As a result, Thackery does a land office business in the black market sale of antibiotics, narcotics, and other drugs. For those wishing to contact the black market or for players who have picked up one of Florida's less pleasant tropical diseases, Thackery is the man to see.

One reason Thackery's operation is so successful is that all of his transactions are reported directly to the secret police (who also receive the lion's share of his profits). The Social Security Service police seldom arrest anyone for merely dealing with the black market. Instead, the names and "crimes" of Thackery's



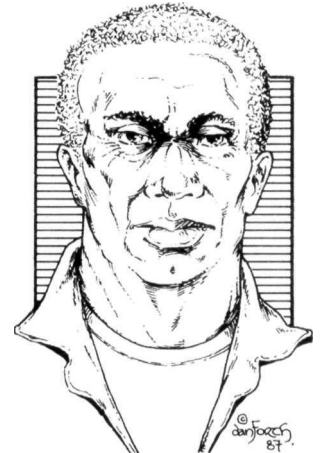
customers are turned over to the Agitprop/Provocateur Unit of the SSS, who then secretly contacts the "criminals" and blackmails them into serving as spies, stooges and Judas goats to lead other potential "criminals" into the snares of the secret police. They infiltrate real or state-created "resistance" movements and inform upon each other and anyone else the police commissioner wishes to humiliate, subvert, or destroy. The SSS will soon learn of any players who contact him.

Thackery lives in mortal dread of the secret police and is prepared to do *anything* to appease and placate their ruthless boss. He effects to dress the part of an important "Big Wheel" as befits his rank and has that oily smoothness about him which is somewhat reminiscent of either the old-time snake oil peddler or a used car salesman. Thackery is a *Veteran* NPC with MED 80%.

NPC Motivation Results: *Diamond Jack:* Thackery will do anything necessary to save his miserable skin. *Spade Queen:* He is ruthless in his fear and will go to any extreme to keep his neck out of a noose.

JOSHUA ARMSTRONG

First Sergeant Joshua Armstrong (NA5) is the senior survivor enlisted man in the oldest of the three Regiments of Thirds who have been raised in St. Petersburg. Were he white and a Citizen instead of black and a Third, Armstrong would be commander of this unit. As it is, Big Josh Armstrong runs the 1st Regiment (nicknamed The Big Bad One) as if it was his own private army. And, in a sense, it is. Most of the unit's officers are seldom in attendance unless there is to be a parade or other social function. The few good officers know enough to leave the day-to-day affairs of the unit in Armstrong's capable hands.



The Big Bad One has more than its share of good officers because Big Josh Armstrong runs a tough outfit which, in six assaults has never been broken, routed, panicked, or left wounded behind. This has occurred despite suffering over 200% casualties since its formation in 1998 as part of the old City of St. Petersburg Militia. Joshua Armstrong is well known to the officer corps of New America and the best and most ambitious actively seek assignment with him there. A company command in the Big Bad One speaks more loudly for an officer's worth than similar commands in one of the New American's "reliable" lily-white Citizen Regiments. Not surprisingly, the 1st Regiment has more Wounded Lions (a type of Purple Heart for noncitizens), Alamo Stars (a posthumous decoration for conspicuous gallantry), and posthumous honorary Second status certificates than any other outfit in the local New American armed forces. Armstrong holds his outfit together with discipline, pride, and a growing body of military traditions forged in vicious and bloody urban combat.

First Sergeant Armstrong is the most decorated Third in New American St. Petersburg and one of the most universally honored. He is one of those "pet heroes" the New American propagandists are so fond of. He is trotted out by the racist New American regime on patriotic occasions to provide living proof

of the New American claims to a "separate but equal New American Society." Armstrong has reluctantly tolerated such exploitation in the past in order to better the lot of his fellow blacks and to show honor to his Regimental Veterans' Association, which looks after the crippled survivors. That association includes not a few prominent white New American Citizens who began (and in too many cases ended) their military careers leading the Big Bad One. It is this connection and association that gives Joshua Armstrong access to some rather surprisingly influential people in the hierarchy of St. Petersburg.

Age is beginning to catch up with Armstrong, who will be 55 in the Fall of 2001. He knows his society is not changing for the better. He is not sure yet why this is so or what exactly he can do about it. He can feel an accelerating slide into stagnation. He has been approached before by several members of the black community, including some of his own veterans, to take some sort of stand against the return of institutionalized racism, and he is carefully considering what he can do about it.

Joshua Armstrong is still an imposing figure despite his scars and grey hair. He has a calm and assured personality that remains cool in even the gravest crisis. His deep gravely southern voice carries, and he has the manners of an old Southern gentleman. Those who don't know him and miss the scars might think he was an old black Baptist Minister. The only hint of the ferocity in his soul is that certain glint in his eyes when he speaks of his regiment. Armstrong is an *Elite NPC*.

NPC Motivation Results: *Club Ace:* Joshua lives up to his biblical namesake as war leader. *Heart Seven:* He has love for his community and its people that may yet turn him against his New American masters.

FANYA AYN WILKERSON

Fanya Ayn Wilkerson is the leader of a growing guerilla movement in St. Petersburg. Her uncle, Marvin Wilkerson, is the commander of the local New American militia.

Theirs is a love/hate relationship of epic proportions. It has been going on since Fanya came to live with her uncle when she was 6, following the death of her parents in a small plane crash. The crash and her parents' deaths seemed like a case of desertion to the vulnerable girl. Her stern and "STRAC" bachelor uncle was a poor father to an emotionally scarred 6-year-old who needed love and understanding, not regimentation. The 10 years of dreary Army garrison life between her parents' death and the Colonel's retirement and subsequent involvement in Latin America filled her with a lonely self-discipline and a yearning to find someone or something to love and devote her life to. However, she was packed off to a posh young ladies' finishing school where she began exploring the depths of her hate for her cold and distant uncle.

Her late teens and early 20s were spent in and out of radical political "action" groups and oddball religious cults. She finally settled down enough to finish college with a journalism degree, a remarkably hard-nosed personal philosophy, and a marriage to a fellow grad student.



The birth of their son preceded Fanya's big career break by four months. Sent by an editor who wanted stories about "the role of today's women in the Armed Services," she bribed her way on a cargo ship to the Mid-East and took shameless advantage of her uncle's good reputation among the "All Americans" of the 82nd Airborne Division to wrangle a seat with the pathfinders who led in the initial assault waves. She managed to deliver the first video footage and eyewitness accounts of the 82nd Airborne's parachute assault upon Bandar-e Khomeyni.

Her brazen daring earned her the loss of two fingers on her left hand, a Pulitzer Prize, and the undying love and respect of the 504th ("Devils in Baggy Pants") Airborne Regiment which she covered throughout the bitter fighting. She subsequently became an item of issue with the XVIII Airborne Corps. No one begrudged her the parachute when "Operation Pegasus II" rolled around. Again going in with the pathfinders, she filmed the spectacular airborne assault upon Tabriz. The eerie grey-green of her low light-level mini-cam as she filmed the ghostly arrival of 6000 paratroopers descending in silence upon the sleeping city jolted the nation on the six o'clock news when it aired. Further reports came out of the Tabriz airhead on the following nights, but when the paratroopers and rangers withdrew in late October, she came with them. She was sent home and reunited with her husband and son in early November of 1997.

For Thanksgiving, they were to fly to visit her husband's family in New York. He was to take the boy and go on ahead while Fanya completed some tapings for a network special about her escapades in Iran. Fanya was to catch a flight out of Tampa on Thanksgiving day. Hers was one of the fortunate ones; the pilot managed to make a belly landing near Orlando, and the passengers survived.

Fanya is nearly silent about what happened to her between then and 2001. "I did what I had to" is all she will say about those days. She turned up in St. Petersburg just as the New Americans announced the arrival of their brave new society.

Believing her family dead, Fanya Wilkerson has become a one-woman armed crusade against the neo-fascist and racist excesses of New America. Almost alone at first, she has created the core of the resistance in southern St. Petersburg. The people in that part of the county have been hanging on by their fingernails now for years. The threat of the New American Urban Renewal carried out at the point of a bayonet has finally been brought home to enough people that the resistance front is growing south of Lake Maggiore. Fanya Wilkerson lacks just about every possible item of manpower or equipment needed to have any hope of stemming the tide on New American combat power to the north. Except raw courage, a will that refuses to accept defeat, and whatever experiences, for good or ill, she brought with her out of the Zagros Mountains, she started with nothing. Within three months she has managed to become chief terrorist in St. Petersburg, which speaks volumes for her competence and leadership ability.

Fanya's guerilla front group is a loose coalition of neighborhood self-defense forces, disaffected minority groups which have felt the weight of New America's animosity, displaced survivors of earlier "Urban Renewal" efforts, and the deserters, dregs and wanted men of half the nation. Her most powerful allies and supporters have been the Rabbi of The South Pasadena Jewish Self-Defense League, the South St. Petersburg Defense Force, and a small contingent of retired Green Berets called 4th Battalion 11th/12th Special Forces.

Fanya Ayn Wilkerson has the following skills: ELC 60%, PAR 20%, MTN 45%, PST 50%, MC 65%, RCN 65%, CMP 70%, SWM 75%, MED 30%, FOR 80%, SCR 85%, DIS 80%, INT 95%. She is a *Veteran* NPC.

NPC Motivation Results: *Club Jack:* She has intense, almost psychopathic love/hate feelings toward her uncle. *Heart Ace:* She has a love for her son, which blinds her to all other considerations.

Referee's Note: Fanya believes her husband and son are dead, but both are not. Making his way back to St. Petersburg after the attack, her husband died soon after his arrival and left their son in the care of a close family friend.

JOHN TWO HERONS

John Two Herons is the ambassador to St. Petersburg from the Seminole Indian Nation. In return for the Indian forces that close off the peninsula, the New Americans have promised to provide a steady flow of arms and ammunition, including reloads and repairs as needed and as possible. Both sides benefit from the arrangement: the New Americans are shielded from unwanted interventions from the north, and the Seminoles gain the tools to maintain and continue their ruthless policy of White Removal (extermination) within the southern half of the Sunshine State.



John Two Herons is a pure-blooded Seminole, born in the Everglades and raised in the traditional culture of his tribe. Until the Vietnam War, John had never been further from his village than a school bus ride to a rural southern high school. The war plunged him into the white world. His upbringing and experiences with hunting and firearms served him in good stead during his service with the First Cavalry Division early in the war. Two Herons was a LRRP (long range recon patrol) trooper and spent his year of war on the Ho Chi Minh Trail. John's year in the LRRPs taught him several things: don't be there when the weight of modern military firepower comes down, and glory is like a dead fish in the moonlight...it shines and stinks at the same time.

Two Herons is not a party to the radical faction that currently controls his tribal council and accepted his current post with grave misgivings not only about the current tribal policy of waging genocidal war against the whites in southern Florida but also about the wisdom of trying to milk the New Americans of arms and ammunition. Having seen the New Americans in their natural habitat and having observed the type of brave new social order these people are bringing forth on the sun coast, Two Herons' doubts have given way to full-fledged feelings of revulsion and hatred. John Two Herons knows his duty though, and he will do the bidding of his tribal council. He knows that one day sanity will prevail, and, when that day comes, he must be ready to bear witness to what the Seminoles' erstwhile allies are up to.

Two Herons plays upon the New Americans' racist stereotypes and gives them exactly the kind of poker-faced, monosyllabic "Tonto" they had expected. As a result, he is often underestimated and has been able to accomplish much

more than a more radical representative. The radical faction of the Seminole council has been cautiously ecstatic. Two Herons, on the other hand, has seen the New Americans' armored cars, large caliber mortars, and vast wealth of automatic weapons. His assessment, quietly channeled to his own conservative-traditionalist faction, has been that the New Americans have been giving away peashooters while they have been building themselves something resembling a first-class modern fighting machine in St. Petersburg.

Two Herons is a tall, rangy man with a face as sharp as a hatchet and prominent grey streaks in his straight black hair, which he wears cut at the collar and combed straight back. He dresses conservatively and always has the impeccable and dignified image of the elder statesman/ambassador. On state occasions he wears the decorations he is entitled to by his service in Vietnam. Military player characters will note the presence of a Combat Infantryman's Badge, a Purple Heart, a Bronze and a Silver Star, as well as the Distinguished Service Cross. Two Herons, incidentally, is missing his left arm to the elbow. He finds this more an asset than a hindrance. He is not ashamed to milk the sympathy, horror, or revulsion which his disability engenders when the occasion seems to demand doing so. It also serves as a useful and effective distraction from the ever-so-slight bulge made by his Browning Hi-Power 9mm automatic pistol, which he habitually wears in a shoulder holster under his missing arm. It is, he will say, a close and dear old friend who has stood him in good stead in more than one tight place (as an ambassador, he receives diplomatic immunity from the strict NA gun controls).

The Seminole ambassador has the following skills: PST; 70%, RCN; 80%, SWM; 50%, INT; 45%, LNG (Spanish); 60%, BC; 65% (there is nothing at all wrong with his feet and legs!). John Two Herons is an *Elite* NPC.

NPC Motivation Results: *Heart Ten:* John is a man who is interested in the welfare of his kin, his tribe, his country, and all decent, justice-respecting and civilized people. Needless to say, he loathes what he sees going on here in New American St. Petersburg. *Club Five:* Two Herons is a man with more than a nodding acquaintance with violence. He is quick, quiet, remorseless, and efficient given his current, somewhat limited physical means.

PHILLIP DEDROW

Phillip Dedrow (NA32) has been sent from Carl Hughes' West Virginia headquarters to St. Petersburg. His mission is to purge and purify the New American cell in this vital southern seaport. Dedrow has been told by Carl Hughes to study the cell for a time and determine the optimal course of action and then to assume the command of the cell, restore discipline, reintroduce doctrinal rigor, and generally clamp down upon the area.

Dedrow has a second mission. After Angel Fitzleigh-Warren has been eased out of power, Dedrow is to see that she is neutralized on a permanent basis. If possible he is to make her a "martyr" for the cause. Failing that, Dedrow is to create an "accident."



Phil Dedrow is a charming, soft-spoken gentleman, polite and gracious. He served as an armor officer during the Vietnam era, mostly in central and southern Germany—far away from the VC and Northern Vietnamese. He left the service just as quickly as decorum permitted, when the war in southeast Asia began heating up and it looked like he might be transferred. Dedrow drifted into several groups who were vocal in their patriotism and short on any commitment of their own bodies to the war zone. It was in this arena that Phil Dedrow first demonstrated a talent for back-street bushwhacking and "dirty tricks" against political rivals that brought him to the attention of Carl Hughes. Hughes has had several occasions to employ this assassin. Dedrow has enjoyed an unbroken string of successes which has raised him high in Hughes' esteem.

Phillip Dedrow plays the violin at concert level and is an *Elite* NPC.

NPC Motivation Results: *Club Jack:* Dedrow is a murderer who truly likes his work. He is cold-blooded, calculating, and deliberate, a real professional. *Spade Ace:* He could charm the grimace of death off a corpse. His charm suggests a great-heartedness and love of humanity that just isn't there.

Referee's Note: One delightfully underhanded way to play Dedrow is to saddle the players with him from near the beginning of any trip down south from the north area, perhaps by giving characters a chance to intervene on Dedrow's behalf against some minor marauders, saving him, and allowing him to tag along and perform any number of useful tasks for the party, thus integrating himself fully into their confidences. It is even possible to get some player to volunteer to run the Dedrow character and then let that player in on the gag and operate as a treacherous double agent of the New Americans within the unsuspecting party's midst. Note that if the players decide to infiltrate the New American Secret Police or armed forces, this built-in traitor can work real havoc on them. Depending on how alert the group is and how much they tell Dedrow, they could have a very hard time getting out of St. Petersburg.

If Dedrow finds out about Fanya Wilkerson's son, there is a very good possibility that he will want to assist in rescuing the child. There is an ulterior motive, of course. Dedrow will want control over Fanya in order to use her for his own purposes, and having her son is the best means to this end.

NORM NORMAN

Norm Norman (NA29) is the son of Herb Norman (see above) and a pleasant, genial youth. Age 17, going on 18, and soon to be eligible for the draft and service in the New American militia and labor forces, he has been working in the state-run public transportation garage in St. Petersburg and has impressed his supervisor with his intelligence and quickness to learn. Unfortunately, Norm's shop foreman and some of the other white workers there consider him to be just a bit too good, too quick, and too eager. Some consider him a potential threat to their jobs, while other don't like the color of his skin. Norm would like very much to make it here in the garage and has done his level best to be cooperative and shrug off the



animosity he senses all around him. He wants his father, old Herb at the lunch counter near city hall, to be proud of him.

He is also in love. Juliet Warren loves him too, and because she is 16 and he is 17, they believe it is possible for love to conquer all, even the hatred of a racist, genocidal regime such as New America. And maybe they will, but first they have to deal with Juliet's mom—Angel Fitzleigh-Warren, de facto president of the New American Committee of Public Safety and the most powerful person on the west coast of Florida.

Their love is safe so far. Their parents don't know a thing. They plan to elope, get married, tell Juliet's mom about the marriage after the fact, and live happily ever after in New American St. Petersburg.

Norman is a *Novice* NPC, but with MEC 30% and ELC 15%.

NPC Motivation Results: *Heart Queen:* He loves Juliet deeply and passionately. *Spade Ace:* Norm has the *potential* to be a charismatic and effective leader. Right now he is just a pleasant and likeable young man who happens to be good with his hands and totally befuddled by his first serious love.

JULIET WARREN

Juliet Warren (NA3) is the daughter of St. Petersburg's most prominent citizen and has a make-work job in the Ministry of Supply. Because she is in love, nothing can faze her—not the petty cattiness of her co-workers nor the obvious efforts by her superiors to toady up to her as a link to influence with her mom, President of the Committee of Public Safety. Juliet shares what Carl Hughes would call "superior genetic tendencies" with her mom. She is a tough-minded, independent young woman, a bit too headstrong for her own good, but brash enough to take on the world and expect to come out on top.



She has a tiny, 12-foot *Lightning*-class sailboat with a unique red, white, and blue sail well known to the local New American coastal patrols as belonging to one of Judge Warren's spoiled brats. The little boat is well enough known (85%) that it is seldom challenged by the patrols these days. (This should inspire a number of ideas in the players' devious little minds.)

Juliet is a *Novice* NPC, with addition skills of SBH 65%, MED 25%, and LNG (French) 20%.

NPC Motivation Results: *Club Queen:* A stubborn streak six meters wide runs down this girl's back; when she sets her mind upon something, she goes after it with an incredible single-mindedness that brooks no obstacles. She gets what she wants even when it isn't good for her to have it. *Heart Queen:* She loves Norm more than life itself.

Referee's Note: Yes the kids are in love and they feel really strong about it right now. Is it real or is it just puppy love? Only time and the referee's own campaign will be able to say for sure. Despite all their problems, they could make it work; it's up to the referee to decide.

There is plenty going on within the iron soul of New American St. Petersburg without the players aiding and abetting these potentially star-crossed lovers, but without love the 21st century would be an even grimmer place than it is now.

RABBI JOSHUA BOLDSTINE

Joshua Ben Moshe Boldstine is the reform rabbi at Temple Beth Judea in South Pasadena. South Pasadena has the distinction of being among that small number of communities in the county still free of New American domination. The good Rabbi Boldstine and the protecting hands of the Lord's angels are the main reasons why.

The rabbi is a learned man (EDU 20, INT 19) and has read all of Carl Hughes' published works (or at least all which are publicly available). They sit in his study between those of Marx, Hitler, and Lenin, on the shelf labeled "KNOW YOUR ENEMIES."

Rabbi Boldstine runs the local militia in his community, the South Pasadena Jewish Self-Defense League. Despite the name, most of his troopers are Gentiles: predominately Catholics, black Southern Baptists, and a mixed bag of others whom the New



Americans have made to feel "unwelcomed" in their racist brave new world here on the sun coast. The rabbi served a tour of duty in the U.S. Army in the late '60s and early '70s but is no war leader. His area of expertise is not in how to fight; this is a chore for which he is seeking a qualified candidate to fill. While not a military strategist, he is a first rate political and psychological warrior. Joshua Boldstine understands that freedom's meager forces in this part of the country are badly outgunned from a military perspective. He sees this problem in a different light; it is not a question of "should" but rather one of "must" for the Resistance and the sake of simple humanity. The very nature of the New Americans leaves the rabbi with no other possible choice. As a man of peace, the rabbi finds his present situation (if you'll excuse the expression) a heavy cross to bear.

Joshua Boldstine has the following skills: CRM; 45%, PST; 25%, RCN; 30%, PAR; 40%, MED; 50%, SWM; 50%, FSH; 65%, LNG (Hebrew); 90%, LNG (French); 35%, LNG (Vietnamese); 40%, INS; 95%, CHM; 55%, BIO; 45%, CBE; 40%, SBH; 45%, WVD; 50%, and CMP; 60%. He is a *Veteran NPC*.

NPC Motivation Results: *Heart Jack:* He is a wise man and a shrewd observer of human nature. His judgments seldom come unasked and are uniformly good. *Heart Ten:* A kind, caring man in a brutal, insensitive world.



Organizations

The following chapter explains the various organizations.

THE NEW AMERICAN FLORIDA CELL

The day the New American Florida Cell had worked and planned so hard for was upon them, and their leader was down—not dead, sure, but more a vegetable than a functional human being. Into that yawning power vacuum stepped Angel Fitzleigh-Warren. Privy to the fallen cell leader's most intimate thoughts throughout the planning of the New American design, she now stepped in and took over her husband's duties and, simultaneously, his authority.

In the course of any chancy enterprise, be it war or subversion of the U.S. Constitution, original plans will have to be modified to fit the current realities. It is these modifications of Carl Hughes' Eagle Papers, not Angel's stunning success in bringing about the hugely successful New American coup that netted them so much, that has set the teeth of several of her fellow co-conspirators on edge. Instead of bringing the raucous minorities under an iron heel, Angel has armed them and given them a serious stake in the success and survival of the New Americans in St. Petersburg. Instead of ruthlessly liquidating the socially "inferior" in one fell swoop, she has gone for a long term solution that achieves the same genocidal ends. At the same time, this policy turns a perceived liability into a benefit. Her resolution of the Seminole Indian problem is unique and absolutely intolerable in the eyes of the NA national headquarters.

The New American hierarchy in St. Petersburg is organized into a command cell which has been given protective coloration as the Committee of Public Safety. This executive cell controls a well thought out bureaucracy which includes a tightly controlled central core of civilization and recovery surrounded by a vast web of subversion, lies, murder, and intrigue. Angel succeeds in retaining control of her organization with a combination of an iron hand within a velvet glove, the genuine love and adoration of the majority of the people whom she rules, and

an intuitive sense for hardball politics.

The internal organization of the New Americans within the St. Petersburg enclave is surprisingly conventional. At the uppermost level, there is a Chief of Social Security Services and a Chief of Social Security Forces. The former is the secret policeman, Edward Lovejoy, while Lieutenant Colonel Marvin Wilkerson fills the latter role. Angel herself has the control of the "domestic" duties, such as the treasury, ministry of supply, population control, resource recovery, Social "Re-education," and the bureaucracies that control medicine, education, employment, and housing.

While the players' adventures within the bureaucratic bowels of New America will undoubtedly provide endless hours of frustration and entertainment, it is the naked power of the New American military and secret police organizations that most players will want to duel with.

The secret police are organized into a uniformed, recognizable police force conventionally familiar enough to most players, and a second, secret police apparatus designed not only to control society and suppress dissent, but also to organize and whip the people's spine to endure the unendurable on behalf of the survival of the state. It is to this organization we will look first.

The secret police or, as they prefer calling it in St. Petersburg, the Social Security Service, has three major components. The First Directorate consists of those suborganizations organic to most repressive authoritarian states: the Special Surveillance Unit, the Threat Analysis and Assessment Unit, the Covert Retention and Holding Unit, the Special Means and Sanctions Unit, and the Interrogation and Intelligence Unit. The basic functions of these organizations are the same as those of other, similar organizations throughout the world.

The Second Directorate, on the other hand, has several exceptional and in some cases unique functions and organizations. The principle function of the Second Directorate is the emotional and psychological manipulation of the New American captive population. The units include such expected organizations as the weak radio station, the library guild, the limited printed media that war and circumstances have permitted to survive, the

co-opted and corrupted youth organizations ranging from the New Boy and Girl Scouts to the Police Athletic League, Little League, local little theater groups, the entire surviving profession of psychiatry, social services, and 67 varieties of approved religious leadership. There is even a unit devoted to penetrating the "underground" of vice and perversion to carry the New American message to the dregs of the earth, some of whom, it turns out, are in high positions in the previous or current regimes. There is even a surprisingly strong and active "grapevine" which does its best to insure that the New American message gets the widest possible distribution.

This directorate has been lifted intact from the Eagle Papers blueprint for such activities and is truly a masterwork of the propagandist's art. All this psychological fine tuning of their society makes it possible to play upon the susceptibilities, fears, aspirations, and hidden hopes of the population. The commercial it seems, not the sword, is mightiest in the hearts of most of the residents of New America.

The Third Directorate of the Social Security Services officially doesn't exist. It consists of the small but intensively dedicated police provocateur squads. It is these elite operatives dressed in the distinctive uniforms (or lack of them) of New American enemies, potential enemies, and unsuspecting soon-to-be enemies that give the propagandists their teeth and make repressive police security regulation tolerable—even demanded—by the general population. It is this pack of goons and thugs that keeps young black men (and those of other minority groups slated for slow motion genocide) flocking into New American recruiting stations demanding admission to the heavily hyped and widely honored Urban Renewal regiments destined to serve as cannon fodder in New America's conquest of the rest of the county, the state, and, eventually, the nation.

The police provocateur unit deliberately stirs up the carefully cultivated hatreds within the civil population by a fiendishly cunning and carefully thought out program of urban terrorism and revolting atrocities calculated to keep the governed's wrath firmly focused upon the enemy from without and ignorant of the puppet masters from within who pull the heart strings of the nation. The provocateurs conduct murder, rape, and socially wrenching sabotage and are responsible for the elimination of New America's internal political or sociological enemies.



Military formations of New American St. Petersburg belong to the militia. Colonel Wilkerson has managed to put together the basic ingredients of a nice little combined arms task force. He has artillery, in the form of 81mm and 4.2" mortars, and multiple rocket launchers which fire St. Petersburg's homemade PVC pipe rockets in calibers ranging from 1" (25mm) to 4" (102mm). He has a small but functional armored car force built around retooled and reinforced commercial armored cars, some sixty in number, which are capable of serving as mobile pill boxes, light cavalry, or armored personnel carriers for the cream of New America's "reliable" (i.e., white) Citizen's Infantry Legions. Wilkerson has other infantry formations as well, ranging from the Home Guard to the First Regiment of Thirds, the battle-hardened "Big Bad One."

The mortar and MRL units are organized into half and full batteries of 3-6 tubes or launchers respectively. Three batteries are organized with a headquarters and service battery to form a Fire Battalion, which in turn is grouped into a Fire Support Treco (or FIST) of three firing batteries. Currently Wilkerson has four FISTs, 1st and 2nd (4.2 inch and 81mm, respectively), composed of relatively reliable "Grunners of the Second" (or Second class citizens), mostly white but not "racially pure" enough to be trusted with either full Citizenship or the custody of the MRLs, which are in the 3rd FIST, the "Elite Citizen Rocketeers Corps." Just how elite this unit is remains an open question. There are no doubts about the fighting qualities of the 4th FIST of Thirds, however. This all-black and minority outfit has served the black "Urban Renewal" regiments with almost reckless dedication almost as long as there have been militia regiments in St. Petersburg. This is the only completely foot-mobile artillery the New Americans have. It can be (and has been) sent anywhere the New American Infantry can go: blasting breaches in the defenders' lines with point-blank fire, then picking up the old shotguns the Thirds are armed with to fight as infantry, defending their own batteries or providing the reserve to mount a counterattack. This Fourth FIST of the Thirds consists of one firing battery, each of 81 mm and 4.2" mortars and a mixed 3rd battery of 25mm, 50mm and 100mm MRLs. They get the least reliable ammunition and the cast-off, worn-out gun tubes of the "better" artillery formations.

The Cavalry is exclusively a "whites-only" club. Considered an elite formation by their superiors, the 1st, 2nd and 3rd Troops of Colonel Wilkerson's Own Cavalry are composed of three different types of commercial armored cars. The most lightly armed and armored are also the most numerous. These are the most familiar types of cars which, in better days, could be seen outside shopping malls, grocery stores and banks. There are thirty of these machines, reinforced with 1/4-inch steel splinter screens over the radiators and with cut-out view slits for the windshields, hanging fender skirts to protect the tires and a crew of four to man their six side and back gunports. The second type of commercial armored car is the least numerous. They are three-axled, ten-tired open road vehicles formerly used on the intercity runs out of Tampa and St. Petersburg. These vehicles have eight to ten gunports and usually carry a squad of infantry on board. They are the armored personnel carriers of New America, and Wilkerson has a fleet of twelve. Like their smaller brethren, these vehicles have been provisioned with additional armor. They have a primitive but effective machinegun cupola forward on the passenger side of the cab roof instead of the firing ports of the smaller vehicles. With their long side skirts and louvered radiator armor, they are slightly reminiscent of the White

halftrack of World War II fame. The tactics of their employment haven't changed from WWII either. The "Heavy Troop" delivers its ten-man squad of "Dragoons" through the local defender's shot and shell to debouch from the back under cover of the carrier's turret-mounted machinegun which is used for close assaults on the objective. It is a classic tactic which, in the absence of any really effective antitank fire, has proven very effective. The third troop of 18 vehicles provides heavily armored mobile machinegun platforms. These vehicles were originally the mobile reaction force vehicles for the various armored car companies in the bay area. Used to reinforce and relieve the delivery vehicles if they were disabled by armed robbers, the reaction cars have substantially faster engines, better armor, and room for a squad of eight to either ride or fight from the machine. The vehicles have typically been reworked like the others with splinter shields over the windows and tires, protected radiators, and at least one machinegun-capable gunport on each side of the vehicle.

All of these makeshift mechanized warriors are heavily armed with M60 machineguns, M16A2 rifles, M249 SAWs, and M203 grenade launchers, which are liberally distributed to each battalion-strength infantry unit—the most heavily armed and armored of all the New American formations in this part of the world. The crews are, in addition, well supplied with MAC-10s, Uzis, and other machine pistols or submachineguns. These units are grouped in three platoons of three squads in a three company squadron.

The real fighting power of the New America in St. Petersburg is located in its infantry formations. These units range from "cannon fodder" to organizations that in anyone else's army would have to be considered elite outfits.

Because the bulk of the close combat (and heavy casualties) falls upon the shoulders of the PBI (Poor Bloody Infantry), a large fraction of New America's combat power comes from the Regiments of Thirds or Urban Renewal Regiments. Their title refers to both their social and citizenship status in the fascistic new regime, but the best of these organizations has taken this derogatory monicker and turned it into the kind of magic a Napoleon or a Lee could have conjured with. The regiment's white officers are some of the very best available here in St. Petersburg. The NCO corps is a proven and battle-hardened band of professionals. Despite the horrendous turnover in casualties, this regiment is almost always at full strength with a waiting list for both black enlisted soldiers and white junior officers wanting to get in. This is in part due to the well-hyped and totally deserved reputation of the unit for never losing or giving an inch of ground and never leaving wounded behind. The regiment's other strength is the core of professionalism put on its members by its senior noncom, Sergeant Joshua Armstrong. He has set the standards and the tone for this unit since the days it was a City of St. Petersburg militia unit assigned to bring some sort of order out of the utter chaos of the aftermath of the Thanksgiving Day Massacre in 1997. Since then an amazing number of brave and resourceful men of all races have passed through its ranks. For some it was a trip to an early grave or a life of permanently disfiguring or disabling wounds. But even many of the disabled white officers and black NCOs have since risen to positions of prominence and power within their separate (and inherently unequal) societies. The "Big Bad One" is on the high end of the military spectrum.

The Second Regiment of Thirds is also a good outfit, but it's not a match for its older brother. The Third Regiment of Thirds

is not such a good outfit, and the newly-raised Fourth, Fifth, and Sixth Regiments are little more than untrained masses of conscripts with poor leadership, morale, and discipline. These last units have been raised to feed New America's insatiable appetite for control of territory, populations, and resources of every description.

The leaders of the Committee of Public Safety (Angel Fitzleigh-Warren, for once, was outvoted by the committee as a whole) are mad after the conquest of more land and people. Colonel Wilkerson sees the march of conquest as a military imperative, a sort of manifest destiny done up in olive green. Ed Lovejoy is driven by his paranoid fascination to force his will upon more and more of the population. For the less influential members of the committee, the heady wine of triumph has carried off their better judgment. So the tragic and utterly futile exercise in power-mad subjugation continues.

THE NAT TURNER BRIGADE

A considerably smaller organization than its name implies, the Nat Turner Brigade is a struggling band of about fifty hard-core resisters supported by an infrastructure of some six to eight hundred very brave non-combatants. The "armed" element includes renegade white New Americans, wronged and vengeful Seconds and Thirds, and a handful of idealistic or adventure-seeking individuals with their own reasons for seeking the downfall of this tyranny. The brigade's combat power is limited by the rarity of firearms and ammunition. The typical armament (85 percent chance) is the ubiquitous "Saturday Night Special," usually a revolver of .22 to .32 caliber with a sprinkling (10%) of zip guns on the low end, and an even sparser (5%) distribution of .38s, .44s, .45s, .357s, and 9mms on the high end of the armament curve. The most generously supplied member of the organization, one Crazy Mae Muldoon, is reputed to have as much as 35 rounds of ammunition for her .22 Derringer two-shot piece. Most members of the Brigade consider themselves well-equipped if they have at least as many bullets as their weapon is designed to hold. Various "field expedient" weapons are the order of the day. Knives, clubs, and everyday tools that can double for a melee weapon are the most likely to be encountered. Draconian New American "gun control laws" and the inevitable shortage of everything severely hamper this resistance group. What they lack in the way of firepower, they make up for in dogged determination and cautiousness. Without large doses of both, these people would very soon be a "done deal" by the New American Social Security Service—the "Triple S" or secret police.

It is extremely hard to contact this group and even harder to gain its confidence. What makes them so important is the "Underground Airline," an updated version of the pre-Civil War "Underground Railroad" that provided a means of escape for the South's black slave population. They have a tight but not foolproof series of escape and evasion routes out of New American St. Petersburg.

The Nat Turner Brigade is generally opposed to involving itself in offensive operations of any kind. Their general lack of weapons and fighting experience makes them unsuitable for any such activity.

What the Nat Turner Brigade does have that makes it a highly valuable resource is fresh information on the current conditions in New American St. Petersburg. If the Brigade can be contacted, and if they can be convinced to cooperate, they could give the resistance access to any recently escaped eyewitnesses

SECRET

"BLUEPRINT"

SPFL 030201 0940EST

FLTO SSS SITREP A-234-343-3457

General Situation

At the local level, the St. Petersburg Committee of Public Safety is well ahead of its planning goals, having gotten the power station at Toytown back on line. The Reindustrialization Branch should be given full credit for the facility, despite all the associated difficulties. The reactivation of this facility has proven to be the cornerstone of our success here. Restoration of electrical power is necessary for the reindustrialization of the old society and its conversion into the new. Further notes on reindustrialization follow below.

The progress of the other departments has not all been as spectacularly successful, but excellent progress is being made, nonetheless.

Urban Renewal

The Urban Renewal Program continues apace, and by the end of summer, we expect all of the southern portion of the Pinellas County peninsula to be firmly in our hands.

Recruiting continues to do well in all classifications and is up significantly in those categories useful to the Urban Renewal Program. The continuing inflow of trained military personnel from overseas is heartening, though the recruitment of personnel from those categories has been less than anticipated. The local psych staff believes this may, in part, be attributed to a tendency of the veterans to reject most forms of regimentation, a passing phenomenon attributed to just having come from such an environment, and a desire to be done with the "Green Machine" (the military lifestyle). We anticipate this will pass as the weather turns colder, and the vets experience conditions outside the Zone of Liberation and begin to contrast that with what we have to offer.

Social Hygiene

Social Hygiene has not been as successful as some of our other departments but continues to provide support for our other projects. Thanks to the ever-vigilant efforts of Social Security's most capable chief, there has been neither leakage nor any untoward attention focussed upon the various problems Social Hygiene has been so aptly coping with.

Reindustrialization

The Reindustrialization Branch continues its heroic and splendid progress with the sewer and water reactivation projects, and I am pleased to announce the July 4th deadline will be met by our second solid waste electrical generation facility. Toytown II will be on line, and producing electricity on schedule and under budget. We can all take deep pride in the fine work of the dedicated Citizens, Seconds and others involved.

SSS

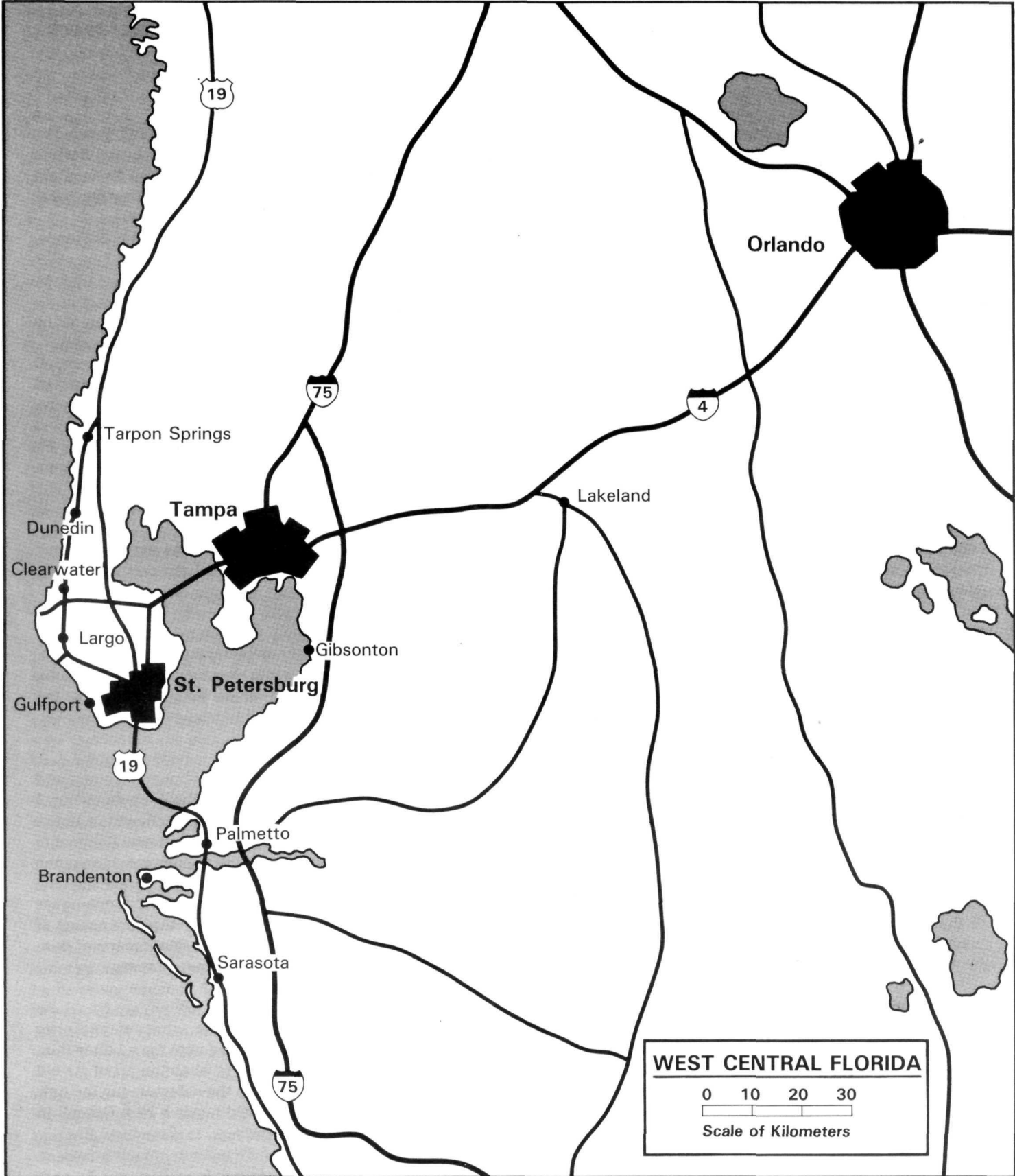
The Social Security Services and Social Security Forces grow stronger every day. The protectors of our freedoms and guarantors of our security benefit directly from the improvement in professionalism and training they are receiving. I am pleased to report the activation of yet another Regiment of Thirds for our Urban Renewal Projects. Reaction to the recruiting efforts among these categories of local residents has been most gratifying indeed. The Urban Renewal Regiments provide the ideal safety valve for our Thirds problem, venting the inevitable frustrations, and offering an acceptable avenue for advancement to these categories while making extremely valuable contributions to the furtherance of our ongoing Urban Renewal Projects. The might and manpower of our Social Security Forces constitute a major portion of our hopes for the "big picture" locally and throughout the Florida Theater of Operations. It is my opinion that this one aspect of Elizabeth Warren's policies warrants consideration for adaptation elsewhere, since it seems to be a better means of handling the question of Third dissatisfaction than the techniques outlined in Annex III-B1 of the Eagle Papers.

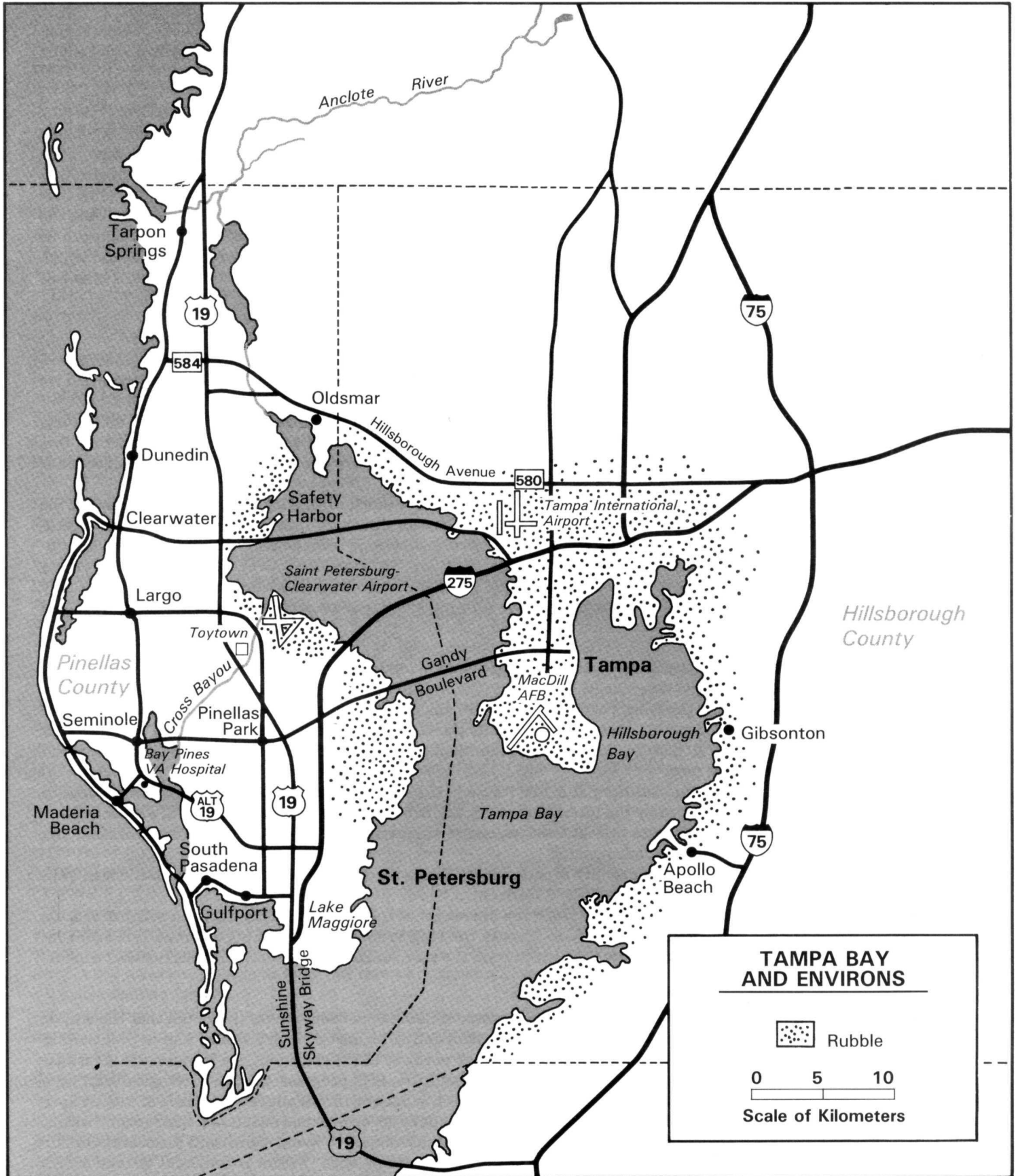
Reeducation

Political reeducation of the lower classes proceeds apace. Our indoctrination has reached stage four, where we complete our proof of the failure of the the old forms of government and society, and begin inculcating the desire for a better (i.e., our) order. We feel the initiation of stage five should be delayed, as the herd is not yet ready to abandon all of its old "rights." We will be able to make up the time in stages six and seven, however, in time to meet the schedule for the new constitutional convention. We have been making experimental use of the slogan "A New World needs a New Order" in this regard. Its success has been acceptable, although not outstanding.

The Seminole Problem

With regard to the Seminole Indians, we continue to entertain their ambassadors, maintaining our influence over the isolation of central and southern Florida. While our own efforts to eliminate all non-New American enclaves on the Gulf Coast have not been totally successful, our Seminole friends have been most efficient on the east coast, reducing or eliminating many noncontrolled settlements and preventing any significant penetration of the central portion of the





peninsula from the northern part of the state. This situation has been accomplished at a minimal expenditure of some of our outdated arms and ammunition, and the program must be pronounced at least a partial success.

I estimate that we have eight months before we must ultimately and finally deal with the Seminoles. Thought must be given to the quantity of ammunition, and the quality and quantity of weaponry we allow to pass into Seminole hands; for what they use for us now, they will use against us eventually.

Terrorist Activity

Penetration of our operations from outside has been negligible. Our institutions remain ill-understood and underestimated by the bandit governments which presume to rule under the tissue of outdated concepts called the constitution.

The situation locally has worsened under the Warren administration. Elizabeth Warren has allowed the growth of a significant threat to our continued growth in Florida in the person of Fanya Wilkerson, leader of an active guerilla movement in the county. Wilkerson shows evidence of great leadership ability and, if left unchecked, will be able to unite the various disorganized groups and provide them with a leader (herself). I have recently learned of a weapon which can be used to counteract this threat, however. Warren has a child which she has been separated from for four years, and which by fortunate coincidence happens to be in this city. I have taken steps to secure this child and will make use of it as bait to lure Warren into a trap where she can be dealt with permanently.

Covert Activities

Efforts further south to undermine and subvert the regime in Miami continue, and a full report will be available within two weeks. The major food shortages in the city have brought what remains of the population to near-riot stage, and we can initiate our takeover at any time after this riot occurs.

Our agents continue to attempt penetration and takeover of the so-called university at Gainesville. Thus far, our efforts to control the ex-University of Florida have been thwarted at every turn by those who occupy that seat of learning. One of our difficulties has been maintaining the loyalty of our covert agents once they leave our direct control, but this difficulty is well on its way to being dealt with.

Once again, we should weigh very carefully the consequences if we allow our local agency to attempt a sanction of the professor of military science there. We must be cognizant of the consequence if such an attempt were to fail. In that regard, review the data on the last three attempts and the results for those organizations responsible. Here we deal with a "contrary cow" college which must be persuaded to give her milk rather than be bludgeoned into submission. The remaining technicians are invaluable to the subsequent fulfillment of the plan, and they must give their cooperation voluntarily for maximum utilization of their irreplaceable talents. Our main problems occur because of the success they have had in rebuilding the old order. The locals are misled into thinking that the old ways work and gain hope, which enables them to put up with severe hardship (foolishly believing it to be temporary). We must show that the old ways are doomed to failure, and only the new order will succeed. Despite the difficulties involved, this outlook must remain our approach. The smuggling of home-built automatic weapons (the so-called "gator guns") to potential dissidents and traitors within our Zone of Liberation continues, and the failure of our agent in Grenada to secure control over General Cummings' granddaughter resulted in failure to gain a handle over Colonel Murphy through his granddaughter as well, but we must look at these setbacks in light of the overall picture. Premature termination of Murphy will only result in his martyrdom and will leave us worse off than we are now.

Recruiting and conversion work among military and civil forces in the Jacksonville area continues despite the cruelly repressive measures and tactics employed by the internal security minions of the self-styled "Sea Lord of Jacksonville." We now control or have controlling influence over at least two major subdivisions of the "Sea Lord's" organization and will soon bring his entire structure under our control.

Our operative within the bandit gangs in Lake City reports realignments among the minor bands there but doesn't anticipate problems retaining her control over the overall leadership.

Our efforts to stir up disaffection and desertion among the personnel of the 108th Infantry Division's Third Brigade at Camp Blanding, near Stark, continue, although operations in the Iron Triangle are becoming difficult. Our agent-in-charge at Blanding recommends delaying Plan Orange until later in the year, and upon examination of his report, I concur.

Final Matters

Our operative in Blanding reports that officials there have received news from their capital in Omaha that the winter wheat crop in the plains is 80 percent below expectations. The shortfall is blamed on a dry winter and is predicted to affect the spring planting. In view of the similar reports from other portions of the continent, we recommend investigation of the possibility that a major climatic shift (with effects on agriculture) is in progress. The meteorological staff here is minimal and is unable to analyze what data we have assembled. If the "Major Crop Failure" protocols of Eagle Paper Gamma-Seven are to be coordinated with the present situation, we must have the operational adaptation instructions within the next four months. Certain steps are possible now and should be implemented to avoid significant dislocation in our operations. As implementation of these steps will conflict with her current policies, Wilson is reluctant to take action on the basis of the evidence available. I believe this to be a criminal dereliction of duty and recommend her replacement.

to conditions in the St. Petersburg enclave that would be invaluable to the guerillas' intelligence planners. So far, no such cooperation has been forthcoming, and, given the previous experiences and general moral philosophy of the majority, they are not likely to begin cooperation on their own any time soon. It is left up to the players to find a way to tap this gold mine of military intelligence.

The Nat Turner Brigade and its "Underground Airline" is widely known and the subject of frequent rumors, but any substantial contact is extremely difficult to come by. Everyone seems to know or think they know someone who is connected with the operation. The chance of learning the true identity of stewards and stewardesses, the location of actual "airports," or the departure time and route of the next "freedom flight" are three, two, and one percent respectively.

The chance of a "Crash-and-Burn," which is a successful New American secret police interception of a bonafide flight, is usually 1 percent—barring either stupidity or duplicity upon the part of the player character passenger. Real underground airline flights will seldom allow passengers to travel armed. The chance of an alleged flight being a secret police "sting" operation is about 3 to 5 percent depending upon just how much heat the secret police are putting on at any given moment. If Juliet Warren were to be kidnapped or if she attempted to elope with Norm Norman, for instance, the chance of being caught in a police "sting" would go up to about 15 to 20 percent as soon as Ed Lovejoy became aware of the fact.

Interrogation of passengers is 85 percent likely to produce useful information regarding current conditions within that segment of the population of St. Petersburg from which the passenger has successfully fled and 70 percent likely to produce at least one new piece of information about conditions within St. Petersburg generally.

THE SSPDF

The South St. Petersburg Defense Force was organized by surviving property owners in the southern third of the city. This grange-style resistance group sprang up in 1998 and rapidly spread to involve resistance groups in several other neighborhoods of the city.

Several of these embryonic resistance groups still exist despite the blood examples made of such groups as the Admiral Faragut Academy Corps of Cadets and the ill-fated Snell Isles Armed Tax Resistance Front. Of them all, the South St. Petersburg Defense Force is the best organized and led.

Fanya Wilkerson is the overall commander, but her actual authority is shaky. She leads by shaming individual unit leaders into following her example. Fanya is gradually winning over the respect and loyalty she needs to forge this diverse group into a capable fighting force.

Armed almost entirely with old shotguns, civilian rifles and pistols, and an occasional primitive demolition charge made from homemade explosive (and nearly as dangerous to the user as to the target), the SSPDF is really little more than a loose federation of armed neighborhood gangs. For the most part they have locally elected captains who more or less control the various portions of their local community. The largest company, the Trojans (named for the local high school sports teams) have over 300 armed but poorly trained members.

The Cincinnatus Club, a small group of retired military officers with 25 somewhat better armed and vastly better trained members is the smallest unit. The dozen or so militia companies

average 40 to 50 members and boast arms ranging from Vietnam era Kalashnikov assault rifles to black powder muskets. It is a rare outfit that can boast that all its members have some form of long arm. None can say they have a standard weapon, much less standardized ammunition of the same caliber throughout. In total, the South St. Petersburg Defense Force has less than a thousand effectives. Most of these would-be defenders are totally out of their league when pitted against Colonel Wilkerson's better equipped, better trained, and infinitely better disciplined black Infantry Regiments of Thirds, his overwhelming mortar superiority, and his powerful armored car infantry companies.

For purposes of combat, the SSPDF has the following ratios of trained personnel:

The Trojans: Novice 60%, Experienced 25%, Veteran 10%, Elite 5%.

The Cincinnatus Club: Novice 0%, Experienced 4%, Veteran 80%, Elite 16%.

Others: Novice 70%, Experienced 25%, Veteran 4%, Elite 1%.

Fanya's most frequent headquarters is a gutted hotel across U.S. Highway 19 from the former electric power corporation headquarters, a 20-story high-rise offering excellent visual observation of her entire area of operations. If not there in the flesh, the runners for her observation team there will know where to find her.

Referee's Note: A few hours before the players make contact, Fanya Wilkerson will have received word that her son is not only alive, but is presently in St. Petersburg. The anonymous note will describe where the child can be found and will include a photograph as proof. Fanya will have gone into seclusion in her headquarters, but those closest to her will suspect that she intends to go after her son within the next few days. If the players have acquired the Blueprint document, they will know that this is a trap, but they will be unable to dissuade Fanya from making the attempt.

It will be obvious that Fanya is the only hope for establishing a guerilla movement in St. Petersburg. It will also be obvious that she will be killed or captured if she is allowed to go on the rescue attempt alone. Suggestions for refereeing this rescue attempt are contained in the *Concluding the Adventure* section of this module (see page 7).

THE SPJSDL

The rather formidable-sounding South Pasadena Jewish Self-Defense League is a motley group of people, most of whom are neither Jewish nor from South Pasadena originally. They have rallied around the rabbi of Temple Beth Judea, Joshua Boldstine, to hold the New American "Urban Renewal" Regiments at bay. Rabbi Boldstine, leaning on his faith in the Lord and a few dirty tricks he picked up in Vietnam, does what he can to keep his people alive against the overwhelming organized violence of Colonel Wilkerson's relatively better armed and led black legions and their supporting artillery and armor. The SPJSDL is composed of 40% Novices, 30% Experienced, 20% Veterans, and 10% Elite.

The SPJSDL has no radios, field wire telephones, indirect fire weapons, or even a machinegun. Most are armed with .22 caliber to .32 caliber "Saturday Night Special" (60%), while some can boast shotguns (15%). Some of the group are armed with a bewildering assortment of military and oddball civilian hardware ranging from black powdered muskets to M16s, while

a sizable percentage are unharmed. In total, some 600 personnel make up the SPJSDL. Their morale is high and self-discipline better than might be expected.

4TH BN, 11/12 SFG

This is a group of retired Green Berets which formed the local 1st Special Forces (Airborne) Veterans Association. New America has outlawed all veterans organizations except those they sponsor, and the group now calls itself the "4th Battalion, 11th/12th Special Forces Group, 2nd Special Forces (Non-Airborne, Provisional)" or The Phantom Fourth for short. Members of both the 11th SFG (USAR), and 12th SFG (FLNG) are represented, but neither unit ever had a 4th Battalion, and there never was such an organization as the 2nd Special Forces Non-Airborne (provisional or otherwise). The Phantom 4th has 11 members, all *Elite* NPCs armed with souvenir military weaponry (M16s, 9mm and .38 pistols). They are the source of Fanya's improvised explosive charges and they have been working (unsuccessfully) to manufacture an antitank weapon that is more dangerous to the enemy than to its user.

THE SEMINOLE INDIAN NATION

The Seminoles were one of the few tribes to successfully resist U.S. government efforts at total removal of Indians from the eastern seaboard in the 19th Century. They were the only ones who did so by fighting the U.S. Army to a complete standstill. No treaty was ever signed with them (the government ignored them for awhile and then moved in and built post offices). For decades, the Seminoles were isolated in the southern part of the Florida peninsula, in the the Everglades. The tribe is still there in 2000.

During the last half of the 20th century, something remarkable happened. The Seminoles began exploiting their status as a theoretically independent nation to drive truckloads of money through their own unique loophole in the tax laws. What they (and other Indian tribes) did with Bingo, tax-free tobacco shops, and later, luxury resort hotels gave them great economic clout.

At the same time, a new cohort of younger, more militantly radical tribal politicians succeeded to the tribal council. These

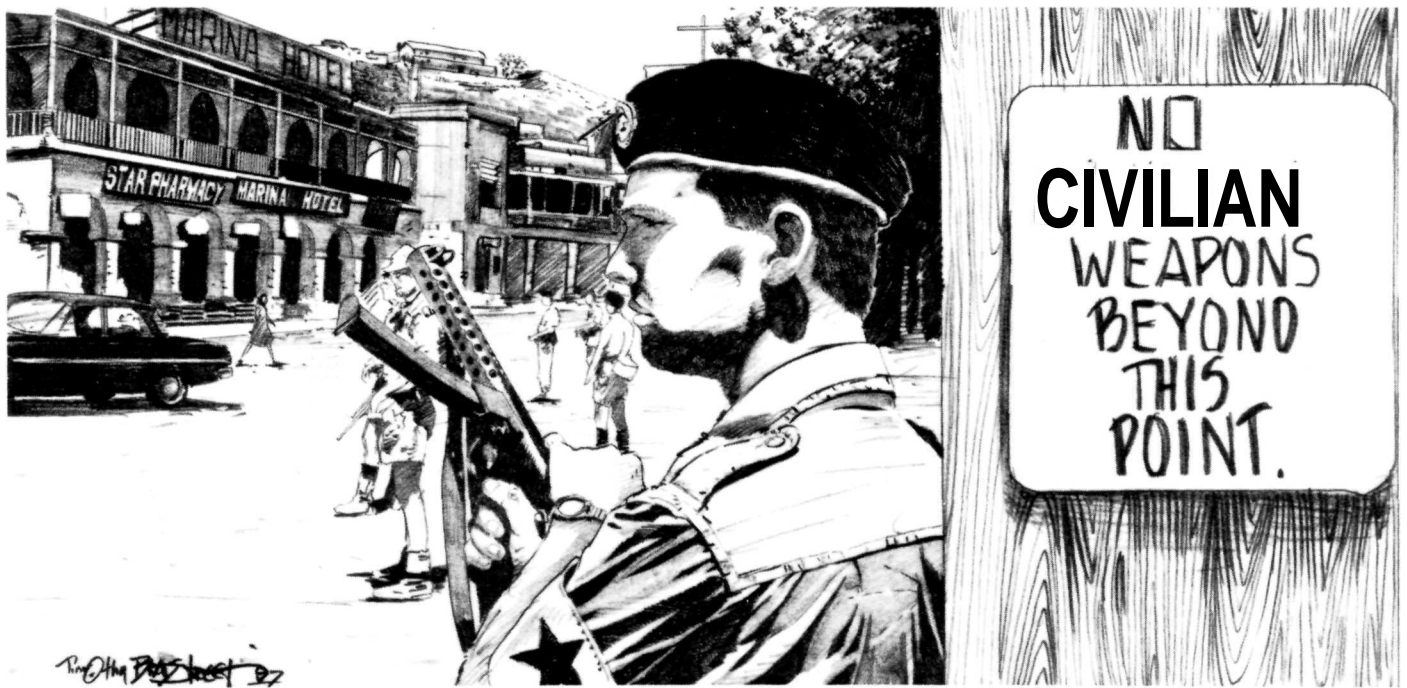
militants longed for the political power that the tribe's newly earned wealth would bring. The radicals threw open the doors of tribal membership to admit a large number of other (non-Seminole) Indian radicals, part-Indians, near-Indians and would-be Indians. This policy swelled tribal ranks to almost half a million before the war began.

When the bombs fell and a political vacuum was created in Florida, the radicals were ready with a plan to drive all whites out of the state and reclaim their rightful lands. This big plan was tripped up by a lack of guns and ammunition. Their sources in Miami rapidly dried up as Seminole intentions became clear, and their influence with the tribe was threatened by their inability to carry out their proclaimed intentions.

The radical element then made contact with certain shadowy individuals who put them in touch with the New Americans. The New Americans undertook to funnel supplies, guns, and ammunition to the Seminoles in exchange for manpower to assist the New Americans in sealing off the Sunshine State from the rest of the country. The New Americans were to get a belt of land from St. Petersburg to Cocoa Beach, and both sides were to respect the territory of the other (and each secretly planned to commit treachery as soon as they felt strong enough to assure complete success).

The Seminoles have, so far, been as good as their word. They have used New American-supplied arms to exterminate all intruders in the central zone while consolidating their claim on southern Florida with bloody massacre of all whites they could lay gunsight on. So far, they have been all too successful in their efforts.

This policy of extermination in south Florida has caused growing unrest among some segments of the Seminole Nation. A movement is afoot to moderate the radicals' bloody, genocidal policies. This movement (of which John Two Herons is a member) would gain control of the council if it could be shown that the New Americans have been making fools of the tribal radicals (the evidence contained in the Blueprint document would accomplish this if given to Two Herons). At the time of *Urban Guerilla*, however, the radicals are still firmly in control of the tribal council.



Welcome to New America

The St. Petersburg cell of New America has operated on its own for three years, ever since the "Thanksgiving Day Massacre" of 1997. After the attacks, the local cell acted promptly and decisively to exploit the situation as they found it (although they did not always follow the strict doctrines laid down by Hughes in the Eagle Papers).

NEW AMERICA COMES TO ST. PETERSBURG

The New Americans bided their time waiting for the day when New America was to make its official appearance and take over. Until January 1, 2001 (called The Day in NA literature), New America was never mentioned in public or seen anywhere in print, although occasional operations were carried out by special parties to secure some exceptionally valuable resource.

The New Americans infiltrated and subverted still functioning prewar governments. Where stronger measures were called for, specially selected and trained teams with no traceable links to the parent organization moved in and did any other dirty work was required to accomplish New American objectives. In no instance did any tragedy that befell the community and its leadership ever prove to be directly traceable back to the New Americans.

In most cases, the people the New Americans put into the organizations being subverted were hard-working, dedicated, and honest within the constraints of the double life they led. They generally gave the people, whose government and public trust they intended to betray, as honest and decent a government as was humanly possible under the circumstances. Several of them became genuinely popular in their own right. The ineffective and dishonest (that is, those whose dishonesty was inspired by greed, not power) took the heat for their own actions and were, as often as not, brought down by other New Americans (though the victims seldom knew for certain that the hand of their own party was bringing them down). The New American cell replaced several of its own people in this manner

when the incumbent proved incompetent, corrupt (and got publicly caught at their corruption), or simply had to go because the orders they followed from their cell masters proved to be too unpopular with the citizens they nominally represented.

The New Americans tolerated some particularly corrupt, vicious, degenerate non-New American politicians. Generally, these people were not in charge of any undertakings that the New Americans regarded as at all critical to New American future goals and objectives. The New Americans were saving these unpopular politicians to be sacrificial "goats" when The Day arrived, and it finally became necessary for the New Americans to fix the blame for all the failings of the bygone regime.

When The Day came to St. Petersburg, it came not as a conquest, but as a liberation. Most local citizens noted the event if they paid attention to it at all, as the end of a certain amount of long-endured evil and the beginning of a more efficient government. The blue arm bands and the new flag with its single white star in the blue canton amidst the familiar thirteen stripes weren't that strange. There were no real screams of protest or moral outrage. For most, life just kept right on rolling along. The majority of security and control laws were already in place and those that followed came gradually with plenty of preliminary promotion to ease public acceptance. Freedom wasn't killed outright in the areas that New America controlled; it bled to death, drop by drop.

Having gained power, the new regime proceeded to do what government is supposed to do: provide for the welfare of the government by providing for the welfare of the governed, more or less...

One thing they did do on The Day was announce the demise of the Voice of the Lord. One of the most fiendish, ruthless, and criminally genocidal operations ever undertaken had begun on December 1, 1997, just scant days after the "Thanksgiving Day Massacre." The New Americans began operating a black propaganda radio station previously prepared for just this moment of crisis.

Black propaganda is a term Carl Hughes and the New



Americans are very familiar with. It is the technique of deliberately spreading the most damaging and harmful reports about the enemy and doing so while identifying the source of the message as the enemy himself. It isn't enough that the Communists should be reported to be raping and pillaging in the countryside or that the black inner-city dwellers are reported to be committing acts of cannibalism in order to survive in the white, rural countryside. No—the art of black propaganda is to make it look like the Communists are bragging of their atrocities or for some alleged black spokesman to come onto the airways and try to deny the cannibalism story in such an incredible fashion as to make the listener totally disbelieve the denials and protests of innocence. This mysterious radio transmitter, alleging to serve an obscure fundamentalist Christian sect, did more to stir up unnecessary hatred, violence, and human misery than even the Russian bombs themselves. For over three years, this low-powered mobile transmitter spread lies and directed irrational and real fears alike in a concerted choir of death and destruction. Toward the end of its useful life as a tool for promoting chaos and confusion, the station became the target of those sick of the violence and ready to accept any rational voice against the continuing senseless slaughter.

Enter the New Americans. Their first official act was to hunt down and exterminate the hated hate-mongers. Having secretly created this very real monster and unleashed it on the Sunshine State, the New Americans then publicly attacked and overran the villains, taking full credit for their destruction and earning the good will, respect, and gratitude of a population which had been drowning in chaos and strife.

Now in January, 2001, with the tide of public sentiment flowing with them, the New Americans came out of the shadows, removed the masks of anonymity, and gracefully and humbly accepted the willing mandate of the survivors to lead the people back to the promised land of full recovery and rehabilitation. The majority of the most able and popular local government leaders now acknowledged their membership in this new organization which promised to rebuild the future. Some few local leaders who were not actually part of the conspiracy tried to jump on the bandwagon. Depending on their popularity, effectiveness, and political pliability, they were either co-opted into the organization or met with innocuous but tragic and usual-

ly fatal accidents or illnesses thereafter.

The New Americans provided security through the use of their armed political troops: they hanged looters, drove off marauder bands (some of whom were their own "toughs" in disguise), and protected salvage, farming, and other work parties.

The NA engineers got power back on line at the Toytown I solid waste-burning electrical generating plant in central Pinellas County. The fuel for this operation came from the wreckage and ruins along St. Petersburg's Tampa Bay water front. Smashed pleasure boats, ruined wood-framed houses, and the flotsam of two major hurricanes provided the power to heat the water, generate the steam, and eventually spin the turbines to generate electrical power. The long climb back up was started and the New Americans were in charge of it.

Power made other things possible and recovery was well on its way. Using their carefully laid up stocks of food and other equipment lavishly, the New Americans provided hot meals, shelter, medicine, pure water, and limited electrical power to anyone willing to work for it. The work was there: clearing away rubble, hauling combustible material to the power plant, and carrying rock, concrete and brick fill to the expanding perimeter lines to bolster the common defense. These New Americans insured food and shelter in a new world of starvation and homelessness, safety and protection in an unsafe world, just compensation for day's work—New America offered much. All they asked was cooperation, a willingness to surrender a few freedoms for some increased security, and an unquestioning obedience to the new "bosses." In 2001, for many people, that sounded like a very good deal all around. Faced with the surrender of a little personal freedom in exchange for food for one's hungry children sounded very good indeed.

The New Americans did more than just fill empty bellies: they provided protection. The New Americans "provided for the common defense." The defenses were more than just bunkers, berms, and *punji* pits. The Social Security Forces of the community patrolled extensively and aggressively, striking marauder groups before those groups could attack the community. The small, active, well-trained and well-led New American combat forces killed or drove out the bandits but made no attempt to seize control of the newly freed population. The NA combat teams were scrupulous in their respect for the lives, property, and dignity of the people in the territory they opened up. In fact, the politely correct behavior of the firmly disciplined NAs won them the respect and assistance of the population outside their enclaves. Often this assistance took the form of information volunteered on the whereabouts of the marauders, warnings of ambush or mines, or occasionally even local volunteers to serve as guides, scouts, and even armed auxiliaries.

The people in the areas newly freed of looters would then be contacted by special liaison teams of New Americans who surveyed the community's needs and offered information to the people on what New America could offer them in return for their cooperation. In areas where the marauders were too strongly entrenched for the small teams of New Americans and in areas where the population was noted by the NA special liaison teams to have strong, principled leadership or where significant resistance to voluntary alignment could be expected, the population was quietly isolated and marked for later attention by well-equipped, large-scale "Urban Renewal" formations.

In this way, the New Americans nibbled away at the edges of their adjoining communities: creating and filling small vacuums with the defeat of the smaller bandit gangs, identifying

and isolating pockets of resistance to their larger political schemes, and gaining a progressively larger and ever-expanding population of compliant, willing, sometimes even eager and dedicated workers and soldiers. Here there were no huddled masses of downtrodden slave laborers, just ordinary people who, bit by bit, drop by drop, surrendered their most basic freedoms.

NEW AMERICA: GOALS

New American goals in St. Petersburg and across the nation can be summed up in two words: controlled change. The New Americans from Carl Hughes on down believe that the country was completely out of control by the time World War III began. The New Americans saw drug addiction, crime, homosexuality, out-of-control capitalism, rampant liberal-socialism, outright communism, and general anarchy, and total chaos running rough-shod over the "traditional American values." The New Americans believe that society must be controlled because most of humanity is inherently unable to control its own baser emotions or to govern itself.

Carl Hughes formulated an elaborate pseudo-scientific racial classification system based on the alleged superiority of certain traits (what he labeled natural intelligence) in people he called "natural aristocrats." This was not racist, he claimed, but was merely a scientific classification system based on intelligence tests and genetic examination. As it happens, the natural aristocratic genes show up most often in white, northern German, Scandinavian, or English males (Hughes is German/Irish), but this is coincidence.

New Americans' hatred of communists, socialists, liberals, pacifists, homosexuals, and such religious and social deviants as Boy and Girl Scouts, drug users, hedonists, Hare Krishnas, Scientologists, Seventh Day Adventists, Mormons, Catholics, devout Christians of most Protestant denominations, feminists, welfare mothers, and a host of other new untouchables could keep a legion of psychoanalysts busy for years. The whole business is not original with Hughes....It is basically the stale philosophies of the 19th century elitist/eugenicist movements recycled with a new jargon.

While professing such profound dislikes might have once been regarded with bemused tolerance by their fellow citizens before the war, the horrendous situations brought on by the nuclear strikes, together with the New Americans' own planning and preparations, put them into the category of a serious threat to all life and liberty within the battered remains of the United States.

The chief difference between the cell in St. Petersburg and those elsewhere—the Ozarks, for example—is that here a strong-minded leader has made herself felt. Her seemingly enlightened policies are, in reality, genocide by slow generations. The New Americans in Florida have no intention of senselessly weakening themselves in protracted, overt wars of extermination such as have gone on in some parts of the country. They have set the modest goal of combining a declining "inferior" birth rate with casualties taken by "the lower classes" on behalf of a society bent upon bringing all freedoms and all citizens under their own control. In this respect they are more heinous than Hitler's Germany.

NEW AMERICA: THE PROGRAMS

In St. Petersburg the leadership has two separate policies: one for internal political action within their immediate zone of con-

trol and another, a "foreign policy," for dealing with less immediate threats within the larger theater of operations.

The combined effort can be summed up as "keep potential adversaries occupied with a variety of divide-and-conquer tactics while bringing maximum force to bear against those threatening the immediate zone of local control" (i.e. St. Petersburg and the Pinellas peninsula). The external threats are for the most part being dealt with by means of covert agents, subverting local democracies, and supporting the major substructures of the various "warlords" who have set up shop in the state. In a major, even breathtaking, radical policy departure, the New Americans are allying themselves with the resurgent Seminole Indians (one of the "inferior breeds" Carl Hughes rails against in his most tedious and incoherent writings) for the purpose of exploiting the Indians' large manpower pool to seal off the state from interfering governments (Milgov or Civgov) to the north. The very notion of treating with the "obviously inferior" Indians is only one of the unorthodox but effective techniques Angel Fitzleigh-Warren has used to screw down the security of her brave new society so tightly that she can put guns into the hands of the various racial minorities with complete confidence in those minorities' loyal devotion to her and her racist regime. The shocking truth is that her confidence is absolutely and totally justified. Here in New American St. Petersburg, Angel Fitzleigh-Warren has created a fascism with a human face and (at least on surface appearances) heart. It is this contrived, manipulated, yet nonetheless successful, powerful policy that guarantees her what she most wants for herself: a safe haven in which to raise, enjoy, and spoil her own grandchildren.

The "foreign policy" is run by Angel. She personally hand-picks agents who keep the barbarians off the local doorsteps in St. Petersburg. These people are some of the brightest, most self-sufficient, and resourceful operatives ever to ply danger, blackmail, and bribe. In the greater Florida area, New America projects the image of a kindly and efficient group of latter day Zionists building a shiny "City on a Hill" out of the ruins of a post-nuclear America. Meanwhile, her behind-the-scenes agents conduct a foreign policy that out-cheats, out-bribes, out-assassinates, and out-manipulates anything ancient Constantinople ever did to create the modern meaning of "Byzantine Intrigues." As for her antidoctrinal alliance with the Seminoles, she can point to ample modern precedents—the Nazi/Soviet deal which carved up the unsuspecting Poles at the beginning of World War II, for example. Whether New America is playing Hitler to the Seminole's Stalin remains to be seen, but there is no doubt in Angel Fitzleigh-Warren's mind as to the final outcome of this strange wedding of convenience between her people and the Seminole Tribal Council's radicals.

Angel's web of intrigue runs from the Florida Keys to the badly splintered and divided State House in Tallahassee. She controls a bandit kingdom in Lakeland, two-thirds of the erstwhile "Sea Lord of Jacksonville's" quasi-military pirate empire in that stricken city, and the desperate and deadly diggings going on in the ruins of America's first spaceport at Cape Kennedy. She keeps a bloody and bitter mini civil war going between Army/Air Force elements in the ruins of Eglin AFB and their equally battered and confused rivals in the ruined Naval Station across Pensacola Bay. She has the southernmost corner of the 108th Infantry Division's "Iron Triangle" (located at the former Florida National Guard Camp Blanding just outside the state prison town of Stark) eating their own belts and shoe leather to survive. With

the help of her Seminole allies, she has turned most of the remaining southern Florida coastal cities into besieged laagers of desperate non-Indians while the interior, extending north to the new frontier town of Ocala, has become a pre-Columbian wilderness. Not too shabby for someone who looks more like a grandmother than a Lucretia Borgia.

Local policy is equally convoluted. St. Petersburg is run like a cross between an armed kibbutz and a fundamentalist revival retreat. Everywhere one goes within the city, one sees happy faces and busy hands from all apparent observation feeding the society, keeping it clothed, educating the young, restoring the vital community facilities, and meeting, classifying, and integrating all comers into what can only be called a strict but reasonably fair and efficient effort at recovery. The goal is a return to something approaching the former level of civilization that existed in these parts before the bombs fell. There are no apparent gas chambers, no charnel house death camps, and no down-trodden masses of brutally oppressed slave races. The society here projects a rather martial, but not a draconianly regimented, air of people, "forced by the necessities of the world they find themselves in, to take up arms to protect and keep what they are all striving to build here by the sweat of their brows...etc." In short, it is a hard-pressed but basically just society governed by stern principles dictated by the current situation. If parts of this newborn nation seem a little biased or unfair, the fault, if there is one, lies with the current hard times, not the present regime, which is obviously doing for its people the very best it can under the present trying circumstances. As far as such things as racial animosities and crime go, most prewar communities should have had it so good. This is not heaven on Earth, and the Millenium has come and gone without bringing a deliverer. But until Christ can get around to it, Angel and her New Americans seem to be doing just fine by the citizenry, and they are giving this city a really good running try at being, if not paradise, at least not a living hell either. "Now if the neighbors could only be made to see things more reasonably..."

If there is a sticking point in the craw of most residents, it is not the shortages, hard work, or even the minor stubs and snarls of bigotry that occasionally stick out of the tangle of government bureaucracy. It is obvious to the people who live here, (they will tell you) that this would be a truly great place to live and raise kids if it weren't for the intransigence of the (fill in the blank for the current week's enemy) —"that slimy and unspeakable pack of low-down curs, who continue to resist those kindly folk who run this place." The heartbreak, the grief, the genuine sorrow, and the pity of Angel Fitzleigh-Warren, good old Judge Warren's wife, over the losses being suffered by the brave lads who are fighting this hateful war is such a terrible thing to see that no one could possibly doubt that she has ending it and bringing peace as her upmost goal. "But it's those lowlifes in (name the current community undergoing Urban Renewal) who bring all this suffering and grief down on us common folk. And don't forget, everybody suffers when those sneaky terrorists attack the citizens and other residents of this community."

And so the propaganda goes....

LIFE IN NEW AMERICA

For those on the inside of New American society, life is startlingly normal. People do things pretty much as they were done before the bombs fell...more or less. Resources are scarce. There

is no one in New American St. Petersburg who has not had first-hand experience with hunger, thirst, lawlessness, anarchy, or terror in one form or another. The state repeats this theme continuously. Children have it drummed into their heads at the earliest possible age. Scarcity means that society must make sacrifices in order to survive and continue to recover.

Sacrifices are demanded of everyone in society from the most humble to the most high. The regime insures that the sacrifices of all are well known and appreciated by all. Those at the bottom of society's hierarchical pyramid are reminded that those on top are also sharing their burden by the repetitious advertisements of that sacrifice on the public air waves. Campaigns to help those less able to help themselves are aimed at the young and idealistic youth of the lower classes. The sacrifices of those who carry society's burdens are made clear and unavoidable to the children of the privileged so that they might tread less heavily. This is a campaign deliberately aimed at softening the blows and bruises this society's institutionalized class structure does to those at its bottom by lightening the tread of society's masters. The purpose is to weed out those expressions of smug superiority and the self-aggrandizing ego-tripping of those who would flaunt their privilege in the faces of those being so systematically exploited by their society. In short, being a "racist" is not in good repute among those who benefit from that very racism. Or to be more exact, appearing to hold overt and blatantly racist attitudes and behaviors is strenuously discouraged even while society itself maintains and increases its genocidal policy. The net result is that those on the bottom get a conflicting message. On the one hand, shortages mean that a young black couple will have to postpone a much desired wedding until the young man gets his discharge from New America's armed service. The reality is that he has an excellent chance of being killed or seriously maimed in the service of his society for the opportunity to have even one child with his prospective wife. The couple are continually reminded that times are hard (a condition they will have had infinite personal experience with while growing up) and that resources are in short supply. Children are very valuable and must be planned for and provided for out of the meager resources that all of the citizens of the state must share. Patience, prudence, and conservation are not just virtues—they are a way of life. If that young man makes it home from the fighting that goes on around the fringes of the St. Petersburg enclave, he can be sure that his son or daughter will receive his or her full share of what meager resources are available. If this does not occur, it is because of shortages caused by terrorist enemies of the state, not because the state itself is keeping him from what is due him and his children.

The children of the rich and privileged are not the only ones to see the state's propaganda aimed at reducing the overt acts of racism. Society's minorities can see that the state, through its media outlets, disapproves of derogatory and defamatory behavior. What they don't see is the hard-hitting investigative reporting that in the days before the war, would have blown the lid off the institutionalized raw deal being dished out by the New Americans. The only messages getting out to the public at large are exactly those that Angel Fitzleigh-Warren and her government want the population to see. And the message is subtle indeed.

New America has three major classes of right and privilege, which are intended not to keep the minorities at the bottom of society, but to "protect" them from exploitation by those above

them in society. Thirds are not peasants without rights; they are valued and respected partners of other classes of citizens. Performing their specific functions in a society that (to paraphrase Karl Marx) provides for each according to (society's perception of its) needs, from each (again, as those in power view it) person's abilities. Justice. Fairness. Equality. This society has it all for everyone. But not necessary in perfectly equal proportions.

THE CLASSIFICATION INTERVIEW

All those desiring to be admitted to St. Petersburg as permanent residents must be processed and classified as to their citizenship status. This is a short description of such an interview for those players who attempt to infiltrate the New American community.

The potential candidates are brought one at a time into a large room. The only furnishings are a long table, three chairs behind the table, and one facing it. A picture of Carl Hughes hangs on the wall facing the single chair and a New American flag on a staff stands in one corner.

The flag has a blue field as Old Glory does but only one large white star on the blue. Three people sit behind the table: representatives of the Committee of Public Safety, the Social Security Service, and either the Chief of Social Hygiene or, more rarely, the Chief of the Reindustrialization Branch.

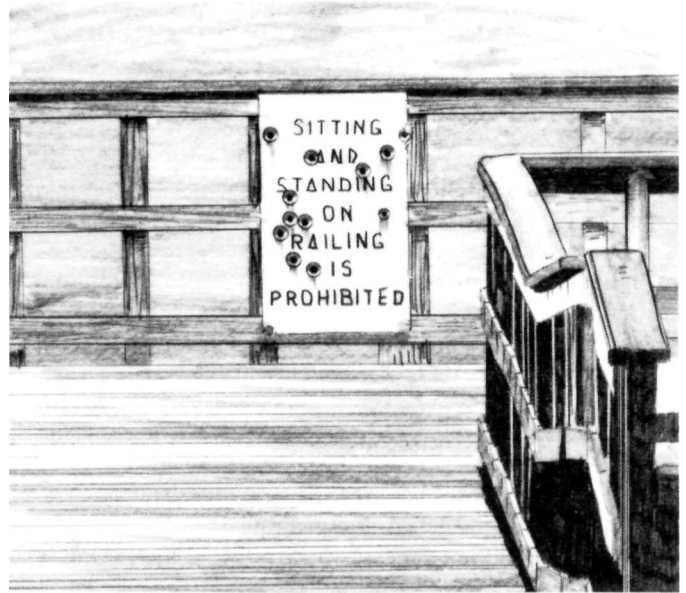
Prior to this interview, the potential candidate will have had to fill out a long application which asked for the candidate's skills, background, education, political and religious affiliations, former addresses, arrest record, military service, etc. The board members will have read the application and have it in front of them during the interview.

The classification board will administer the test to those being screened. The board should emphasize to the candidates that there are no right or wrong answers to the questions. The board is expected to put the candidate at ease and conduct the screening in a low key, non-threatening manner, neither encouraging nor discouraging the candidate's responses. Above all it is imperative that the candidate give his or her true judgments, feelings and opinions to the board, and not what the candidate might come to perceive as "the expected response" or "the right answer." In this regard it is useful to reassure the candidate that he or she will be found a place in New American society and that this values inventory is merely a brief scientific aptitude classification designed to assist the personnel department in finding the candidate meaningful, qualified employment within New American society.

The board members will be asking questions and making notes throughout the interview. Each of the interview questions will elicit a positive or negative response. These are totaled at the end of the interview to assist, but not dictate, the board's decision. The cumulative score is then used to determine where the candidate fits within the NA hierarchy.

The actual classification of the candidate is based upon the number of positive and negative points he or she accrues during the test, the gross anatomical evidence (i.e., the candidate's race, or racial features in the absence of facilities for a proper genetic screening), and the subjective evaluation of the sincerity, forthrightness, and general sense of the candidate's true feelings toward these various values.

Examiners are cautioned against attempting to interpret or clarify the questions although repeating a question is acceptable. They are also cautioned to beware of candidates who repeatedly



ask for clarifications or for a repetition of the question unless a genuine hearing loss seems to be involved. Hesitation and repeated attempts to solicit additional clarification from the board is usually a sign that the candidate is trying to cover up his or her true feelings and values.

The following is taken from the section of the Eagle Papers devoted to the administration of this interview:

Grading: As the candidate responds to each topic, tally the positive, neutral, or negative remarks the candidate offers. Do not concern yourself with word-for-word evaluation of each response. The classification interviews are totaled and the Semantic Evaluation Section fine combs the transcript for attempts at covert penetration or "brain washing." Make your best judgment as to the relative degree of fervor with which the candidate expresses these positive and negative opinions and make note of particularly strong responses for or against that might lend weight to the candidate's true feelings. For the purpose of this interview, feel free to make marginal notes as you feel the need. One useful technique is to underline particularly strong or significant responses and overline particularly weak or faint-hearted responses. Efforts to equivocate, backtrack, or retract previous responses should be weighed most carefully as this is often a sign that the candidate is attempting to "read" either the classification interview itself or the various board members' reactions to his responses. (Extreme care should be exercised that no conscious or unconscious clues are given to the interviewee.)

If the positive column is a higher value than the neutral or negative, and there is no obvious genetic reason for disqualifying the candidate, classify the candidate as a Natural Aristocrat Candidate, and issue him or her the Citizenship Oath of Allegiance. If the candidate is genetically satisfactory but scored higher in neutral categories, classify the candidate as a Second and report to the Office of Social Security Services. Advise the candidate that he or she has achieved Second status and administer the oath. If the candidate scored highest in the negative column, direct that individual to the Social Re-education holding area for further disposition. Advise the Office of Social Security Services immediately.

In the event of an obvious genetic Second scoring very high in the positive columns, classify the candidate a Second and

advise the Personnel Office of the Committee of Public Safety of this individual's name and scores. Genetic Seconds who score highest in the neutral column may be classified as Seconds provided that the positive column score exceeds the negative column score. In the event that a candidate's negative column scores are higher than his or her positive column score, classify that individual as a Third and direct that person to the Social Re-education holding area for further disposition. Advise the Office of Social Security Services immediately.

When dealing with obvious Thirds, remember that in New America there is a place for everyone and everyone should keep in their place. Many of these individuals will still be laboring under the delusions of their former place in the old corrupt society. Remember to treat these Thirds with the dignity and respect that every member of our society is entitled to; they will rapidly adjust to the new realities they find here. So long as the candidate scores in the positive or neutral column, tolerate their current ignorance and pass them along to Social Orientation for further indoctrination. Genetic Thirds who score highest in the negative column should be directed to the Social Re-education holding area for further processing.

In the event of a positive-neutral column tie, give the benefit of the doubt to the positive column for obvious genetically superior candidates. The tie goes to neutrality for all obvious Seconds and Thirds. In the event of a neutral-negative column tie, classify the candidate in the lower category. Likewise in the unlikely event of a positive-negative column tie, rate the candidate downward. In the case of all such tie situations, direct a brief written summary to the Personnel Officer of the Committee of Public Safety and give a second copy to the office of Social Security Services.

All prior service members with recent combat experience should have their files flagged for the office of Social Security Services. All classification board officers are directed to "go along with" any attempts at blackmail, bribery, or threats directed toward them by any candidate and then report that individual immediately to the office of Social Security Services.

Prior service members with combat experience should have their files flagged for the office of Social Security Forces.

Any candidate having background histories that fall into the

RED X Profile should have his or her files flagged to the office of Social Security Services for disposition. RED X Profile categories are undesirable of any genetic classification. Consult the appendix in EP-Beta VII for a detailed delineation of this group. Briefly, this group includes all political or cultural deviants, activists, anarchists, and objectivists. All religious leaders, zealously devout Christians or members of the following cults or cliques must be flagged for further action by the office of Social Security Services. Proscribed groups are: Scientologists, Seventh Day Adventists, Christian Scientists, Krishnas, Moonies, Orthodox Jews, Libertarians, Marxists, Socialists, Zionists, Masons, Boy or Girl Scout leaders, or any individual who has previously held an elective public office or served in any Military Intelligence unit (of any nationality).

It is not possible for a Third or even a Second based on race to do so well as to be raised to Citizen solely as a result of this interview. It is possible for an exceptionally talented individual to later "earn" Second or (if racially already a Second) Citizen status through merit or extraordinary service. Such cases are rare and outside the scope of the classification interview board's duties.

Unsuitable individuals must undergo re-education at a proper facility. Failing this, they must be dealt with in the manner prescribed earlier in these protocols.

According to New American teachings, many of the problems with the old society were due to inadequate or improper education. This is particularly true for those former liberals who, having perfectly good genetic backgrounds, were led astray by false morals and false philosophies. What was wrongly learned originally can, with love, concern, and the proper academic setting, be relearned for the benefit of society and the individual concerned.

While a session at the Re-education Campus will not stigmatize a Third, the Chief of Social Security Services takes a dim view of "re-educated" Seconds and Citizens. "Once a bleeding heart liberal, always a bleeding heart liberal," is the Chief's attitude, and he keeps close tabs on all such members of society.

THE INTERVIEW SCRIPT

(Again, this document is quoted directly from the New American original.)

Note: In the spoken parts of the interview, the passages below should be paraphrased. Local colloquialisms are permitted and are encouraged to give the interview a more friendly and less institutional appearance. It is important, however, that the questions be asked exactly as printed below and that answers be recorded exactly as the subject gives them.

I. Introduction (Spoken by Senior Board Member)

"Hello, I am (STATE YOUR NAME), and this is (INTRODUCE THE BOARD MEMBERS). This is just a formality in the process of integrating you into our little community. Please do not be concerned. Your application is being processed, and you will soon be assigned a place in our new society here in (STATE LOCATION). The purpose of this meeting is to allow all of us to get to know you a little better and to help you fit into your place in our community quickly and easily.

"Have you gotten enough to eat and are you comfortable in the Transient Billets you have been assigned?"

(Verify that the candidate has been well treated and has



no severe problems immediately affecting his or her well-being. The purpose of this portion of the interview is to ease any anxieties the candidate might have concerning his or her fate or that of any loved ones. The key to the success of what follows depends upon, in a large measure, gaining candid, unmanipulated and honest responses from the candidate.)

II. Genetic and Racial Background Information

"I notice that you indicated here in your application that you were born in (READ LOCATION). You know, most Americans can trace their ancestors back to Europe or some other area of the world. Where would you say your family came from originally?"

(Note any equivocation or hesitancy in this response. Accept whatever location they give with a straight face and make no effort to contradict or challenge the candidate's assertions, no matter how obviously contrary they are to the candidate's obvious racial features. By accepting what the candidate offers calmly and without biased reactions, either positive or negative, you will help set the candidate up in a more relaxed mood and state of mind, thus increasing the likelihood of honest, unmanipulated answers from him or her. Note the candidate's response for later geographic/genetic classification.)

III. New American Values Inventory

"How do you feel about..."

1. Drug dealers: (NEGATIVE) (NEUTRAL) (POSITIVE)
2. Homosexuals: (NEGATIVE) (NEUTRAL) (POSITIVE)
3. Communists: (NEGATIVE) (NEUTRAL) (POSITIVE)
4. Criminals: (NEGATIVE) (NEUTRAL) (POSITIVE)
5. Murderers: (NEGATIVE) (NEUTRAL) (POSITIVE)
6. Rapists: (NEGATIVE) (NEUTRAL) (POSITIVE)
7. Pornographers: (NEGATIVE) (NEUTRAL) (POSITIVE)
8. Racial Mixing: (NEGATIVE) (NEUTRAL) (POSITIVE)
9. Female bosses: (NEGATIVE) (NEUTRAL) (POSITIVE)
10. Thieves: (NEGATIVE) (NEUTRAL) (POSITIVE)
11. Abortionists: (NEGATIVE) (NEUTRAL) (POSITIVE)
12. Prostitutes: (NEGATIVE) (NEUTRAL) (POSITIVE)
13. Humanists: (NEGATIVE) (NEUTRAL) (POSITIVE)
14. Atheists: (NEGATIVE) (NEUTRAL) (POSITIVE)
15. Blacks: (NEGATIVE) (NEUTRAL) (POSITIVE)
16. Feminists: (NEGATIVE) (NEUTRAL) (POSITIVE)
17. Jews: (NEGATIVE) (NEUTRAL) (POSITIVE)
18. Liberals: (NEGATIVE) (NEUTRAL) (POSITIVE)
19. Hispanics: (NEGATIVE) (NEUTRAL) (POSITIVE)
20. Russians: (NEGATIVE) (NEUTRAL) (POSITIVE)

An answer that says something negative about the subject is satisfactory because it reflects the positive attitudes of the New Americans and should be scored in the positive column. An answer that says something positive about the subject of each question is unsatisfactory and should be scored as a negative result. For example, "I hate drug dealers" would be a satisfactory answer and marked off in the positive column; whereas "I think drug dealers are cool" would be unsatisfactory and marked in the negative column. An answer such as, "I don't know. I never thought about it. I can take them or leave them" should be scored as a neutral answer in the neutral column.

POPULATION CONTROL

The New Americans go to great lengths to honor their "fallen

martyrs." Slain Thirds are held up as shining examples of the kind of heroism and self-sacrifice that could earn a Third honor and glory. Occasionally a live hero is produced. He or she gets paraded, wined, dined and publicly heaped with promotions, perks, and other awards. Depending upon New America's agitprop needs, these individuals then slip back into obscurity, are later discredited and publicly disgraced, or die as "martyrs" for society in later terrorist attacks.

As it has been the New Americans themselves who have been committing the terrorist atrocities (up until recently at least), the Committee of Public Safety can quite easily regulate the level and intensity of the "struggle" against "terrorism" to provide calm and tranquility or to psychologically "bomb Pearl Harbor" and rouse the civil population to pitches of righteous anger over the villainous crimes committed by New America's current scapegoats of choice. The methods used here are far more subtle and sophisticated than the above example would suggest. St. Petersburg's chief of Social Security and his agitprop staff can fine-tune their population and play it like a Stradivarius violin.

In St. Petersburg, the New Americans control the news (basically a weak radio station and a few primitive newspapers, each aimed at a different segment of society). All are jealously guarded by the keepers of public morals and decency. The attempt to reestablish television is faltering for a lack of suitable programming. One television worker was sent to a semester of re-education for having a collection of the subversive *Rocky and Bullwinkle* cartoon series.

MEDICAL/POLITICAL TREATMENTS

The New Americans have a special section on their medical staff composed of "healers" with more dedication to Carl Hughes than to Hippocrates and their medical oath. These death dealers in white have routine access to all residents' medical records and can cause the subject of their attentions to report for more medical tests if additional information is needed. Subjects with histories of heart attacks or seizures are extremely easy to terminate in ways that guarantee the victim's death certificate will read "died of natural causes." Other "medical problems" can result in heart or kidney failure, and the ever-prevalent "fever of unknown origin" can silence a noisy dissenter forever. The level of medical care has declined despite everything the New Americans try to do about it. People die now every day in what once were routine, even risk-free medical procedures before the war. This decline, and the New American willingness to accept the services of doctors, surgeons, and other health care professionals with "troubled" malpractice records has made hospital mortality rates, especially among the Seconds and Thirds, rise alarmingly. No one can accuse the New Americans of running death wards or of neglecting their separate but unequal segments of the population. The resources are spread so that everyone receives free health care. But like everywhere else in the country, the "cream" rises to the top.

WOMEN'S "PLACE" IN THE NEW AMERICA

Carl Hughes' philosophy puts the female Natural Aristocrat upon a pedestal—or on a brighting beach, depending upon one's point of view. The New American ideal of womanhood is embodied in the idea of motherhood and the family—large families are preferred and begun when the bride has barely reached sufficient development to begin having children of her own. This is often not more than 16 or, in some cases, as young as 14. Some brides have been even younger, but that causes people

to *talk*: a situation a politically upward mobile New American young man should do well to avoid.

The daughters of powerful or influential New American movers and shakers are considered little more than pawns in the political power game that underlies the Natural Aristocracy's hierarchy. Marriages between those of the "right" social classes are encouraged; hence the "marriageables" lists. New America is not so blatantly racist as to have draconian "mixed marriage laws" (in St. Petersburg, at least), but the consequences of marrying beneath one's station can be pretty dire nonetheless. Such a poor choice will affect the higher class partner for the rest of his or her life. It could interfere with a later promotion or even end an ambitious person's rise through the hierarchy.

On the other hand, marrying the daughter of a rich and politically powerful man within one's own class cannot help but enhance a man's prestige. This leads to some very interesting situations, as when a young man marries a woman three to four times his age in order to curry favor from her powerful male relatives. A widow with a large number of children need not worry about finding someone to support her and her brood if she is politically or, possibly, materially well-connected. Ambitious young suitors will be falling all over themselves trying to win her hand (and her male relatives' favor).

Having five, ten, fifteen, or more children gets a Natural Aristocrat mother recognition, honors, and, most importantly, extra governmental resources as well as the title "Heroine of the Race." For a Natural Aristocrat mother, having a huge family need not be a crushing burden. There are plenty of women among the Thirds who can be hired as nannies, governesses, laundresses, cooks, and maids. A large number of children confirms a husband's virility and is another demonstration of his "natural superiority." For those of high rank, multiple wives also contribute to a man's progeny. The practice in New American St. Petersburg is for the husband to install each of his brides in her own home or at least her own suite of rooms, complete with a separate kitchen and bedrooms, if possible. Having more than one wife is not an undertaking for a poorly paid junior clerk deep in the bowels of the bureaucracy. It takes power, prestige, and, most of all, money or its current equivalent—access to resources in a big way.

While a senior wife (or wives) can expect to be consulted about her husband's intention to take another woman to wife, she has little actual say in the matter. New America's laws are quite clear about such things as a husband's "natural prerogatives." In theory, each wife is supposed to be treated equally by her doughty husband. The realities conform to human nature. Jealousies and rivalries among wives for the attention of their mutual husband are rife. More senior wives tend to gang up on the "new girl" and make her life miserable until she complies with the established "pecking order." Senior wives are not without resources, however. Those things a wife may have been given over the years, from a saucepan to a palace, are hers to keep. She may own property in her own name and of her own right. Some may have been a wedding gift from parents anxious to get a struggling young couple off to a good start. The roof over her and her children's heads is hers for as long as she lives, and she may pass the property on at death, but she may not buy it or sell what she has been given without her husband's permission. The man, not his wife, controls what she owns and how it is used.

The ultimate source of a woman's status in New America is and will always remain that of her man. A woman who re-



mains a wife has only the status she receives by sharing the reflected glory of her husband, unless, and this is a very exceptional situation, she holds by virtue of some skill, talent or unique ability an independent position of her own within the political hierarchy, or as a result of some critical shortage in some vital skill, the state demands her services in the work place. Many young unmarried Natural Aristocrats work at such jobs as rolling bandages or other similar jobs without status.

THE SEAMY UNDERSIDE

The single most descriptive word for the society New America has created here on the sun coast is "controlled."

Everything about this society is controlled for the betterment of society as a whole. The control is intense, pervasive, and even intrusive. New American propagandists harp on the need to spy out and inform upon any suspicious activities or behavior. The people are repeatedly reminded that New America provides them the only real security available in a very unsafe world. Since most of the population have had their own unpleasant experiences with a society gone chaotic, the propagandists are preaching to a very receptive audience.

Control begins in the cradle. With the slogan "Every baby a wanted baby," the New Americans have been posing their own unique brand of social responsibility and public morality upon their brave new world. Who marries whom in New America is a subject of state control. Each person entering New American territory as a permanent resident is required to be classified. Once classified and once a review of marital statutes is completed (to include a medical examination for communicable diseases, especially those of a sexual nature), the Citizen, Second, or Third is asked if he or she has any interest in marriage. If so, they are entered upon the "approved" bride and groom's lists for their appropriate class of citizenship. Persons not on this list are eligible to marry others in their category. No one has to marry anyone else. Marriage to persons not on one's own list is not forbidden but is discouraged. Citizens who marry Seconds have their own status lowered to that of their spouse. Within marriage the New Americans insist upon control over how many children a couple might have. One's permit to have children is specified on the New American marriage license.

For Natural Aristocrats, the license to have children is

unlimited, unrestricted, and multiple. For Citizens, the basic number is two children with excellent prospects of one or more additional children being approved. The higher the Citizen's rank and the more meritorious his career, the more likely approval becomes. For Seconds, the license is for one child with applications considered for a second on a case-by-case basis. As with a Citizen, rank and meritorious service is taken into consideration. For Thirds, the license is for one child with a second child application approved only under the most extraordinary circumstances.

Natural Aristocrats may adopt only other Natural Aristocrats. Citizens may adopt a NA child without regard to their own license limits. Seconds may adopt Citizen children in lieu of having their own, or they may adopt NA children in addition to their license limit. Thirds may adopt Citizen or Second children in lieu of having one of their own, but each placement is on a case-by-case basis. Thirds are not considered fit parents for NA children and may not adopt them.

The New Americans control their population the same way they control everything else—with a carrot and a stick. No child in St. Petersburg need do without or go hungry. The New Americans boast of how well cared for everyone under their control is. And they are right. It is care paid for at a staggering price in personal freedom and right of choice. Unlicensed children or children born without benefit of wedlock are taken from their socially irresponsible parents and raised by the state.

HELPERS AND HINDERERS

New America has deliberately engulfed their population in a sea of suspicions, treason-filled articles, newscasts, and deliberately set rumors. The people under New American control are reminded of the various real terrors to be encountered outside. Now that real terrorists have begun operating in earnest within the confines of St. Petersburg, the seeds of those suspicions are expected to begin bearing fruit in the form of voluntary intelligence provided by the people to the police about suspicious persons or activities within the borders of New America. Neighborhood block leaders are in place and do their prescribed duty, informing the police of the identities of backsliders, lukewarm patriots, and those harboring any discontent toward the regime. These block leaders are responsible for organizing the "spontaneous" demonstrations and more violent political people's actions to be used against those identified as enemies of the regime.

Under Edward Lovejoy's dedicated direction, a long list of "enemies of the state" has been compiled. Heading the list is the rabbi of South Pasadena and the "unknown but insidious leader of the urban terrorists and all of his or her immediate family." As Lovejoy's secret police have not yet discovered the identity of Fanya Ayn Wilkerson, whom they know only as "Eight-Fingered Ellie," Colonel Wilkerson is for the moment safe, as is any child of Fanya's (see page 17). There is a one percent chance that any subordinate leader of the resistance is in fact an NA plant. Lovejoy holds a list of them.

REINFORCEMENTS FOR NEW AMERICA

The present population of St. Petersburg, including all its various outposts within the immediate area of the Pinellas Peninsula, totals just over 100,000. This is down from a county-wide prewar total of over 1.75 million in 1990. Of this total, about 10 percent are either Citizens or Natural Aristocrats. The difference between the two groups is that Natural Aristocrats are

genetically qualified (by NA standards) to be masters. Of the 10,000 Citizens, only some 600 to 700 actually qualify as Natural Aristocrats, and of those only about 250 are actually in positions of authority, the rest being minors, females (Angel Fitzleigh-Warren excluded), or those disqualified from high-level party positions by reason of age, debilitating war wounds, or similar reasons. Interestingly enough, many of that latter group, the war-wounded disabled, hold significant positions within the civil and administrative hierarchy and, while they do not wield political power, hold quite a reservoir of influence with those who do. The NA disabled veteran category (including non-Citizens in some rather influential positions) have, in general, a lower overall taste for conquest than their more able-bodied colleagues. It is dangerous to assume that all of New America's disabled vets share this widespread disdain for the party and all of its genocidal works, but it is the one group in which even a mildly critical anti-administration point of view is tolerated by the powers-that-be.

Seconds are those residents of St. Petersburg whose IQ results, religion, or ancestry excludes them from the inner sanctum of white supremacy. Some 60 percent of the population fall within this category. For the most part these are Italians, Greeks, Spaniards, Portuguese, Poles, Hungarians, Czechs, Slovaks, Slavs, Armenians, Serbians, Finns, southern Germans, and Austrians as well as those English, north Germans, and Scandinavians whose political, religious, or philosophical postulates or IQ test scores place them outside the fold of the select. There are plenty of blond, blue-eyed types who have been excluded from the coveted realm of citizenship. Also in this category by courtesy are a large and growing number of Thirds who by dint of merit, sacrifice, or extraordinary achievement have gotten themselves promoted to Second status from the bloody ranks of the Urban Renewal Regiments or as a result of having indispensable talent or skill to offer. Among this group are engineers, doctors, skilled technicians, and the widows and orphans of a disproportionately high number of black and other minority fighting men who literally died to provide for their families what New America would not give them in life. It is this huge portion of Seconds that has gotten the dander of St. Petersburg's NA "purists" so fired up against Angel Fitzleigh-Warren and her revisionist but highly successful operation.

Beneath the Seconds, some 30 percent of the population lies in the Third classification. Officially, Angel Fitzleigh-Warren's position toward this population group can best be expressed as a sort of benign paternalism liberally mixed with institutional checks and balances that serve to keep this segment of the population even further away from anything approaching real power. While the majority of this group consists of blacks, Hispanics, and Orientals, a large proportion are whites whose political, religious, or ethnic persuasions are considered too subversive by the New Americans. Among these are the so-called RED X File of troublemakers and potential troublemakers. This file is the trash bin of New America's criminal elements. Drug pushers, drug addicts, persons with unpopular diseases such as AIDS, TB, cancers, or other problems the authorities would rather not have to deal with end up in this category as well. Homosexuals, free thinkers, those favoring a pluralist, multiracial, egalitarian society, and other such untouchables round out this segment of the population.

The majority of Thirds require no extreme methods to be kept in their places; it is enough that what they have from New America is far better than what they could expect to achieve

for themselves in postwar America. Readers with a classical education will recognize here some of the key elements of Aesop's fable of the wolf and the dog.

ENCOUNTERS

Within St. Petersburg itself, encounters will be with unarmed civilians or members of the police. Police groups will be of various NPC types ranging from *Experienced* to *Elites* and armed with M16s and pistols. Note that if the civilians see something out of the ordinary, they will summon the police.

Encounters on the frontiers of New America should make use of the encounter table below.

FRONTIERS OF NEW AMERICA

| <i>Die</i> | <i>Result</i> |
|------------|--------------------------|
| 2- 4 | Guerilla Band (genuine) |
| 5-10 | Armed |
| 11-12 | Guerilla Band (agitprop) |

Guerilla Band (genuine): A group of genuine guerillas, going to or returning from a raid. The referee should select which of the several possible groups this encounter is with depending on the location of the encounter. See page 22, 27-28 for details of the individual bands.

Armed: A group of armed New American soldiers or anti-New American militia, depending on the location of the encounter. Referees should consult the individual group headings for details of the various groups.

Guerilla Band (agitprop): A group of New American SSS troopers posing a guerillas. See page 21 for an explanation of this activity.

RUMORS

Players in the wilderness are unlikely to encounter individuals with useful information. Rumors for the area under New American control are presented below. The referee should select one at random when the players hear something.

A. The government has been importing coffee from Brazil. They have a whole warehouse full of it.

B. The government is paying off the Seminoles not to attack St. Petersburg.

C. We are all going to be put back to work building anti-paratrooper defenses; the 82nd Airborne Division is flying here to attack us.

D. Cannibalism has broken out in (Gainesville, Miami, Jacksonville, Tallahassee, fill-in-the-blank).

E. The police discovered an illegal religious service (the referee should fill out this rumor with appropriate details regarding the precise religion and what the service was). Everybody they caught was taken out to Mullet Key.

F. Hundreds of guns...*machineguns*...are being smuggled into the city from Gainesville by the terrorists.

G. The head terrorist is Colonel Wilkerson's (niece, daughter, granddaughter, wife, maiden aunt, etc.)

H. You can always tell if you're talking to the leader of the urban guerillas; he only has three fingers on his right hand.

I. Civgov has moved an infantry brigade down to Dunedin from Stark and is planning an attack with the support of the Dunedin Militia. Then Dunedin fellows are the toughest bunch in the state.

J. More of those radioactive AIDS carriers are coming over here from Tampa.

K. The Sea Lord of Jacksonville is sending a (carrier battle group, battleship, marine amphibious force, nuclear missile submarine) down here to attack (us, Tampa, Key West, Miami, Cuba, the Seminoles).

L. Have you heard the (guerillas, Seminoles, bandit bikers, Cubans, environmentalists) have poisoned the Wicki Wachee Springs well head?

M. Mullet Key is a death camp. They work people 'til they drop.

N. There is a weekly gold shipment up from Miami to St. Petersburg. They have been storing it in the Bayfront Center.

O. There was an old sailing ship that used to be docked here in St. Petersburg. It came back here but it was full of pirates and terrorists; the militia drove them away.

P. Things aren't so bad in the rest of the country. In a year or so, the tourists are going to be coming back.

Q. The Cubans are going to ally themselves with New America.

R. The supply of seed corn has gone rotten and we are all going to starve.

S. Oil has been discovered (in Tampa, in Cape Kennedy, offshore).

T. There is a psychotic killer loose in the city. It's just like it was with Jack the Ripper in London. My cousin told me that the SSS knows who it is and they can't do anything about it.

U. There is only a (one, two, three, four, etc.) (day, week, month, year) supply of (food, antibiotics, alcohol, ammunition, toilet paper, radio batteries, etc.) left in the city warehouses. The government will begin rationing immediately. (The referee should adjust this rumor as appropriate.)

V. Spies have been caught trying to get into the power plant.

W. Smugglers have been bringing drugs into the city from who knows where. I thought that stuff was gone years ago.

X. A (tiger, elephant, grizzly bear, swarm of killer bees, giant alligator, AIDS-carrying mosquito, vampire, dinosaur, 50-foot-long boa constrictor) is loose in the county.

Y. The militia thinks we have a giant hurricane on its way here. It will be here in three days.

Z. A huge monster has been rampaging up in the corn-growing land beyond the power plant. The referee should make some hideous details.

AA. Carl Hughes himself will be here on (April 1st, May Day, Memorial Day, July 4th, or a date of the referee's choice). Nobody knows why.

AB. Old Judge Warren would have recovered by now, but his wife is slowly poisoning him.

AC. Angel Fitzleigh-Warren and the Judge have both been assassinated by terrorists, but they're keeping it a secret to avoid riots.

AD. Those crazy ex-GIs out at Bay Pines have mutinied and are rampaging through the county. They're preparing to attack the city.

NEW AMERICA AND THE SEMINOLES

Turning the Seminoles against the New Americans may be the simplest way to get outside help. Easier said than done. If the players have come across the New American "Blueprint," they might be able to use it to gain the support of John Two Herons, the Seminole Ambassador. They will have to find some way to convince him it is authentic, however....John is a very prudent old man. Several (that is to say, most) of the radical party are up to their eyeballs in this genocidal anti-white

campaign, and to discredit the campaign is to repudiate their part in it, leaving them open to charges of war crimes and mass murder.

Background: Following the nuclear strikes and the resulting EMP, the radicals seized power within the tribe.

Angel Fitzleigh-Warren, instead of looking upon the militants as a curse, saw them as an opportunity to plug a hole in the cell's security. The militants wanted guns and ammo to drive all white men from their lands.

The New Americans, on the other hand, are faced with relatively large numbers of Milgov, Civgov, and marauder troops located in the northern panhandle of the state. All of these forces pose a threat to New America's infant society on the sun coast. Use of subversion, espionage, sabotage, and judiciously applied political and propaganda action have helped reduce the power of these groups. It would take far more men than were available

in central Florida to both consolidate local territory in the St. Petersburg area and to provide the kind of effective *cordon sanitaire* across the state that would be needed to continue exploiting the political vacuum the bombs and New America's deliberate efforts to promote chaos had created.

Angel pointed out to the Seminole ambassadors their own interest in sealing off the state to reinforcements arriving from the north. She soon struck a deal: funneling weapons and supplies to the Seminoles in exchange for Seminole assistance to the north. The area involved was large, but the Seminoles have access to the New American enclaves in the region, and the overall level of intensity of the fighting in the north makes it seem almost restful compared to the struggle going on along Florida's Atlantic coast. Central Florida provides the Seminoles with a quiet place to train and blood their green warriors before pitting them against the cities further south.



The Land, Part II

The following is the second chapter on The Land.

APOLLO BEACH

Just three miles down the road from Gibsonton, Apollo Beach was unlucky enough to share the fallout pattern from the MacDill AFB strike with her larger neighbor to the north. Before the war Apollo Beach was a sleepy little backwater area with a pleasant waterfront on a somewhat polluted but rapidly recovering Tampa Bay. The ill wind from the glowing fireball above MacDill carried the mass of the fallout the brief distance across Cockroach Bay before a heavy seasonal downpour washed the bulk of it from the skies above Apollo Beach and Gibsonton. The result was a three-by-15 mile wide swath of radioactive ash that blanketed the main southeasterly evacuation routes from Tampa. The initial rad count was not quite a killing dose, but everyone who drove through it was sick by the time they reached Brandenton or Sarasota. Thanks to a heroic effort by the local civil defense personnel, almost 99 percent of the vehicles that suffered contamination were successfully quarantined at the Manatee-Sarasota County line. Some few, however, never made it out of the fallout zone due to lack of gas (no electrical gas pump was working following the EMP) or mechanical breakdown. A statistically insignificant number of other vehicles successfully evaded the sheriffs' roadblocks to spread their slow poison to other parts of the state.

Today Apollo Beach and the Big Bend Power Plant in Gibsonton remain ghost towns, although they are now (reasonably) safe to reenter. Little of any value remains to be looted from either community.

GIBSONTON

An industrial center located on the east side of Hillsborough Bay, Gibsonton was remembered mostly by the local population as the site for the nuclear power generating plant that never got built. Whether that was a fortunate or unfortunate event

depends upon one's opinion of the relative value of having an intact but contaminated nuclear electrical generating plant in your neighborhood. Regardless of "might have beens," the fossil-fueled electrical generators are now radioactively "cool" enough to be approached by a survey team to determine the possibilities of restarting or salvaging the plant. The environment is no longer a short-term radioactive hazard to a worker's health. The long-term effects are up to the referee's discretion. Remember that the plant was designed to burn oil, not bulk or solid fuel like the Toytown plant over in St. Petersburg. Conversion to alcohol fuel is not a very practical idea in this case (large engines are pickier about their diet). Keep in mind that the control circuitry was fried by the EMP and will need almost total replacement, and that technicians are not easy to find these days.

THE BAY PINES VA HOSPITAL

When the war broke out this 90-acre Veterans Administration hospital, domiciliary, park, and cemetery was crowded with the aged veterans of World War II and Korea. Big troubles, it is said, drive out smaller troubles. In this case, the tidal wave of wounded from Europe and the Middle East soon swamped the hospital's capacity.

The PTS ward deserves special notice. The effect of modern firepower on the human nervous system and psyche has been given many labels during the Twentieth Century: shell shock, battle fatigue, catastrophic traumatic distress, or post-traumatic stress syndrome (PTS).

Bay Pines had been given the unenviable task of serving as the eastern seaboard receiving hospital for the PTS casualties of the European, Atlantic, and Middle Eastern War theaters. At its peak, Bay Pines was host to over 9000 broken young men and women. As 1997 wore on only those suffering physical wounds only were transferred to other VA hospitals across the country. When the bombs fell, there were some 600 of the PTS casualties at Bay Pines. The whole nation began experiencing a little of what these "Broken Joes" had gone through.

That nickname, a title these veterans gave themselves, was

taken from the name of a toy many had played with as children. The inmates here bear it with an intense, inverted sort of pride that brooked no rebuttals. Broken they might indeed be, but defeated proved to be the one thing they weren't. It was that human spirit, crushed and mangled as it was, that proved to be the cornerstone of Bay Pine's survival.

BRADENTON AND PALMETTO

Located at the south end of the Sunshine Skyway Bridge, south of St. Petersburg, Bradenton and its smaller neighbor, Palmetto, once were sparkling tourist meccas, featuring miles of charming, white, sandy beaches. Bradenton had a prewar population of some 250,000 while smaller Palmetto could boast some 75,000 souls. Located at the convergence of the three major escape routes from Tampa, the communities missed the worst of the overpressure tidal wave from the MacDill blast, but they received, instead, the full weight of the dead and dying from the fallout that blanketed those three southeastern routes. The civil defense effort in Gibsonton and Apollo Beach tagged contaminated cars as they passed through. The Manatee and Sarasota County Sheriff's Departments got the "hot" cars into a quarantine site and assisted the medical evacuation of survivors. At a location on the Manatee-Sarasota County line, twenty acres of irradiated vehicles sit rusting behind a single-strand barbed wire fence with fading radiation warning signs flapping forlorn in the wind.

Bradenton suffered various other indignities in the years following the 1997 strikes, but it took an old-fashioned Indian uprising to finally kill the community off. On January 13, 2001, Bradenton's 346 remaining citizens were surprised in their beds by a force of more than 750 Seminole Indians who exterminated or carried away all but four survivors. The attack was unanticipated and apparently unprovoked. Four survivors made their way to St. Petersburg where they reported the tragedy to the local authorities.

CLEARWATER

Originally the county seat of Pinellas County, this portion of the Pinellas megalopolis used to be known as the top of the Tri-City area (St. Petersburg, Largo and Clearwater). Its prewar population was about 300,000. It had, in addition to the government functions inherent to a county seat, a large and thriving tourist trade, and the beginnings of a major film industry as well as a variety of light to medium construction, manufacturing and assembly plants. With the detonation of the bomb over MacDill, all of this is now gone with the nuclear winds from across the bay. Overpressure tides from the MacDill blast devastated the inner bay area, particularly much of upper Tampa Bay. A wall of water 15 feet high surged over much of the eastern shoreline. It would have been worse, but for the mangrove flats the environmentalists had fought so hard to save from encroaching land developers. The flats significantly reduced the incoming power of the surging waters.

The immediate aftermath of the attack was not pretty. With plenty of national defense industry plants that made the city seem like a target for further bombing, the inhabitants panicked and fled to the countryside. Carl Hughes' New Americans were not the only people locally who had been preparing for the end of the world. Because of the schism between the various wings of the Scientologists, that group played no strong, immediate role in the actions in Clearwater, but several of the factions were prepared with various half-baked plans for some sort of similar

catastrophe. They stayed on, as did small groups of more hard-nosed citizens and other types of fools.

The subsequent damage from the hurricanes of '98 and '99 did substantial damage to those who elected to remain on the barrier islands of Clearwater Beach and Sand Key, to name but two. The subsequent religious infighting between the various Scientologist factions has just about completed the work of destruction begun by the war and the subsequent panic. A no man's land exists from US 19 west to Alternate US 19 and from the south fringes of Dunedin to almost Bryan Dairy Road and north Pinellas Park. Vast portions are heavily damaged and gutted; yet, large pockets of untouched (or heavily defended) industrial park facilities remain. The most notable of these are the NRC Nuclear Trigger Assembly Plant on Bryan Dairy Road and the Honeywell Cluster Bomb Unit Plant at Ulmerton Road and US 19. A bandit gang holds the former, and a battalion-size detachment of New Americans holds the latter. Neither factory is operational.

The northern end of the megalopolis is now the deserted ruins of Palm Harbor and the marginally less devastated area around one of the heretical Scientologist sects' headquarters in the ruins of the old Countryside Mall. To the far west, the land downtown and north-and south-wards of Clearwater is in the hands of the Orthodox Scientologist legions. While the zone in between remains contested, the Downtowners, with the superior firepower pilfered from the county SWAT team armory, are generally conceded to hold the upper hand amid the wilderness.

DUNEDIN

Once a picturesque fishing and tourist village, this small community survives upon hominy, truck gardens, and fishing. That and its relative isolation allowed it to escape much of the devastation so far visited upon most of the rest of the towns and cities of the sun coast. Aside from a limited amount of smoked or salted fish and a seasonal abundance from its various truck gardens, this sleepy little burg has not much to offer would-be looters except its notoriously reputed "six feet of sand without a grave marker." It has a militia of sorts that is more feared by reputation than actual military prowess.

LARGO

In Spanish, *largo* can mean "sleepy" or "lethargic." This was probably not a bad description of Largo before the war. Primarily a retirement town with a barely tolerated spillover of industrial parks coming up from Pinellas Park in the immediate southern neighborhood, Largo has a militia in name only and is scarcely anyone's idea of a threat to either its immediate neighbors or even a particularly aggressive armadillo. With a current population soaring into the dozens, Largo is all but abandoned.

GULFPORT

Stuck in a tight corner of the Pinellas peninsula overlooking Boca Ciega Bay, Gulfport was just one of the twenty-odd retirement communities struggling to retain its own identity amid the sprawl of its neighbor, St. Petersburg. Before the war, the tree-lined and quiet streets of Gulfport numbered some 11,000 residents. That figure imploded when the bomb fell on MacDill. There was no good reason for Gulfport's tiny population to fall so rapidly. The city was not swept bare by the tidal wave from MacDill, nor was it blasted by the tremendous overpressure, or ignited by the thermal pulse. There were 7300 heart attacks in this community in the 24 hours immediately following the

destruction of Tampa. That figure might have seemed abnormally high unless it is coupled with the average age of the typical Gulfport resident: 87 for men, 92 for women. The hard winter that followed the attack finished off another 2400 people, mostly due to pneumonia and flu. Those who fled the city did no better; an estimated 4500 perished in the initial panicked evacuations and the subsequent chaos that came from it.

Today, in March 2001, the community is largely abandoned, giving problems to the free defenders of South Pasadena and the South St. Petersburg Defense Force by placing an uninhabited salient between their forces. This little community, with no defenders of its own and located on the seam between the two allied militias, has proven to be a bloody and bitterly contested battleground for the resistance and their Urban Renewal Regiment opponents. House-to-house fighting, bloody ambushes and the constantly shifting tides of war make the remains of this city a killing ground.

MACDILL AIR FORCE BASE

MacDill is located on a small peninsula descending south into Tampa Bay and divides that body of water from the smaller Hillsborough Bay at the confluence of the river of the same name and the Alafia River a little further south. This was the site of a one-megaton thermonuclear detonation on Thanksgiving Day, 1997. At one time or another it was a pilot training SAC, TAC, and MAC facility and (in its latter days) headquarters for the U.S. Readiness Command, the U.S. Central Command, and finally the Special Operations Command. MacDill still had important facilities on it for command and control when it was hit.

The airfield itself is severely damaged. Grass and weeds have grown out of the concentric fissures created by the force of the blast. The water table in Florida is generally very near the surface, and here on MacDill it is less than three inches down. Water cannot be compressed, and the force of the overpressure from the MacDill blast had the effect of squeezing a huge subterranean sponge; the water table (and the surface of the earth) literally rippled like a pond after a stone has been thrown in. Those spreading concentric circles acted like an earthquake, shaking down buildings and cracking concrete with successive waves of underground water displaced from the center of the water table under ground zero. Those structures above ground level that were not specially built to withstand both the blast and the surging earth beneath it lunged, bucked, and were swept away by the fiery nuclear winds of overpressure, shock wave, and the returning wave (as the surrounding air rushed back to fill the void made by the blast). All told, every major building on the peninsula was scoured off the face of the earth. Having been blasted down, the rubble was then bounced by each succeeding "ripple" of the water table.

The central portion of MacDill's runway was never touched by the fireball from the bomb (which had detonated too high for maximum damage) and has become a perfectly circular shallow lake. Ground Zero Lake also burns years after the strike. The spillage from underground pipelines that ruptured during the blast has poured millions of tons of jet fuel, bunker oil, diesel fuel, and gasoline into the subsurface layer where it floats upon the top of the water and oozes out of various cracks and fissures to lie on the surface. Where a spark is present, the volatile mixture ignites and burns. Seen from a distance, it appears as though the very ground and water burn in eerie blue-green flames with diabolical black, choking smoke. The perpetual fires have formed a near-permanent pall over the surrounding area

and give the ruins the look of something out of Dante's *Inferno*. Small wonder then that all manner of superstitious stories have cropped up concerning the various deadly perils to be found amid the carnage and ruin of the air base. Small wonder, indeed, that no one in their right mind has made any systematic effort to salvage anything from the ruins. For all intents and purposes, the land is cursed and doomed for ever to smoke and steam with the lost wraiths of its ten thousand dead women and children, the dependents of Air Force and other service branch personnel who are serving in the Mideast and elsewhere.

MADERIA BEACH

Maderia Beach was once one of the barrier island playgrounds that beckoned tourists and hung like a beautiful string of pearls between the mainland of the Pinellas Peninsula and the Gulf of Mexico. Of that fabulous treasure Maderia Beach alone retains some of its former luster.

Tourist season generally began for the beach communities on or about December 1st. It was plain to anyone who cared to give it any thought that the tourist season would not be arriving in the winter of 1997. A lot of sensible people who had both somewhere else to go and a means to do so fled not just to Maderia Beach but to almost all of the dozen beach communities. The reality of the chaos and death among those fleeing the Pinellas megalopolis soon brought back a trickle of former residents, and not a few brought new refugees back to this desolate little parcel of paradise. When the Hurricane of '98 struck four months after the bombing, all hell broke loose. Most of the beach communities were quite literally carried out to sea by the monstrous wave surges and never seen again alive. The waves crashing down on Clearwater Beach and Indian Rocks Beach to the north were fully as tall as those which struck St. Petersburg's bay side earlier, but were far more destructive. This was not one fifteen-foot monster; this was an entire night of such rolling, crashing leviathans from the sea. When dawn broke on the morning after, the devastation was awesome to behold. Yet Maderia Beach survived somehow and endured. The current population is 158.

OLDSMAR AND SAFETY HARBOR

Located at the north end of Old Tampa Bay (the portion north of the Courtney Campbell Causeway) are the two small communities of Oldsmar and Safety Harbor. Aside from a somewhat misleading tranquility and "old Southern" charm, neither community has much to recommend it to the casual traveller. For those with more fear of the effects of radioactivity than actual knowledge, these two burghs might appear to offer a radiation-free route around Tampa City (should anyone be so foolish as to try penetrating the now pre-Columbian wilderness that has reasserted itself in central Florida). A cursory inquiry at the small tavern on the intersection of State Road 584 and County Road 233 will alert the weary traveller to the dangerous conditions further east on Hillborough Avenue (State Road 580). According to the locals, those dangers include "lions and tigers and bears. Ah kid ya not, stranger. An did Ah' mention rhinos an' water buffulew an' them ellie-phants?"

This wellhead of valuable information is not on the more direct route, SR 580, but it will be passed by those heading southeast from US 19 to Tampa. Finding it, however, is no problem. All the locals will refer to the establishment by name: "Good Eats." It is so named because of the last remnant of prewar advertising which proudly proclaims "GOOD EATS" in cracked and unlit

four-foot-high neon letters from the rooftop. And the locals are not kidding about the lions, tigers and bears. Or the rhinos, wildebeests, cobras, bushmasters, and fer-de-lance vipers along the way. The alligator and water moccasin are so common that most locals don't even regard a warning as necessary.

PINELLAS PARK

A small bedroom community which began developing after World War II, Pinellas Park had the dubious distinction of being considered the abode of the county's ignorant, abusive, and disreputable local boys variously referred to as "dumb southern rednecks" or sometimes "poor white trash." The various epithets were not entirely deserved before the war and were marginally less so in March, 2001.

Nowadays, the proper description would be "brigands and bandits" or "hive of scum and villainy." Now the new reputation is fully justified and, if anything, understates the present cases in that benighted community. North of an infrequently patrolled New American border along Park Boulevard, it is truly bandit country. The casual wayfarer on US 19 had an excellent to outstanding chance of being shot at, waylaid, robbed, intimidated, and, if the brigands felt up to it, slowly and creatively tortured to death just as a salve against the local boys' boredom. It is not a nice place.

The senior and most dangerous band of thugs who have made themselves at home here is the bunch run by Robert S. Sanderman (or "Rob Roy" as he prefers to be called). Several less powerful bands each have a frequently shifting swatch of turf along one or more of the surviving routes around or through this blighted community of 7000. Rob Roy's gang is by far the best organized and led, but every one of them is a threat to any small or not particularly well-armed travelling group who passes within reach. Rob Roy's group of some 150 bandits holds the old Nuclear Trigger Plant on Bryant Dairy Road at the north edge of Pinellas Park. They are reputed to have an armored car liberated from a bank security courier company.

ST. PETERSBURG

St. Petersburg was founded in 1912 by two developers. According to local tradition, Mr. Williams and his Russian-born partner, Peter Demens, flipped a coin to see who should have the honor of naming the city. Williams lost, and the city was named for his partner's hometown in czarist Russia, St. Petersburg. Williams got the first important park of the town named after him. The city had from its start been a winter magnet for snow-weary northerners. As a tourist town and spa for sun worshippers, the town grew with the booms and busts of the Florida land market. The town had some notoriety during the 20s and 30s as various reputed gangland figures built or bought their own winter retreats among the shady semitropical gardens of palm, pine, and hibiscus. The city remained best known for such things as its green benches, quiet and leisurely lifestyle, and mild climate. The city boomed after World War II and, over the next six decades, rapidly expanded to meet its neighboring communities in the north. By the latter part of the century, the urban sprawl had become one single continuous mass of developments, condominiums, bedroom communities, light industry, and tourist attractions that stretched from the Sunshine Skyway Bridge in the south to the banks of the Anclote River, north of Tarpon Springs. It petered out into the rural countryside of Pasco County. The St. Petersburg-Pinellas County megalopolis literally stretched from the Gulf to Tampa Bay, over

one hundred and forty square miles of wall-to-wall "civilization." After the bombs fell, the survivors were to find out just how thin that veneer of civilization really was.

In March, 2001, St. Petersburg is more an idea than a reality. The downtown section of the city has recovered somewhat from its encounter with the fifteen-foot wall of water that rolled over the bay pushed by the overpressure from the MacDill-Tampa blast. The prewar population of over 1,750,000 people has plummeted to a mere 100,000. City services have been restored in the downtown area and along a thin strip of the eastern or Tampa Bay coast of the peninsula running out to the restarted Toytown I and II solid waste-burning electrical generating plants that the New Americans have managed to get restarted. These two plants, which burn the rubble of the lost civilization here and across the bay in Tampa, have made much of what the New Americans have accomplished here possible. That and the heavily guarded underground aqueduct from nearby Weeki Wachee Springs makes life in St. Petersburg possible. Water, power, people—the New Americans have got the winning combination for development and restoration going right here as long as none of the three get out of balance. Losing power is a constant preoccupation for St. Petersburg's reindustrialization branch. There never seems to be enough, and what there is must be rationed carefully with the lion's share going to drive the reclamation of local industry.

The population of St. Petersburg is 40 percent locals. Most of these people did not pick up and flee in the first panic-stricken days; they had nowhere to go and no way to get there if they did. Most of the populace have come from somewhere else. It was no problem at all to organize those first waves of refugees and to carry out the preplanned actions New America needed to consolidate its hold upon the area. Black self-reliance and support of the efforts to restore order were seized upon by Angel Fitzleigh-Warren and exploited to their fullest extent. Indeed, from the beginning, the New Americans have organized this area in a very un-New American mold by working with those whom their doctrine has told them to exploit and destroy. The result in St. Petersburg is a borderline totalitarian regime that has brought the community back to its feet and restored much of what was good while gradually nibbling away at their civil population's basic freedoms in the name of law and order. The majority of the population, having had a personal sample of chaos, is prepared to swallow huge doses of tyranny to ward off its return.

St. Petersburg's city limits now tend to parallel the limits of its battle zones. In the southeast that limit fluctuates up and down the east shore of Lake Maggiore to the Tampa Bay shore. In the southwest, the line crests and breaks upon the fortified borders of Gulfport, South Pasadena, and the ruins of Echerd College at the west side of Lake Maggiore in the east. The center of that line sways and teeters with the ebb and flow of New America's military fortunes against the South St. Petersburg Defense Force. This fight will have only just begun on the 15th of March, and it is quite clear that the resisters are going to be momentarily overrun by St. Petersburg's preponderance of guns, mortars, and warm bodies that it is ready and willing to lose in the assaults.

To the west things are nowhere this clear. The armed veterans at the VA Hospital at Bay Pines have declared themselves neutral in this fight and have proven able to sufficiently bloody any would-be attackers from their defenses at the Bay Pines Boulevard Bridge over Cross Bayou. By unstated mutual

agreement, the New Americans hold the east end of the Lake Seminole Causeway without resistance in return for nonmolestation of the various disorganized neighborhood militias and self-defense groups on the west side of the lake.

The city's northern border runs more or less along the frontier that used to be 74th Avenue/Park Boulevard/Gandy Boulevard, then north along the east side of 1-275 to Roosevelt Boulevard then it bends west again at Highpoint by the flooded ruins of the St. Petersburg-Clearwater Airport. It ties its northeast flank into Old Tampa Bay beyond the ruins of Gandy Bridge and the still-intact span of Howard Franklin Bridge. It is here that it comes into conflict with the heretic Scientologists in east Clearwater.

SARASOTA

Located on the south shore of the entrance to Tampa Bay, Sarasota was once a prosperous tourist and arts community known widely for its culture, museums, and the winter home of several of America's most famous travelling circuses. Fear following the attack on MacDill and an extremely misleading report put out over the so-called Voice of the Lord radio station immediately following the Thanksgiving Day Massacre led many of its citizens to flee in blind panic from a terror that couldn't be seen, felt, or detected by the senses. The truth was that the alleged nuclear fall-out from MacDill couldn't be detected because it was not there to begin with (not in great quantity anyway). Hundreds of thousands of terrified residents fled their dark, electrically inert homes into the rains that pelted this region immediately after the attack. Many felt that they had already received lethal doses of the unseen radioactivity, and mass hysteria, assisted by vivid descriptions from the Voice of the Lord, promoted widespread incidents of psychosomatic symptoms real enough to convince far too many people that they had received lethal doses of radiation. Those who didn't do away with themselves (and often their loved ones) were sometimes lynched by panic-stricken neighbors. A vast number of people, believing the worst was yet to come, simply gave up, sat down, and died.

What followed was a slow effort to reconsolidate and return to some semblance of prewar normality. The fact that the EMP had knocked out Sarasota's electrical supply and that this source of civilizing magic would not soon be seen again hampered, but did not stop, the natives' efforts to rebuild their lives and livelihoods. Within the first year, in spite of killing frost and record breaking freezes and despite the chaos and the confusion, the community was beginning to heal.

Then the Seminoles came. Those they didn't kill felt the bite of hunger, then starvation. New America (although not yet known by that name on the sun coast) took many of the survivors in and gained many loyal supporters as a result. St. Petersburg prospered, but Sarasota died. Occasional Seminole patrols prowl the ruins searching for the dregs of salvage and to insure that it stays deserted.

SOUTH PASADENA

South Pasadena is a small surviving beach community in Pinellas County. Located on the mainland of the Pinellas Peninsula, South Pasadena had an adequate local source of water, access to some means of feeding its people (the sea), and that which has proven to be its key to survival, a strong core of citizens willing to do what was needed in order to keep their small community alive. It was no easy feat. Without electricity

and without water pressure, the great concrete and glass shells of the high-rise retirement condominiums in this seaside village could not sustain life for long. Like the individual coral polyps that make up a coral reef, the residents of those high rises perished when the power failed in the EMP. The many elderly people with pacemakers were snuffed out as the EMP stole the electrical genie that kept their heartbeat tuned to a livable rhythm. The insulin-dependent perished over the next few days as did those whose spirits could no longer stand up under the onslaught of depression and despair. Death came in a thousand ways: dehydration, exposure, starvation, and despair. High-rise towers of proud engineering became homes for the dead. The tower-dwellers would be no more; they were gone and soon to be as forgotten as the mound-building Indian tribes.

Some clung to life in South Pasadena. Where politics fails and firepower falters, where technology rusts and electronic banking gives up the ghost of economy, religious faith again proved to be the rock to which life could cling. In this case it was a beautifully wrought synagogue, an ancient tabernacle of faith called Beth Judea. The community rallied around its reform rabbi, and order sprouted out of a field of devastation and desolation.

The people of South Pasadena planted what they could in the thin, sandy soil of their community then cast their nets over the bountiful waters, gathering in the fish of the sea to sustain life until a harvest could be brought in. No one told them how to become fishermen; they learned by trial and error with hunger to spur them on.

THE SUNSHINE SKYWAY

The Sunshine Skyway is a vital link in the chain of surviving communities up and down the gulf coast of Florida. Without it, over 120 miles must be added to the distance between St. Petersburg and Bradenton. To make things even more difficult, part of that longer route must pass through the radioactive ruins of dead Gibsonton and Apollo Beach—not an attractive proposition and one which a traveller might avoid so long as the Skyway remains passable.

That bridge has a tragic history. An earlier span was struck by a ship, sending 35 people plummeting over one hundred fifty feet to their deaths when the main span collapsed. This led to a grim-humored version of the old saw about the local con-man who sold tourists the "big bridge under Tampa Bay." The current span was plagued by a plethora of construction, safety, and environmental controversies.

The bridge was widely damned by its critics, who predicted that it would fall into the Gulf and join its unlucky predecessor. In fact, it has outlasted three more ship collisions, two major direct hits by hurricanes, and the thermonuclear bombardment of MacDill AFB in nearby Tampa, as well as all of its human critics. At 21 miles long and one hundred seventy feet high, it is the tallest and longest prestressed concrete bridge in the world. It was completed in 1987.

TAMPA

Located on the northeast shore of Tampa Bay, Tampa was Florida's fourth largest city after Miami, the St. Petersburg-Clearwater Megalopolis and Jacksonville. As a hub for commerce, Tampa was unsurpassed. Its busy sea terminal saw the flags of 100 countries laying at anchor off the Hooker's Point and the Port of Tampa fueling facility. Hundreds of planes a day flew in and out of Tampa International Airport, which was possibly one of the best in the world and certainly one of the

busiest. On that fateful Thanksgiving Day in 1997, over 1.75 million people lived in or around the Cigar City. Fine leaf-wrapped cigars were by then only a minor part of the city's economy, but the name lingered. Banking and finance were well represented on the city's Chamber of Commerce, as were industry and tourism. Tampa exported tropical fish, phosphates, commercial fishery products, a cornucopia of high tech electronics, not to mention beer, medicines and sophisticated computer and navigational devices. It also transshipped bulky goods overland from across distant seas. Tampa had a specialized ship-fitting and drydocking industry as well as defense concerns related to the U.S. Special Operations Command at MacDill AFB and the Naval Task Group Base at Hooker's Point.

Because of the war, many of the naval assets were upon the high seas and the large numbers of clean cut young men and women who had been assigned to MacDill simply vanished just as they had on other occasions when their country needed them at some distant rampart. When the bomb fell on MacDill, its immediate casualties were the families these men and women had left behind in the base's government quarters.

The bomb didn't distinguish between combatants and non-combatants, or between military or civilian property. Initial casualties from the high air burst were in excess of 250,000. Most of this total was from blast and secondary debris from the detonation. Because the burst was too high, the city suffered less than it might have from immediate radioactive fallout. The burst spread out from its epicenter in concentric rings of destructive overpressure, blinding dazzle, and secondary missile and fire destruction. Because ground zero was located over the peninsula of MacDill, much of the worst destructive overpressure (that of five pounds per square inch or higher) was confined to the Air Force Base. The ring of total destruction just barely exceeded the northern limits of the base itself, and the lesser but still devastating two-psi ring never ran closer to the heart of the city than the portion of Gandy Boulevard directly north of the point of detonation. The one-psi ring reached its maximum extension at the north barrier fence of Tampa International Airport. Vast amounts of glass windows were blown out, especially in the shimmering towers of the downtown business district (sparsely occupied due to the national holiday). The lovely old homes along Hillsborough Bay's picturesque northern shore suffered blast, thermal radiation, and wave surge damage, while those south of Gandy Boulevard received much heavier damage. Those older, mostly wood-frame, homes disintegrated under the overpressure, ignited under the combination of thermal radiation and bursting gas and fuel oil tanks, and generally suffered total destruction. More modern concrete cinder block construction weathered the fire storm with lost roofs and some small amount of shattered foundations. The green, semitropical foliage burst into fire and burned. The southern half of the city itself burned out of control for nearly a week and a half before the rains finally quenched the last embers. By the time the fires had died out, Tampa had suffered over 800,000 casualties, some 160,000 of which were deaths. The outermost circle of destruction didn't encompass the newer or wealthier neighborhoods. The heart of the new construction and new industrial zone was still intact. The great center of knowledge and instruction, the University of South Florida, was essentially undamaged.

The heart and soul of the city itself died although most of its citizens survived. Over one million people within the city limits of Tampa survived the initial blast and the collateral damage due

to fire and fragmentation. Radiation from the MacDill attack was negligible except under the ground zero of the airburst. Most of the deaths had occurred in the immediate zone of the blast in the first seconds of the fire and flying debris thrown out from the blast. After a week or so, the worst of the burn victims died. Others died from shock, blast-related injuries, suicide, heart attacks, pacemaker failure, insulin shock, and related causes brought on by the subsequent EMP that stripped the central portion of Florida right out of the electrical age.

The criminally and deliberately misinforming Voice of the Lord was on the airways by December 1, 1997, and it did more to create and spread the senseless pain and suffering than the combined death count attributed to the entire bombardment of Florida.

With no authoritative counter-voice to challenge the genocidal recommendation and advice from this allegedly Christian fundamentalist radio station, it deliberately and maliciously spread the notions that radiation sickness and the once-dreaded AIDS were one and the same and that the persons exposed to radiation in the attacks (particularly the one in Tampa) were now somehow "carriers" of lethal radiation that could be indiscriminately spread from one person to another in a manner identical to that of AIDS. The resulting hysteria made it an absolute risk to one's life to admit even knowing someone from Tampa or any of the other stricken communities within the state. People were pulled out of cars on the highway and lynched by fear-crazed mobs because they had automobile tags that had been originally issued in Hillsborough County. Others were summarily shot for the crime of having been born in one of the stricken zones. Wild rumors flew about stating that this or that innocent and unsuspecting community was a radiation "hot spot" and that those coming from such places brought the unseen and undetectable "germs" of radiation poisoning with them to contaminate places not yet stricken.

Within a week the population of Tampa had plummeted to less than 10 percent of its prewar total. Within a month the city was a virtual ghost town, and the survivors were being hunted and harried over the countryside.

In March, 2001, Tampa is still a virtual ghost town with a total population of about 200 or 300 hundred scattered over some 70 square miles of city. The fear and ignorance spread by the so called "Voice of the Lord" has kept the city from being systematically looted, much less resettled. After the initial panic-stricken riots and rout of the citizenry out of the city, almost no one dared come back for salvage, and even fewer would dare admit to such a charge, as even the barest hint could spark hysterical lynch mobs in the countryside. After three-and-a-half years or more of neglect and lack of maintenance, there still remains much to be salvaged from the ruins. Electronics, medicines, foodstuffs still in cans or bottles, dehydrated or freeze-dried products, hardware, vehicles, and even small amounts of gasoline and lubricants may occasionally be found amid the unlooted portions of the city.

Aside from dangerous fellow looters there are occasional patrols by the Seminoles, who for the most part remain unaffected by the wild stories to come out of the white man's communities. There are other hazards as well. The famous beer garden had an African veldt-like nature center as part of its attractions, and now most of the animals once confined there have escaped. All too many of them have found the semitropical climate and growing scarcity of the one predator they all fear—humanity—makes central Florida an ideal habitat for far more



than simple mosquitoes, moccasins, and alligators. Now lions and Siberian snow tigers prowl the ruins and the surrounding hundred-odd square miles of vacated human communities. The African and Indian elephants have found the environment congenial as have antelopes, and cape buffalo. The snake houses contributed black mamba, cape cobra, and fer-de-lance.

TARPON SPRINGS

Located on and near the mouth of the Anclote River, Tarpon Springs has long been famous for its fleet of Greek sponge divers. During the latter part of the century just passed, sponges were largely supplanted by artificial foam rubber and plastic products that did the same job and came in a variety of decorator colors. The sponge industry withered to little more than a tourist attraction (there remained a small market for natural sponges among certain health faddists), so a few of the picturesque small ships remained. The Anclote became a building and repair facility for many types of fishing craft: primarily shrimpers and commercial fishers. The city's people built the boats, manned them, repaired them, and serviced them. The community's strong Greek ties gave it a unique flavor. The young men still dove for the blessed cross on Epiphany, and life changed here only slowly.

When the bombs fell, Tarpon Springs had a population of about 75,000. Now, three and a half years later, the population has dwindled to a more supportable 35,000. That figure includes many who have been forced to spread out into the surrounding countryside in order to raise corn. The stalks and other waste are turned into methyl alcohol to keep the fishing boats at sea. The grain feeds the families when the sea becomes too rough to put out. The facilities still exist here to build and launch fairly simple vessels of up to seventy or eighty feet in length and of a comparable tonnage. It may well be the last place between Key West and Mexico that can still make even that modest claim. The people are for the most part Greek and Greek Orthodox, and are both willing to trade and clannishly go against strangers.

TOYTOWN I & II

Located at the extreme northern salient of New American St. Petersburg in what in prewar days would have been considered

Pinellas Park, the New Americans closely guard their two best resources (after Angel Fitzleigh-Warren, that is). The Toytown I and II power plants were built in the late 1980s to solve a common community problem: what to do about solid nonrecyclable wastes after the landfills had been completely "filled up." Those living in the county began burning their solid waste to produce their own electricity. The ashy final product of this interesting technology is a sterile, inert substance suitable for use in land reclamation projects or as simple building fill. Currently the entire output is being used as center fill for a concrete-faced defense berm around the entire installation. It costs the New Americans some alcohol consumed in moving the ruins and rubbish to the burning site. The net result is that St. Petersburg is, if not a net exporter of electricity, at least producing more of that rare product than any other community in the entire state of Florida.

The site houses the plant technicians and their families, as well as a rotation battalion from one of the Urban Renewal Regiments to protect it from any threat of impending attack. The rotation battalion invariably uses this duty to integrate and train replacements for its battle casualties before being rotated back up on the New American's more or less semi-permanent battle lines. The system is a fairly good one; there is quite a lot of unoccupied space available in the vicinity of the facility for close-order drill, marksmanship, and maneuver training. One of the requirements of security at this training site is the continuous patrolling of the power transmission lines that lead back to St. Petersburg. Although totally within the area occupied by New America, the power lines, nonetheless, represent a distinct vulnerability that New America remains ever conscious of and gives its highest priority to protecting (after the plants themselves, which are colocated and extremely heavily fortified).

The six-to-eight-week tour of duty out to Toytown gives the assigned battalion a good opportunity to both heal and reorganize its combat strength. It constitutes one of the reasons why the various minorities continue to support Angel Fitzleigh-Warren's racist regime so loyally. Here at the power plant site, the most sensitive location in the entire community, the blacks and other minorities have been entrusted with the task of preserving the engines that drive the greatest and best hopes for a better tomorrow for all of New America's St. Petersburg residents. The young men who are serving their first duty out at the power plant have proof continually before them of the trust and value their (sometimes racist) white fellow citizens place in them and in their organization. Notions of disloyalty and secretly harbored grudges against the white regime are difficult to sustain under such compelling proofs of the New Americans' faith in their Third's loyalty and honor. It is difficult for an individual not to reciprocate that trust and loyalty in the face of an entire battalion of one's peers whose honor, as well as that of the individual trooper's, is quite literally laid on the line in defense of the entire society's future. One might hate one or all of the white New Americans as individuals, but here is their (and the Regiment's) most valuable and precious treasure, and the individual troopers are completely responsible for guarding not only that but the honor of their fellow soldiers as well. Such rituals and traditions as these bond an individual's loyalty in a most compelling manner. Methods such as these are carefully outlined in the Eagle Papers, but few methods of any type have been applied with such a great degree of success as these have been.

Appendix: New America

For the convenience of referees who do not own *Airlords of the Ozarks*, this appendix on the "orthodox" New America is provided in order that it may be contrasted with the "heretical" variety found in St. Petersburg.

BACKGROUND

New America has its roots in the numerous ultraright-wing, militant organizations which proliferated throughout North America during the 1970s and '80s. The organization formed by Carl Hughes in 1979 was an unusual coalition of survivalists, tax and "big government" resistance groups, neo-Nazis, ultraright-wing and militant religious organizations, and racists.

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

By remaining low-key, respectable, and outwardly legal, New America avoided the fate of several similar organizations such as *Posse Comitatus*, Covenant, Sword, and the Arm of the Lord which were broken up in government crackdowns in the 1980's. New members were carefully screened before being recruited. Highly intelligent individuals were preferred, particularly those with certain industrial, survivalist, or public relations skills. The single most important criteria was loyalty and total devotion to the cause. As the years went on, New America's membership gradually grew larger, with each potential recruit carefully investigated before he was contacted. At the same time, the Core Committee oversaw the most important part of New America's preparation for the coming Armageddon: the secret stockpiling of food, gasoline, vehicles, tools, weapons, ammunition, spare parts, and other critical supplies in dozens of locations across the United States and Canada. Hughes believed that the annexation of Canada by the U.S. was merely a matter of time).

New American cells were established to stockpile supplies and to win and indoctrinate recruits. By the mid-1990s, New America could boast of over 300,000 members, with cells in 42 states and three Canadian provinces.

Each cell was to be an independent nucleus for the New American takeover after the collapse of civilization. Each cell contained food, weapons and ammunition, vehicles, spare parts, machine tools and shops, power generation equipment, medical supplies, communications gear, and other vital supplies. Many facilities were constructed underground to keep the operations out of the public eye.

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

Whatever happened, independent cell leaders were to take no immediate action. The final form of the plan would be transmitted by shortwave at a predetermined time once the New America leaders had studied the situation.

ORGANIZATION

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

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

Above the 12th-Tier are middle-level management with Controllers, Planners, and Senior Officers, up to approximately the 30th-Tier, responsible for day-to-day operations.

Above 30th-Tier are the Executive Ranks, the "Natural Aristocracy" of Hughes' writings, that handful of men responsible for the overall planning and organization of New America. Carl Hughes is believed to be sole 40th-Tier Executive.

PHILOSOPHIES

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

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

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

Many have become suspicious that, so far as is known, only whites descended from northern European families hold the higher offices of New America. New American public relations releases speak lightly of "statistical flukes," and dwell long on the "complex and rigorous scientific basis behind NA testing and candidate screening." There are continuing charges,

however, that those performing the classification testing are unusually lax in the testing of New American leaders above the 12th-Tier.

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

THE HIERARCHY OF NEW AMERICA

Natural Aristocrats, of course, occupy all senior executive and leadership positions. It is believed that only NAs can be advanced beyond 30th-Tier, though the exact criteria are unknown to any but Hughes and a few close advisors. The benefits of full citizenship, including trial by peer and the privilege of facing one's accusers, of voting, of free choice in marriage and other matters, and of writing and implementing laws, are reserved for the Natural Aristocrats.

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

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

Finally, there are the Long Contract laborers, Hughes' ultimate solution both to unemployment and to the chronic, postwar need for ready labor. Long contract laborers, "LCs" or "Elsies" in popular parlance, have no rights whatsoever, and exist at the whim of the NA leadership.

The official position of the Elsie is defined as "wards of the State," and a detailed public disinformation program argues that the labor contractees are given work, clothing, food, and housing which they would not be able to provide for themselves. In fact, the Elsie is a slave in all but name.

ARISE, NEW AMERICA!

The Eagle Papers gave a detailed and frequently updated series of plans by which New America could meet any projected

disaster. Most of the plans dealt with scenarios for nuclear war, of course, but specific plans were also developed for massive earthquake, the flooding caused by a sudden melting of the Earth's polar icecaps, a revolution within the United States, depletion of the ozone layer, and an invasion by aliens from space. As changing world events and headlines outdated some scenarios and modified others, revised versions of the current Eagle Paper plans were transmitted to the leaders of each New American cell.

By the mid-'90s, most scenarios dealt with a U.S.-USSR nuclear exchange.

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

New Americans were enjoined to lay low for a time until the situation could be studied by higher officials of the NA and the appropriate plan activated. Supplies were to be conserved, order and organization maintained, but local cells were to take overt action only if they could do so without attracting unwanted attention from either the Soviets or the U.S. government.

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

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

Urban Guerilla

Urban Guerilla is a module for use with **Twilight: 2000**, GDW's post-World War III role-playing game. The module takes players into central Florida, now controlled by New America. Members of the Natural Aristocrats of the St. Petersburg cell control the area around Tampa Bay and plan to use it as a springboard for conquest.

The players must join the desperate war as freedom fighters who pit their lives against the powerful state being built.

This book contains the following material:

Capsule biographies of important NPCs.

A classified New American document that might be the key to breaking the New American strangle-hold over central Florida.

A description of the "Brave New Society," along with a New American Values Inventory used in the classification of members.

An inside view of the secret police "provocateur" units.

A map of Tampa Bay and environs (including St. Petersburg).

A map of west central Florida.

Geographic descriptions of the remaining towns and villages in the path of the New American drive to conquest, along with brief biographies of prominent local leaders in significant localities.

Organizational details of the New American Florida Theater of Operations and the Urban Renewal Regiments, as well as the various militias, resistance movements and organizations.

Thomas F. Mulkey

Loren K. Wiseman

Barbie Pratt

Lauretta Oblinger,

Dana Reischauer, James R. Kuntz

Tim Bradstreet and Liz Danforth

Steve Venters

Michelle Sturgeon

Twilight: 2000

Series Module

