

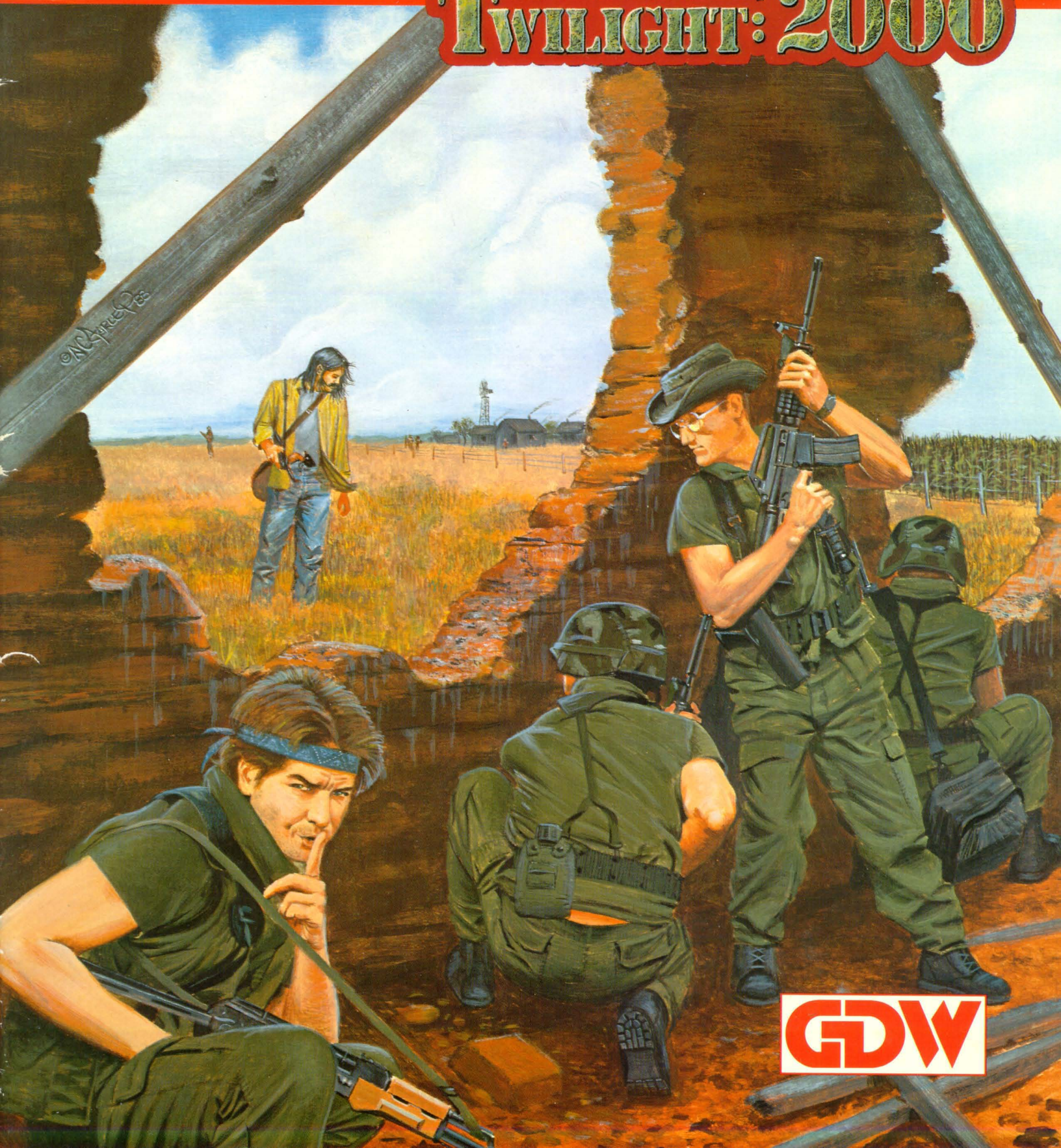
Loren K. Wiseman

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Satellite Down

Series Module

TWILIGHT: 2000™



GDW

Satellite Down

Loren K. Wiseman

TWILIGHT: 2000

GDW

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Satellite Down

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Satellite Down

"Men," the old man said in that tone that we had all come to know meant trouble, "I have a mission for you."

"Sir," Phillips said from the back of the briefing room that had been someone's home only a few short months earlier, "this doesn't involve us going back to Europe does it?" None of us took his humorous comment seriously. It would be a long time before anyone took a nice, leisurely trip to Europe—years—maybe never again. It was the kind of joke that none of us even bothered to laugh at. It just wasn't funny anymore.

The old man lit a cigar, his trademark, and drew a long breath, savoring the smoke (it was one of his last dozen). "If anything, Phillips, you're going the other direction. "

Carefully he laid out a map on the table in front of us. We all rose and gathered around it. It was an island, although we weren't sure of just where it was. Few trails, and from the look of it not too many buildings. I looked at the latitude and longitude markings on the edge—I'd been a geography minor in school. About 109 west, about 20 north—that put it off the west coast of Mexico!

"Gentlemen, your government has a problem, and we are going to help. In 1995, the Soviet Union launched the last of its weather-tracking satellites into orbit. It was an 'eye in the sky,' tracking major storm and global weather patterns, called DP 201. Now, during the height of the war, just about every satellite on both sides was knocked down or rendered worthless junk. All but DP 201. It just stopped transmitting.

"We believe it was still recording information. Now that satellite has fallen to the ground, and we are going to go and get it."

"What's so flamin' important about some Red satellite?" Phillips asked from the back of the room.

"Because that little electronic box recorded every action of the war—every nuclear strike as well as the most current and up-to-date information on wind patterns, radiation spread over the whole damn world, not to mention ozone dispersion and other weather data.

"Whoever has this satellite will be years ahead of the other nations in terms of knowing the extent of the climatic changes coming up. Our mission is simple. We are going to get that satellite's tapes."

"Or die trying..." Phillips added in a low tone.

This scenario is an adventure for **Twilight 2000**; it is designed for experienced players and is a "thinking" adventure. While there is plenty of action, it is good, clear thinking, not massive firepower, that is going to make the task of satellite recovery easy. This is designed for four to 10 adventurers, and is recommended to be played by experienced players with inexperienced characters.

This book contains the following information:

- This introduction.
- An overview of the adventure for the referee.
- Biographies of all of the principal NPCs involved in this adventure.
- Historical text on the formation of the Haven religious community.
- Maps of Haven.
- A description diagram of the Soviet DP 201 weather satellite.

REFEREE'S NOTES

There are a number of ways to view this adventure. It can be seen strictly as a military operation, with a group of commandos trying to find the information before the enemy does. It can also be played as an adventure with more of a role-playing flavor, with the players each making the most of their skills in trying to solve the puzzle and obtain the satellite's data. It was designed this way to provide a variety of options for the players and for you, the referee.

DESIGN NOTES

In role-playing games, it is much easier to fight than it is to try to solve a riddle. But the true challenge lies in the latter. In this scenario, the characters will have plenty of opportunities to draw their weapons and fire. Some of these opportunities will be right, and some will lead to disaster. In the end, it is thinking about their goals and ways to meet those goals that is going to make play workable in this environment.

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



The Adventure Background

"So, your man on the inside has it that the satellite is in the hands of these gurus. Why doesn't he just grab it and make a run back?"

The old man squinted at Phillips. "That's a fair question. All that Ravenheart was able to learn was that the satellite is on the island. Those tapes, if they're intact, are probably well protected. This time it's going to take at least two to tango."

"What about the leader there, Brupp? He's an 'Anchor Clanker'; maybe we can strike a deal with him." I figured that just about anything was better than being stranded on an island in the middle of nowhere.

"Ravenheart says he'll have nothing to do with any of the governments. He doesn't recognize us as legitimate. As best we can tell he took one too many bumps on the head during the heat of battle. The only way that we are going to pull this little operation off is with you." He paused for a moment, savoring our attention. "Besides, you are just about all that we have left."

This chapter is a brief summary of the background events for the use of the referee. It also includes a short discussion of the problems that the characters should encounter during the adventure.

DP 201 BACKGROUND

Military intelligence was weakened to the breaking point during the Third World War. With "normal" communication lines nothing more than memories to most individuals, the information on DP 201's tapes is vital to the continuing growth of any nation. To them it is something to barter with for needed food and technology, or something to hold for the sheer power it represents.

Thus the characters should know up front that they will not be alone on this venture, that every nation that can muster the ability will have forces trying to accomplish the very same goals.

The tapes on board the satellite have all of the data needed to determine where there will be rainfall, where crops should be planted, and thus where people should live. The tension that this information can create is the key to the excitement of the scenario. This can be used by the referee to add to the tension of the situation.

The satellite is large, weighing almost 375 kilos. Originally it was designed for a soft ground landing within the Soviet Union. But due to some damage from America's space-born anti-satellite system and lack of good ground signal communication, it crashed off the coast of Mexico in the Gulf of California. Tracking plots by the lone functioning radar, though untrustworthy at best, indicate that DP 201 came down just off a small island formerly known as San Jose, some 11 miles off of the Baja Peninsula.

The U.S. Navy by this time has effectively ceased to exist. The Navy had nothing left to deploy in the area where the satellite crashed. Intelligence sources point to a small religious community on one of the islands, which seems to have recovered the satellite intact. A Soviet vessel has also been reported moving through the area. The Soviets have evidently managed to plot the location of the satellite's landing zone. More importantly, it is believed that the Soviets also know that the satellite has already been recovered by the small cult on San Jose.

The difficulty rests in the fact that this small religious community has no ties to any government and has plans for use of the information on its own. The community is called Haven and is led by the fanatical Hans Brupp, a former officer in the United States Navy, now a quasi-apostle and cult leader. Supply resources are sparse, and the only real major military force in the vicinity is the religious community itself. No one side, Soviet or American, has the required manpower and firepower to effectively take the island by force and capture the satellite and/or its data tapes intact. Both sides have the power to get personnel to the island, though, making it a ripe place for adventure. With no navy capable of sending a task force to Haven, the only course of action is to send small groups in and try to take it

in a covert manner.

The characters' mission is rather open: penetrate the island in any way possible, find the satellite, recover the data tapes that are within it, and return that information intact to Milgov. If they fail, the price will be a high one. Measures will be taken by both sides to ensure that the data does not fall into the other side's hands. The characters will know this up front, before undertaking the mission. They are given a 30-day time frame. If they have not succeeded in procuring the data and making their pickup within that time, they will be left stranded with virtually no way back other than swimming.

The characters will also be told that an agent is already on the island, a DIA operative code-named Ravenheart. If this agent signals that the Soviets have succeeded in getting the satellite's data tapes, then there will be no pickup at all for the characters. This is a strong point of play that all characters should avoid, because despite its calm looks, Haven is not a piece of heaven here on Earth, nor is it a place that they are going to enjoy being stranded on.

THE IMPORTANCE OF DP 201

DP 201 was designed to drop cassettes at regular intervals, in specially designed reentry capsules. This technique insured that the information was not broadcast, and thus could not be intercepted. With the beginning of the war, however, American ASAT (antisatellite) weapons damaged the satellite to the extent that it could no longer drop these capsules. Nevertheless, there is good reason to believe that the remote sensing apparatus and other instruments continued to function, and to record their data. For this reason, DP 201 contains over four years of data on weather patterns, including those in effect during and after the nuclear exchanges of the war. As time passed after the nuclear strikes, and it became apparent that some kind of meteorological change was underway, the value of the data recorded in DP 201's cassettes came to appear more and more important.

Another result of the ASAT attack was that DP 201's orbit was altered, to such an extent that it began to decay unpredictably. Attempts were made (both by the Soviet and US governments) to induce the satellite to broadcast its data, but this was not possible, and eventually both sides gave up.

Now that the satellite is on the ground, however, it is within reach of both sides, and the data it contains has become a matter of major importance. The shift in weather patterns caused by the nuclear explosions and their aftermath will evidently be severe. The data on DP 201 will enable the few remaining meteorologists to make a pretty good guess as to what those changes will be. With this long-range forecast in hand, the government lucky enough to recover DP 201 will be a jump ahead of everyone else in long-range planning, and that nation will have a better chance of emerging intact from the coming chaos.

SAN JOSE BACKGROUND

No single event has ever changed the world as much as the war. In some way, shape, or form, every continent was altered. Civilization was cast to the four winds in every nation on the face of the earth. Such colossal changes have taken hold everywhere, even on the remote islands along the Mexican and Californian coastlines. No change is as great or as easily measured as that in the community on the island of San José now known as Haven.

With the escalation of hostilities between the Soviet and American forces in Europe, the naval balance between the two opposing sides was pivoted in a number of ways. Ships pulled off their normal patrols were used for convoy protection or coastal defense. Many of the usual elements of both navies were split up and reassigned, often radically. The effects were global in scope.

At the outbreak of the war the USS *Virginia* was one of 32 United States nuclear guided missile cruisers stationed around the world. It was on temporary duty in the North Atlantic in the latter part of 1996 when pressed into convoy protection duty. With a number of Soviet vessels roaming the Atlantic after the historic battle of the North Sea, it was expected to be a risky mission at best—but one that the cruiser was more than capable of dealing with.

On 10 November, Convoy 102 was attacked by a Soviet submarine, sinking three ships and crippling another. It was the first action for the *Virginia* and her first official kill in combat, sending the sub and her crew to their deaths. Morale on the ship was high, despite the ominous sounds of world events and the news of the war. Throughout 1996 and 1997 the USS *Virginia* performed a total of 10 convoy escorts. She was damaged twice and spent four weeks in Newport News for repairs, just before the nuclear exchange destroyed nearby Washington. On 1 December 1997, the ship was reassigned to duty in the Pacific as part of a newly formed task force being put into place to cut off Soviet naval advances in the coastal waters. The war reached the mainland of North America as the *Virginia* made her way to sea. While the nuclear strikes on the mainland United States reached their peak, the USS *Virginia* managed to fulfill her orders, reaching the Pacific and successfully linking up with her new task force.

The navy had changed since the start of the war; it is no longer that bold and clean fleet. It had been beaten and battered in combat around the world. Teamed up with five war-weary destroyers, the USS *Virginia* patrolled the waters along the South American coastline up to the Californian waterways, with the unit designation of Task Force 115. It was a limited sortie, with fuel reserves short for the destroyers in the task force. Soviet submarine activity took a strong toll on the small task force, sending one of the destroyers to a watery grave and damaging two of the other ships. But the *Virginia* proved to be a lucky ship for her crew, surviving without a scrape. Such luck was not designed to hold for long, though, as her crew was about to find out.

On 3 March 1999, the USS *Virginia* received orders to take the remains of the task force and return to the Atlantic with all due speed. Task Force 115 cut south along the coast, hoping to make it safely through the Panama Canal system as a shortcut to the Atlantic. It was a voyage that the task force was not destined to make.

At 0750 hours on 12 March, the *Virginia* spotted a Soviet surface group of six destroyers moving northward, directly into the path of Task Force 115. A battle quickly erupted, with one of the Soviet destroyers falling in a matter of seconds to several Harpoon missiles from the *Virginia*. But the odds were too great. Two of the American destroyers tried to disengage and were dispatched by a barrage of missiles and gunfire. The USS *Virginia* took a hit on the starboard side from a lucky Soviet surface-to-surface missile, forcing the ship to take water. From the amount of damage, it was determined that the task force did not have the firepower to hold its own. The battle became

a desperate fight for survival.

The CO of the task force ordered the *Virginia* and the remaining destroyer, *Decatur*, to swing around the San Lucas Peninsula and into the Gulf of California. The plan was that they would turn and face the Soviets with little room for their enemy to maneuver. After several hours of pursuit, the USS *Virginia* turned to face the remains of the Soviet task force that had followed it so closely.

The USS *Decatur* drew heavy fire from the Soviets, and her forward magazines blew apart within the first few minutes of fighting. The *Virginia* unleashed the full extent of her firepower in desperate retaliation. Within a blink of an eye, two of the Soviet ships were crippled and left burning from the attack. The Soviet sailors who survived the sinking found the burning waters nothing short of hell. The battle raged for over an hour and a half until the only ship left afloat was the USS *Virginia*, but her condition was far from that of an operational naval vessel.

She had taken a total of three missile hits, and far too many shells had cut her hull apart. Her bridge had been taken out with a direct hit of a 125mm shell, killing all of the command crew instantly. Fires broke out on the lower decks, causing everything forward of the reactor to be evacuated. Many found their exits cut off and choked on the heavy smoke. Of the 480 crewmembers, only a quarter of them were still alive and able to function. The ship was drawing water faster than it could be pumped, and despite the fact that her reactor was intact, she would sink within an hour.

This was when Lieutenant Commander Hans Brupp took over operational command of the vessel. He plotted a course for the nearest land mass, which he assumed was the Baja coast. In reality, it turned out to be the small island of San Jose. Brupp had been a pilot of the ship's attack helicopter and had virtually no experience in commanding a vessel at sea. Despite this, he was the ranking officer still alive on the damaged ship and did not hesitate to take the helm—or what was left of it.

His command was in flames as he approached San Jose. The fires had reached the upper decks near the bow, and the ship was difficult to maneuver at best. Hans ordered the limping vessel to beach itself just off the island. In a controlled and coordinated effort, he had all the wounded evacuated ashore in lifeboats while those who were still able fought the fires below deck. It was an effort that took the better part of three days, but the hulk of the ship was saved. More importantly, the USS *Virginia*'s nuclear reactor was still stable and still very functional. In the months to come it would play an important part in events in the region.

Brupp wasted no time with his own crew or with San Jose's inhabitants. He declared the island to be temporarily under his command until the resolution of the military conflict in the world. Those who lived there ignored his orders at first but gradually fell into line. He set up a small encampment on the island near the area where the *Virginia* was beached. With the loss of the communications equipment on the bridge of the ship, he had no way to communicate with the outside world and quickly realized that it might be some time before he and his personnel ever made their way back home again. So, rather than waiting, he established a community of sorts with those on the island. Over time, this was going to grow and eventually change the shape of the region.

While the world powers continued to launch missiles and drop bombs, the war seemed to have ended on San Jose. The local Mexican authorities received word that Brupp and the survivors

of the USS *Virginia* were on the island, but they lacked the force or the motivation to try and roust them. In the meantime, Brupp sent parties of his men to the small town of Pichilingue on the mainland, where they purchased food stuffs and other supplies. An arrangement was worked out with the ferries still running across the Gulf of California to stop off at San Jose on a monthly basis to sell their wares.

The Mexican government, which normally would have opposed the presence of the ship, was splintered into so many small groups that it was unable to muster the strength needed to seek out Brupp and his men and do away with them. The strain of the war in the north and the eventual civil war left no single entity of Mexican authority in the region that could oppose Brupp's establishing his small colony on San Jose.

The civilians of the island disliked the arrival of the crew of the *Virginia*. The wreckage of the warships had disrupted the fishing area for some time. They did not like Brupp or the rules that he and his men imposed on them. Tensions rose to a fever pitch over a two-month period. Then the Soviet ship *Maskov* arrived in the area, and their attitude toward Brupp and the crew changed.

The *Maskov* was nothing more than a battered hulk of a destroyer, brought out of mothballs in the last few months of 1998. Low on fuel and looking for a quick kill, the captain of the ship learned of an American vessel supposedly operating in the Gulf. These rumors helped him find the USS *Virginia* off San Jose. On 4 May 1999, the Soviet vessel spotted the remains of the *Virginia* in the distance. Thinking the ship was functional and operational, it sped directly toward the scuttled ship, firing wildly and almost blindly.

Brupp had managed to keep most of his ship's systems functioning. The five-inch guns of the forward turret bore in on the approaching Soviet vessel and cut it to shreds. The missiles that the *Maskov* fired fell just short of their target, while the guns of the beached *Virginia* fired on. Within a matter of minutes, the aged Soviet destroyer blew apart, going down with all hands.

The destruction of the ship served several purposes for Brupp. One was that it rebuilt some of his personnel's long-lost morale after being stranded on San Jose, and it solidified his role as their leader. Second, it brought the local population to fear and respect him. Many of the natives had long forgotten that the



hulk of the USS *Virginia* was not just a burned and rusted-out hull, but was a weapon of great power. Hans Brupp made sure that the images of his great ship and of himself were seen as one and the same by the locals. Soon there was a great influx of food and supplies from the mainland, with the local politicians and rulers hoping to win Brupp to their side—or vice versa.

The law of the military was never lifted from San Jose island for those under Brupp's command and those civilians who came to live there. Over a period of months, dozens of refugees and hopeful settlers took residence on the island. They found its ruler, Hans Brupp, to be a kind and benevolent man, a man with a great deal of power and a promise of a fantastic future.

The nuclear power plant of the USS *Virginia* was still quite functional and turned out to be one of Hans Brupp's greatest assets. With the reserves of radioactive fuel aboard the ship, the engineers among the ship's company who were still alive expected that the reactor could provide ample power to the island for several decades to come. Hans put his people to work, making use of the skills that the government had given them in their Navy careers. By the end of the summer the entire island of San Jose was wired for power, and was one of the very few places along the western coastline that could brag of such a luxury.

The refugees who fled to San Jose found a well protected place to live, but it was not a free ride. Commander Brupp ordered them to work digging wells, constructing roads and buildings, and making the island more defensible and livable. Irrigation ditches dug in the sand brought water to the rich soil near the center of the island. Crops that could not be grown on the island proper were planted on the nearby shore and maintained by a growing community Brupp had formed there. If the planting seeds could not be bought from any locals on the mainland, those locals mysteriously disappeared. The end results were the same: Brupp and the men of the *Virginia* got the planting seeds they needed.

A small compound/town was built within sight of the USS *Virginia*, a place for the former crew to begin their new lives. Many supplies were taken from the remains of the ship itself, and added to those that had washed up on shore from the various battles in the Gulf.

With electricity and plumbing, not to mention the abundance of crops, Hans found his little paradise suddenly becoming the focus of a great deal more attention than even he could deal with. Hundreds lined the docks of Pichilingue, hoping for a chance to ride the ferry that now stopped at the island of San Jose. Rumors grew about the wealth and power of the Americans who had "invaded" San Jose, most of which were false.

Before the summer was through, Hans had declared that no one else—other than those he personally chose—could take refuge on San Jose. Strict interviewing procedures were established on the mainland plantation for admittance to Haven. While this decision created some tension with the mainland landowners, little was said. After all, Brupp was in command of the most powerful military vessel in the area, even if it was beached.

There was still a threat that Hans Brupp felt could endanger his control of the island. With all of the local boats in the hands of private citizens, it was still possible for anyone to simply set sail for San Jose. With the rise of *La Familia* in the southern regions, he feared that the former drug lords might make use of the available ships against him. Striking out of pure paranoia, he launched his solution to this imagined threat.

Hans' final consolidation of power in the region was the theft of many of the sailing vessels in his area of the Gulf of California. Originally Brupp had tried to purchase the boats with his crops as barter, but most of the local fishermen and boat owners felt there was no price which would persuade them to part with their precious craft. Thus most of these vessels were taken in the middle of the night and seen several days later, repainted, with Brupp's crews manning them. While the majority of those ships in the Gulf were barely seaworthy, Brupp made sure that all ships he had under his command were armed in some way, even if it were nothing more than a few powerful small arms. There were loud protests at first by those fishermen who had lost their craft, but those who complained tended to disappear altogether.

Over time, more refugees arrived than Brupp and his men could maintain control over and supply. Those who arrived and were not immediately admitted to the community of Haven were cast to their own fates. As a result, a number of squatter camps formed in the foothills overlooking the plantation run by Brupp and his men. These squatters camps were often made up of starving refugees who sneaked onto the community property of the plantation at night to steal what they could to survive. As time passed, fewer and fewer of those who sneaked into the fields returned, and those who did spoke of terrible death and torture for those who were caught. While the tensions were strong between the community Brupp commanded and the squatters, thus far no major large-scale outbreak of violence has taken place.

WHERE, WHEN, WHY, HOW

The characters themselves are all veterans one way or another of the major conflict that erupted at the end of the 20th century. They can be personnel from any number of units who have been brought back to the states. Further, they may have taken part in previous adventures in the Caribbean and have made their way to the west coast. Exactly how they get to Mexico is a matter for the referee to work out in accordance with the dictates of an individual campaign.

Their briefing officer is Colonel Darren Darvish, U.S. Army through and through. He was originally assigned to the 101st Air Assault Division and saw action in the Middle East before being rotated back to the states. He was promoted to his current rank and placed in charge of "Special Operations" for Milgov. The missions that he was placed in command of were those that required small numbers of personnel operating in a clandestine mode. Usually this has involved hostage rescues both in the States and abroad.

Darvish himself is unable to undertake missions any more, but he loves planning them just the same. He considers himself loyal to the military government of the United States but realizes the importance of Civgov as well. This dual loyalty has cost him a large number of close friends, but it is a decision he does not regret in the least.

Because of the nature of the group, they may come from a variety of backgrounds with different skills and abilities. This makes them much like many of the remaining military units, a mixed group with little left except missions not fulfilled.

If the characters do not have a ship, a small sailing craft will be used to take them to the vicinity of Haven. Because of the dangers of remaining stationary for a long period of time (namely Brupp's "navy") the ship will drop the characters in the Gulf wherever they desire. At that predetermined position the ship

will deploy them in two-man rubber rafts just off the island. The ship will return 30 days later. If the characters are not there, the ship will continue on without them, considering the mission a failure.

It is important for the referee to stress that there will be no second opportunity for rescue for the characters if they miss their ship; and, while the island is only 11 miles from shore, it is a Mexican shore. Mexico is in the middle of civil war and is not exactly on friendly terms with the United States in the late winter of 2001. The characters will find that any trek back to "friendly territory" will take many long months and possibly cost the party several lives.

EQUIPMENT

The only really good news that the characters can work with is that they have a fair amount of equipment to choose from. The government considers this mission important enough to provide the personnel involved with their choice of weaponry. But in February of 2001, there is little left in the way of conventional weapons that can be spared.

The only limitation is in the weight of the equipment taken, which will again force the characters to make their choices wisely. They will be informed they are limited in terms of equipment to a total of 520 kilograms in each raft. A total of five rafts is all that can be provided for the characters.

The referee should feel free to allow the characters to bring along whatever equipment is desired from the basic game listings, or from supplements such as the **Small Arms Guide**. Likewise, referees should feel free to disallow any equipment they feel is inappropriate.

LIMITATIONS

As with other **Twilight: 2000** scenarios, this one is an experience in role playing. The characters in this case are faced with a difficult task, one that is going to require careful thought and planning. In this mission, they will find they are cut off from outside assistance outside of themselves. Their resources are limited to what they bring with them, as well as their individual skills and abilities. They face a strong time constraint as well, which the referee should allow to hover over their heads from time to time.

GETTING THERE IS HALF THE FUN

I'm no expert on boats, but the one we were handed for transport to and from the Baja looked like a fugitive from that old Adventures in Paradise TV series I used to watch reruns of way back when. It had two masts, and a crew of ruffians that I would have crossed the street to avoid before the war started. The boat was only about 30 feet long, so with us and our gear, in addition to the food and ammo we had to carry and the supplies for the trip back (assuming there was a trip back), it was a little crowded. We were ordered to avoid landfall until we reached our destination, for reasons of security. This meant that we had to spend the whole two-week voyage in close proximity to each other (and to the crew, who smelled like wet dog hair at the best of times and something indescribable at the worst of times). I was actually relieved to board the little rubber rafts...at least I got some fresh air.

The Gulf of California is a dangerous and difficult place to simply walk into blatantly and unprepared. Thus the characters are going to have to be careful how they manage to penetrate the society there.

They may opt to land on the outer shore of the peninsula and hike across the mountainous land to the other side where the plantation and direct access to Haven exists. The referee will find that this is the safest as well as one of the longest routes that the characters can take in terms of time and effort. This route can be tedious, but it is definitely cautious.

Thus a landing by ship is the most expedient way to get the characters into the middle of the action. If the Gulf is penetrated by ship, there are a number of factors that can be brought into play against the characters. On the southern tip of the peninsula are the forces of *La Familia*, who despise Americans but also hate Hans Brupp and Haven. To the north there are scant patrols by the *Federales* that are feeling out Brupp's military strength.

On shore is the plantation. There Haven has an armed fortress which acts as the only direct access to the island proper. Surrounding the plantation are a number of refugees who are awaiting access to Haven or have been denied entry. It is a political sore-spot that the characters will certainly have to contend with.

There are several things within the scenario that the referee can utilize to work in favor of the characters once they have found a way to penetrate the island proper. One is Ravenheart. This agent can be used to guide the characters and assist them through piecing together the puzzle of events that have unfolded. Other NPCs can also come into play as well, giving the scenario local color and some thrills to keep the characters off balance. Also, for the most part, the characters are well armed given the time period of play (February 2001). While they cannot by any normal means successfully storm Haven and take what they search for, they can defend themselves.

Direct Assault: The first method of penetrating Haven is to try a direct assault. While the island is not a major government, it is one of the strongest military forces in the region. Haven's resources in terms of weapons and manpower are more than enough to wipe out the characters quickly. The only reason that the *Federales* or *La Familia* have allowed Haven to exist is that it has no commitments to any nation. With the bloody civil war still grinding away, and the fact that all major units of any group of the surviving Mexican military are spread far too thin to the far north to mass enough troops to eliminate the community, they are thus "permitted" to live.



The Subtle Approach: The second method of penetrating Haven is the most feasible means for the characters to meet their objectives. They must covertly infiltrate the community of Haven, then find the satellite and determine if it contains the data or, if not, where the data is being kept. Then they must gain control of those data tapes and get them off the island intact.

A number of things will work to their advantage in this second method of gaining the satellite. The most important one is that while it is risky, it is not nearly as risky as a full-blown assault. Secondly, this method allows the characters to think through what they must accomplish to meet their desired objective. They must use skills other than those associated with fighting to solve the puzzle of how to get the satellite's vital tapes. That isn't to say that this is a bloodless scenario; there is bound to be some sort of battle somewhere along the course of play. Also coming into focus is the religious fanaticism of the community and its leader.

THE REFEREE

The role of the referee in this game is a delicately balanced one. In many respects, the referee acts as a writer putting together a novel, allowing the characters to fill in their particular roles. On the other hand, the referee is also playing a pseudo-deity with the ability to end the mission and the very lives of the characters involved. With luck and good quick thinking, this can be a very successful adventure for all. Otherwise, it can spell a quick and painful death for those who do not live up to their roles.

THE DATA

The information in the satellite is what Milgov wants, and the characters will have accomplished their mission if they get the tapes back to the rendezvous point. If the group chooses to try to get the whole satellite out of the pavilion and off the island, the referee should not interfere but should bear in mind that the satellite weighs more than the cargo capacity of the characters' inflatable rafts.

Furthermore, the main asset that Haven has to offer is the USS *Virginia* and her still-active power plant. With it securely trapped in the region, it is only a matter of time before the island and the ship fall under the control of one of the several groups that are trying to establish some sort of functional Mexican government.

It is the referee's task to let the characters determine for themselves that this is the situation. Their witnessing of the weapons and sheer firepower of the USS *Virginia* just off the shore of the island is a good starting point. Once they make out the coastal defenses as well as a compound/village, they should be able to reason that fighting will not gain them what they want without high casualties. Because the characters are essentially cut off from any outside aid or assistance, the loss of even one character can hinder or endanger the success of the mission—the referee should stress that point.

This is not a task that the characters are going to be able to achieve alone, though. They are going to find a wide range of social groups and individuals who can assist them, but all of them seem to have the overthrow of Haven in their mind, or other purposes even more sinister. Thus the characters are destined to be pulled in two directions: their personal goal and the missions of others (NPCs) that they are working with in this adventure.

THE SOVIETS

The referee should make the most of the fact that there is a Soviet contingent present on Haven before the characters arrive. The characters may find themselves facing stern competition from the Soviets who are seeking the same data they are. The referee must keep in mind that the data aboard the satellite is vital and can save millions of lives. Both sides are more than aware of this and are willing to take dangerous risks to secure that information. The Soviet NPCs act as a counterbalance to the player characters' group, forcing them to act in a timely fashion before their enemies gain the data.

The Soviets also have a small military force ready to take the data any time a diplomatic solution seems threatened. Thus the characters must also contend with the threat of military action.

NPCS

As stated before, player characters are going to interact with other characters. The mix of the NPCs within the game tells something of the environment which the characters are working in as well. The community of Haven is unstable and is not destined to remain as it is for very long. A number of rebellious factions have begun to take shape within the community that will spell its doom sometime before the summer of 2001. For the characters to succeed, they are going to have to ally themselves with some of these elements. Naturally the goals of these NPCs will tend to lead them away from their true objective of obtaining the satellite, but the referee is charged with the task of making sure they remember their goal. The general elements of play, however, indicate that no matter what, the characters are going to get caught up in the upheavals taking place in Haven, whether they like it or not.

The referee is also actively encouraged to create other NPCs to be used to draw the characters into side plots totally unconnected with the satellite or the political conditions on Haven. The characters might become involved in the current civil war, or get caught up in one of *La Familia's* shady transactions. Encounters and interactions with lunatics are good ways to distract the characters from the mission at hand, especially if the NPCs' insanity is not readily apparent at first. Some form of the classic "dying stranger with a treasure map" plot element is almost always a good starting point, and a large number of variations can be worked up on this routine.

GETTING OUT

The referee should allow the players to piece together the entire puzzle. In other words, they must think through every phase of whatever plan they manage to put together. For example, they may plan to grab the satellite but not plan a getaway from Haven. At all times, the referee in this adventure must view the "big picture," while the players try to form this same image on their own. Part of any role-playing game is the study of all the facts and the formation of a plan with those facts. The referee has all the information for the scenario; the players do not. They must put together this information and turn it into something useful in achieving their goals in a timely fashion.

Getting away from Haven can be just as complicated as getting in. This is something that a good referee can use to keep the players off balance as well. With the forces of *La Familia* and the *Federales* having agents in and around Haven, the power struggle to gain control of the island and its ship is destined to become heated in a very short period of time.

SUMMARY

There are a number of ways that the scenario can be dealt with by both the players and the referee. A "typical" play through the region might consist of the characters landing off the coast of the island near Santiago. After avoiding the drug lords of *La Familia*, they will make their way to the plantation where they will be forced to try to sneak themselves into Haven proper.

Once on the island they will have to contend with the strict living conditions and the fact that the Soviets are present and negotiating for the satellite data tapes. Through Ravenheart, they can find out where the tapes and the satellite are stored and perform a raid to liberate the tapes. Along the way they may be forced to strike a bargain with one of the many parties which are struggling to control the island, and they may even have to go as far as killing Hans Brupp or crippling the USS *Virginia* as part of that bargain.

Then comes the escape with the tapes. Having captured the prize, they will become the target of every government in the region as they try to make their way back to the ship that brought them. If threatened, they will more than likely destroy the tapes rather than let them fall into enemy hands.

The main objective that must be remembered at all times is to secure the data within the satellite. The characters must find a way into Haven, either directly or by covertly sneaking in. They must find out where the satellite is, plan a way of getting to it, and remove the tapes. Furthermore, they must then find a method of getting off the island and safely out of the Gulf of California.

Fighting against them are the fragments of several Mexican governments, a Soviet commando group, a religious madman and his armed followers, and a scuttled nuclear-powered guided missile cruiser. In all this, adventure can be very complicated to manage and control; but, if properly run, it can provide many long hours of enjoyment.

FURTHER ADVENTURES IN THE REGION

The area described in this scenario package is ripe for future adventures by the player characters. The following information is provided in the event the characters wish to remain present in Haven for some time to come.

When the Holy One Dies: Hans Brupp is destined to eventually die, and the timing of that death is more than likely focused during the climax of this scenario. There are a large number of elements that see Brupp as a threat to Mexico, as well as the region in general. The *Federales* fear his military strength, while *La Familia* has crossed paths with him too many times in the past and lost badly. This is not to mention the player characters themselves who through the course of play are more than likely to end up aiding in the demise of Hans Brupp.

His passing will cause a great deal of turmoil in the region. The Soviet delegation has a secondary motive of destroying the USS *Virginia* and her nuclear power plant. Given any chance, they will do just that. If not, there are others who will do their best to cripple or ruin the ship for future use.

Several other parties, such as Marshal Calvin and The Inside, are trying to secure power. If they can, they will fight to preserve the integrity of the USS *Virginia*. If the ship is destroyed, then they have little or no chance of maintaining power in the region. Thus if anything happens to Hans Brupp, a number of different groups will make a mad rush to protect the *Virginia* from damage

at the hands of the people who wish it removed.

The Loss of the *Virginia*: If the ship's reactor is destroyed or damaged, then the bond that keeps people on Haven has been removed (assuming that everyone is not wiped out in a nuclear explosion). The fields will fall into dust again and most will return to the mainland. Starvation will fall on the gathered peoples in a matter of months once the fields are not maintained, and rioting will then break out.

Any sailors from the *Virginia* will find themselves persecuted and killed by the masses they essentially held enslaved. To be an American in the Baja region will carry with it a death sentence.

While the *Federales* will care very little if the community is destroyed, it will mean a great opportunity for members of the mysterious *La Familia*. They will penetrate what is left of Haven within a matter of weeks, wiping out any final resistance. From this island they can control the entire Gulf region with whatever is left of the Holy Fleet. Over a period of months *La Familia* will manage to bring the masses under their control, and then they will be in command of the situation on the peninsula.

La Familia's control is destined to bring about military clashes with the *Federales* to the north, bringing the horror of the Mexican Civil War to the peninsula once and for all.

The Survival of the *Virginia*: If the USS *Virginia* remains intact, it still will not stop the inevitable confrontation with *La Familia* over the control of the region. The mob-like *La Familia* will stop at nothing to control Haven and is willing to take many risks, including the death of Brupp, to control the USS *Virginia*, no matter how hollow a victory that might be.

Control of the ship is limited even under the best of conditions. No matter what group (other than Marshal Calvin's) manages to take control of the vessel, they will not have the technical skills and expertise to keep the reactor operating for an extended period of time. Within a matter of weeks it will overheat and shut down, never again to provide the precious electrical power that made the reactor of such value to the region.

Personalities

The referee is free to add NPCs to this list as needed to flesh out the adventure.



CATHERINE PODALLA (RAVENHEART)

Catherine and her parents originally arrived in America via the Cuban Boat Lift during the early 1980s. After graduating at the top of her class in languages and mathematics, she was recruited by the Defense Intelligence Agency and placed in the Cryptography Division. She has been described by many as one tough-looking customer, with short, black hair and deep, brown eyes. She bears a small burn scar on the base of her neck from torture received earlier in the war. Her background as a refugee molded her attitudes and thinking for the rest of her life, and she has never forgotten the nation that took her and her family in.



With the opening of hostilities in 1995, her division was stripped of "unattached personnel," and she was reassigned to the Mexican liaison's office at the Mexican embassy. As tensions with America rose, she slipped free of the embassy grounds with help from several secret supporters living in the city. Within hours of her escape, the embassy fell to an angry mob and all those inside were killed in the riot that followed. For a long time her superiors thought she had died with the rest of the embassy staff, until she managed to report to the Special Operations Chief two-and-a-half months later.

She had been captured for a week by a band of *Federales* soldiers. They had tortured her, but she finally managed to make her escape. The leader's cigar burn on her throat is a reminder as to where her loyalty lies and the enemy that she opposes.

As Mexican *Federales* military forces poured over the U.S. border, Podalla made her way north, reporting on troop movements and positions. As the front made its way further into her adopted country, she moved west, eventually settling in the area just south of poverty-riddled Tijuana. She sees the civil war in Mexico as something the country deserves for its treatment of Division Cuba and its attacks against the United States. Whenever possible she submitted reports, but over time the network she used to contact Milgov fell apart and she became more isolated from the wartorn states.

After the recovery of DP 201 by Hans Brupp and his cohorts, it was determined that she was the only agent anywhere near the area of Haven. Through a very long and difficult series of message transactions, Catherine was informed of the situation on San Jose and of its importance to Milgov. She took on the role of a local refugee and is currently living on the main island as one of the Support. Catherine goes by the code name "Ravenheart," after her love of the works of Edgar Allen Poe.

Her mission is a difficult one. Since the satellite is too large for one person alone to take, and she does not have the skills to remove the data tapes, she has been charged with the duty of making sure that neither the Soviets nor any other power ever get the data, even at the risk of her life. She is to insure that the data be destroyed rather than fall into the hands of any other government, and she takes her job seriously. The arrival of the Soviets on the island has heightened her tensions, and she is ready to strike at a moment's notice.

Of all the NPCs, she is the only person on the island who is

a tried-and-true ally of the characters. She has been informed they are destined to arrive but does not know the date or in what form the help from the states will arrive. Her manner will be cautious, but eventually very helpful.

Catherine has managed to locate where DP 201 is stored, but nothing else as to the data tapes or their integrity. She has made plans to blow up the satellite rather than let it fall into the hands of the Soviets as per her orders. On a personal level, she has also seen the corruption of Hans Brupp and his men and the way they have deserted their duties. She would be more than happy to end the rosy life they have created on Haven. Catherine is a Veteran NPC.

NPC Motivation Results: *Heart 9:* Catherine Podalla feels that her life is forfeit to the United States, where her family still lives. When many of the DIA agents left their posts to make their way back home, she stayed, feeling that she still had a job to do: She had a score to settle with the *Federales*. This is all despite the fact that she has not had contact with her superiors in close to five months. Her actions are based solely on the information within the satellite and ensuring that it does not fall into the wrong hands.

She is armed with a .45 automatic pistol that she keeps well hidden, as well as a pair of thermite grenades disguised as pieces of pottery which she uses for bookends in her small living quarters. She has a great deal of patience, but it is beginning to wear thin. She welcomes any news from the States and particularly from the Michigan area where her family lives. *Heart Ace:* Her dislike of Brupp and his men runs deep and is the prime motivator for most of her actions. She would have cared less about him and his activities if he and his personnel were not still active members of the United States Armed Forces were essentially AWOL. In her mind, there is only one punishment suitable for those who would turn their back on the United States—death. If possible, she will try to convince the characters to feel the same and work for the overthrow or capture of Brupp and his confederates. While elements of this goal are unrealistic, it is a tool that the referee can use to lead characters off their true objective.

Catherine speaks fluent Spanish (LNG 100%) and English (LNG 100%); she is able to pass for a local with very little difficulty.





Encounters and Rumors in the Gulf

The adventure takes place around the southernmost tip of the Baja Peninsula of Mexico (sometimes called Baja California, but usually just "the Baja"). The following is a set of general rumors and encounters for the Gulf of California. These are to be used in those areas where specific encounters and rumors do not exist. The referee should feel free to implement any of these rumors or encounters as necessary.

ENCOUNTERS

Die	Result
2	No encounter
3	<i>Federales</i> patrol
4	Marshals
5	No encounter
6	Animal
7	Danger
8	Refugees-1
9	Refugees-2
10	Civilians-1
11	Animal
12	Civilians-2

Federales Patrol: This is a patrol of 2D6+1 *Federales* troops who are making their way to the region near Haven. The patrol is making use of an old Ford pickup running on distilled alcohol, and progress is slow now that the roadways are overgrown and in disrepair in most areas.

Marshals: A small patrol of Marshals (roll 1D6: 3- means two Marshals, 4+ means three) is patrolling the region following up on a rumor that Americans may have come to bargain for the satellite. They are armed with M16s and are more than willing to openly discuss taking the characters to the island where they will meet the Holy Brupp, even though that is not their intention. They will appear to be very friendly to the characters and will want to escort them to the island.

At the first chance, they will poison the characters' food. These Marshals are trying to get any items of value that the characters might have.

The poison will not kill the characters, only incapacitate them for several hours with severe stomach cramps. During that time the Marshals will beat several of the characters, asking where the gold is. Since they have none, the Marshals will simply take all of the weapons that they can carry and will leave the characters stranded.

Refugees-1: A small band (1D6) of refugees heading north will be encountered by the characters. They have nothing of material value but will be able to tell the characters that soon there will be rioting in the squatter camps and to avoid that region at all costs.

Refugees-2: The characters will encounter an armed group of 2D6 refugees who are heading for the squatter camps near the plantation. They have heard that there is a great deal of food at the plantation and plan on taking the camp by storm. They are armed with clubs and knives but only two of them have pistols.

If they spot the characters, roll 2D6. On a roll of 7-, they will assume the characters are a band of Marshals and attack. Otherwise they will honestly listen to whatever story the characters offer. If the group is offered enough food they will gladly work with the characters on the mission, but their loyalty wavers as soon as their lives are threatened.

Civilians-1: A farmer and his son will approach the characters. They are both armed with shotguns and seem very upset. They are really looking for their hunting dogs, but this encounter can be used by the referee to add some tension if implemented properly.

Civilians-2: Four farm workers returning from the field will spot the characters. They will follow them from a distance, chanting anti-American slogans. If not chased off they will dog the characters for an hour, then link up with three others who have brought shotguns and pistols for the group. They will then charge the characters, firing wildly. When the characters fire back, the group will retreat; otherwise they will attack and kill.

Animals: For animal encounter, roll on the following table.

ANIMAL ENCOUNTER TABLE

Die	Result
4 -	Dog
5-7	Fowl
8-9	Game
10	Grazer
11-12	Snake

All of these should be dealt with as mentioned in the basic game, unless defined differently in this booklet.

Danger: A danger roll on an encounter table is left open to the referee's imagination.

GENERAL RUMOR TABLE

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

Rumor A: Hans Brupp has managed to repair the USS *Virginia* to a point where it is once again able to set sail.

Rumor B: The militaristic Marshals have raided the squatter camps around the plantation and have killed over 90 percent

of the squatters.

Rumor C: Several lifeboats full of Soviet sailors washed ashore in the northern reaches of the Gulf and have managed to link up with refugees from Division Cuba. They are now in the process of forming a small army to sweep down the peninsula and wipe out Haven.

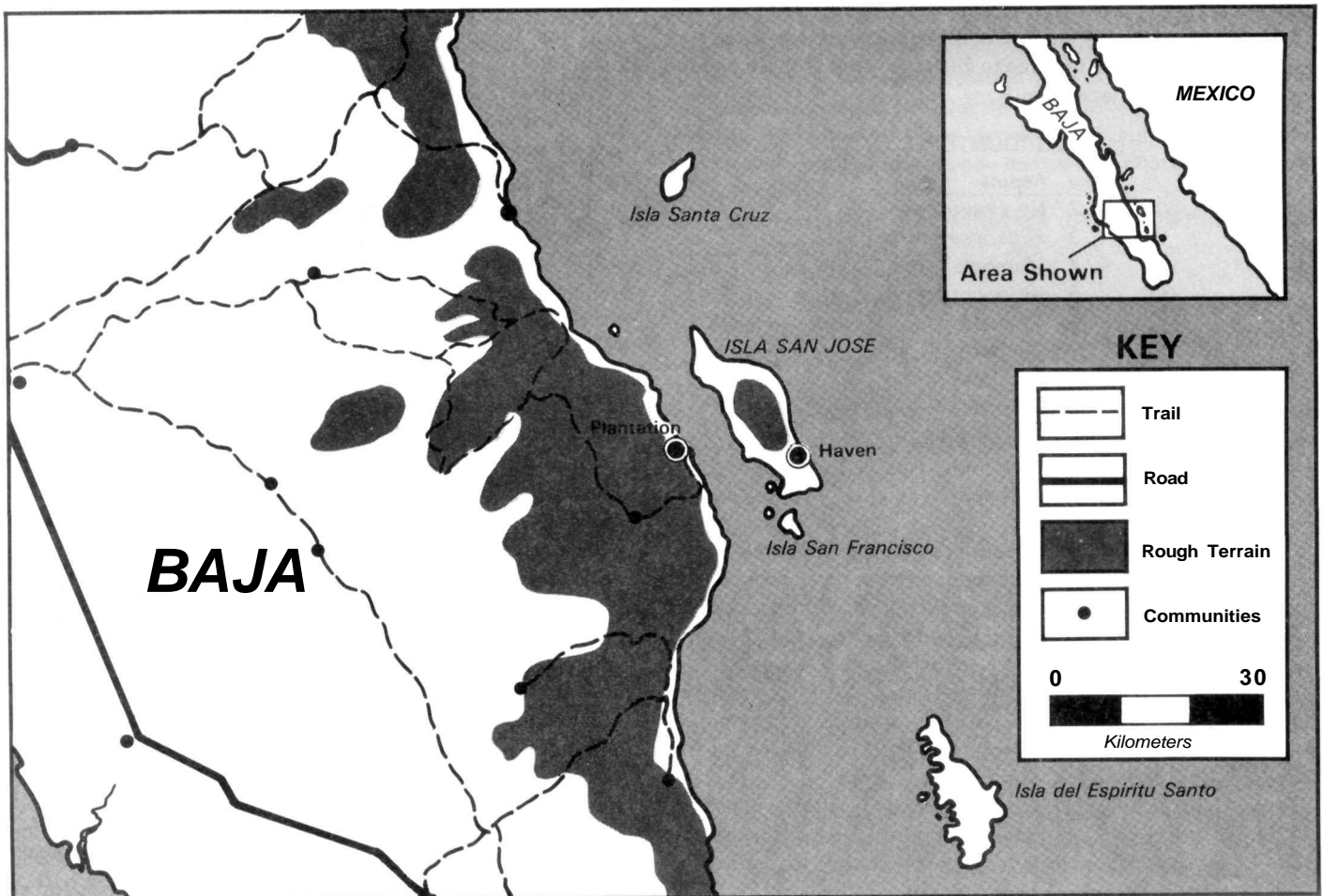
Rumor D: In January a UFO crashed in the Gulf and was recovered by Haven's navy. The UFO had enough electronic junk on it to give Brupp and his followers enough spare parts to repair the *Virginia's* sonar equipment, and the passenger is telling them all kinds of high-tech secrets—that's why there's Russians on the island.

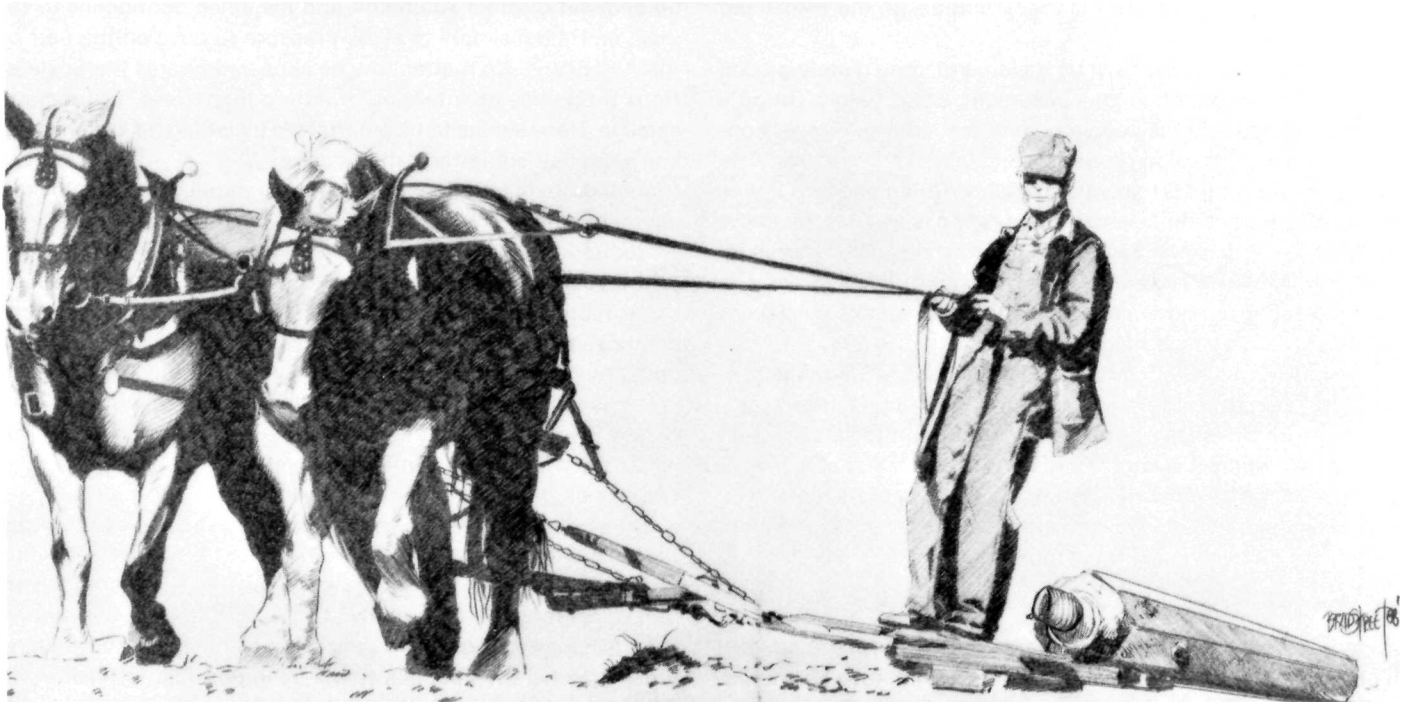
Rumor E: All the nuclear activity on the face of the Earth is destined to cause an earthquake in the region. Many families are fleeing Mexico City and heading south.

Rumor F: An outbreak of some sort of new disease has started near Brownsville, Texas and is starting to make its way south. The symptoms include large green splotches which cover the arms and face. The illness is like a very advanced form of leprosy that consumes the individual in a matter of days.

Rumor G: The United States has fallen into total chaos as it is broken apart into eight different states, each at war with the others. The *Federales'* forces have managed to reach as far as Florida to the east and Kansas to the north.

Rumor H: Several of the Marshals, led by one named Calvin, are planning to kill Hans Brupp and take over control of Haven for themselves. They have been poisoning Brupp for the past few months and soon he is going to "have an accident," which will allow these Marshals to take over. They are a dangerous and violent group.





The Errant Satellite

On 13 November 1995, the Soviet Union launched the last of its high-orbiting weather-tracking satellites, named DP 201. With the widening of hostilities, the expected life of such a satellite was less than a few days. Still this device managed to survive longer, dodging even the most adamant attempts to destroy it, for reasons which have never been completely understood.

When the United States employed its orbital ASAT (anti-satellite) network, it had suffered years of battles in Congress and hundreds of budget cuts. Still, what finally was put into space functioned well enough. Most Soviet spy satellites were downed in the first few months of conflict. Likewise, the USSR also made use of advanced space technology in the downing of most of America's surveillance systems in orbit. The war was a simple one of attrition: one in which neither side had an upper hand or really hoped to win.

Despite all these odds, DP 201 stayed in space, taking its pictures of all the world's weather patterns and trends, dutifully recording all information it was exposed to. It was originally designed to monitor the ozone and jet stream patterns, as well as other wind and weather patterns, but this role was expanded as time passed and more nuclear weapons were launched by both sides. The spread of fallout across the world determined which countries were to survive, and during the peak of the nuclear exchange, DP 201 was hovering over the world tracking the weather patterns.

The satellite would have given the Soviets a strong advantage during reconstruction of their nation if not for a crippling shot by one of the few automated SDI systems still in space. While DP 201 was fully capable of taking pictures and monitoring the earth, it had lost its ability to transmit that information back.

The satellite was originally designed for a soft ground landing but was also equipped for emergency water landings. The war played heavily on the Soviets, and they had no ground stations

capable of sending orbital corrections—so DP 201's orbit eventually decayed, and the prodigal bird came back to Earth. DP 201 splashed down just within the opening of the Gulf of California. The Soviets knew from the trajectory roughly where DP 201 was destined to land, and they dispatched a ship under the command of Captain Andrekov to the region with the sole mission of retrieving the data that DP 201 held.

A RARE FIND

Perhaps the only functional radar within 500 miles of the landing spot of DP 201 was the small and battered gear aboard the USS *Virginia*. Out of Hans Brupp's own creeping paranoia, he kept it monitoring what was usually empty air. One night, it detected the crash of the satellite in the Gulf of California.

Without wasting time, Brupp ordered almost his entire fleet of sailing ships to scour the area. Brupp was not totally sure of what his men would find in the sea. Many felt that it was a lost nuclear missile whose warhead had failed to go off. For this reason and because it might pose a threat to his small and thriving community, Brupp ordered the extensive and time-consuming search.

In his daily rhetoric over the radio, Brupp spoke of a possible landing by the Americans to come and kill all Haven's inhabitants; or worse, his fear of some sort of Mexican authority being established in the region and its military coming to torture those who sought refuge on Haven. For several days as the search continued for the source of the radar signal, Hans Brupp prepared his people to fight to the end, to the very last man if necessary. Hans even called for the creation of suicide pacts to protect those who lived under his protection. In his words and mind, it was far better to die than to give up the life they had on Haven.

The satellite's automatic buoyancy systems had managed to keep it afloat long enough for one of Brupp's ships to pull it aboard. Many of the locals feared it was a nuclear warhead, one that could detonate at any moment. Brupp was, however, a former military man, as were many of his Marshals. They knew they had come across something rare and that the person who

held it was bound to attract the attention of the remaining governments.

DP 201 was brought back to Haven and immediately placed under 24-hour guard in the basement of the Holy Brupp's pavilion. Brupp told his people he had the situation under control and advised them to return to their daily work routines. One of his Marshals told Brupp what they had found and that it was definitely of great importance. Hans Brupp is no fool. He knew that sooner or later someone would seek out such a treasure and, in turn, seek him out. In the meantime, he guarded the precious satellite and waited to see if anyone came to claim it and the information it held.

The satellite is in very good condition and is kept in the basement of the pavilion of Haven's main compound (see map). Everyone on Haven is aware of the capture of the satellite, and most know where it is kept. They also know a Marshal is always on duty in the basement with strict orders to kill anyone getting near the satellite. Thus far, no one has been bold enough to try to wrestle the secrets from the fallen spy device.

UP FOR AUCTION

Hans Brupp has found that a number of parties, the government of the United States among others, might have an interest in the satellite. Through contacts with the *Fuerza Democratica Popular* (FDP), he was able to contact the Soviets. His men even went as far as contacting members of the *Federales*, the Nationalists, and *La Familia* to allow them an opportunity to bid on the new prize they had found. No matter how a person infiltrates Haven (as long as he has not violated the holy laws), Brupp will be willing to meet with him to discuss the disposition of DP 201.

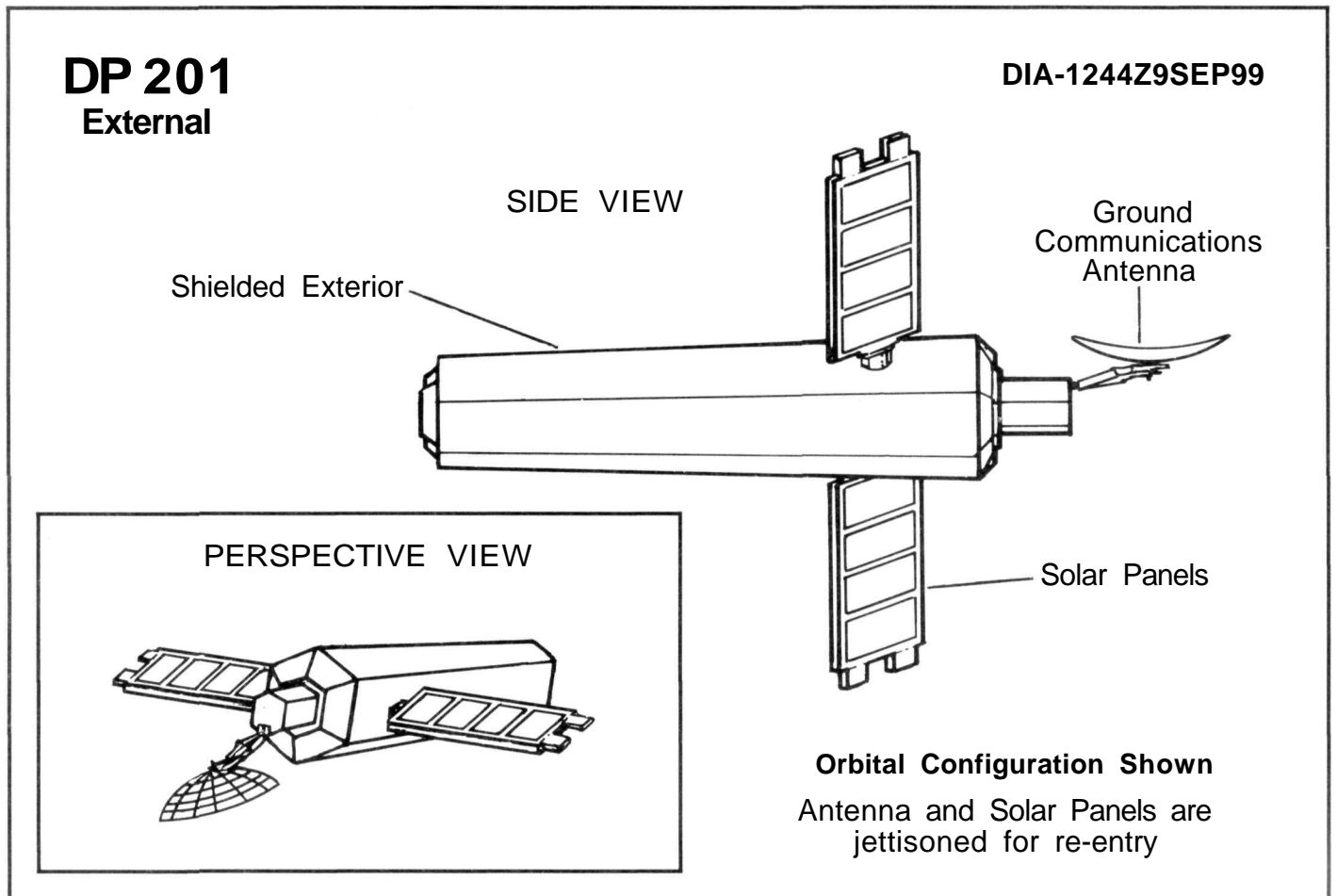
Brupp originally did not want to bargain with the Soviets, but

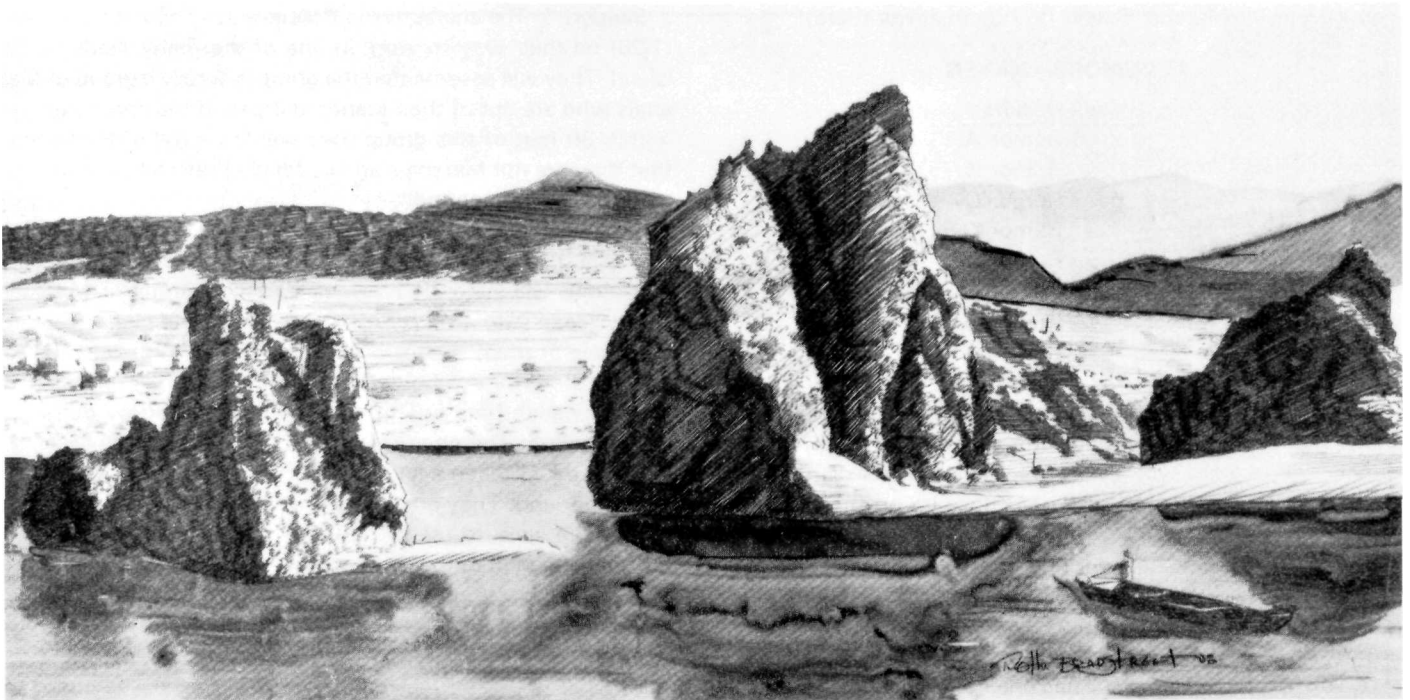
he allowed Captain Andrekov and his small contingent to remain on Haven simply to allow pressure to build on the part of the Americans. No matter how he appears towards the Soviets, Hans Brupp has no intention of letting them have his precious satellite. Hans seems to be entertained by letting his old enemies know he has something they desire.

If characters ask, Hans will be happy to tell them the Soviets have already offered 400 pounds of gold and their promise of protection to him and the people of Haven. In the early days of the year 2001, the gold is worth a fortune, but the promise of protection is almost worthless. The various elements that comprise the governments of Mexico have made similar offers, with the *Federales* offering almost as much as the Soviets. Still, Brupp is willing to hear what his former government is willing to give in exchange for the satellite. As the characters talk with him, they will find that Brupp's conversation and mind seem to wander as if he is somehow disassociated with reality.

If the characters ask to see the satellite, Brupp will be happy to agree, but only with no less than eight of his armed Marshals with him. Those who are granted the privilege of seeing the errant satellite will not be allowed to carry firearms with them. Hans is happy to show off his prize, but he does not trust anyone other than his own people. It will be impossible for visitors to tell by simply looking if the vital data tapes are still within DP 201.

No matter what the offer is for the satellite, Brupp will take weeks to think it over only to tell the characters it is not good enough. He has no intention of ever giving up the data and hopes to keep it as a bargaining chip for the future once the world is more stabilized. Until he feels that time has come, Hans Brupp will maintain control of DP 201 and continue to try to play those who want it against each other.





The Land

The following descriptions are for use by the referee to provide the necessary background for playing out this scenario.

HAVEN

Haven (formerly the island of San Jose) is situated just off the western coast of the Gulf of California. When the characters first arrive, they will find that landing anywhere along that coast will provide them with some degree of access to the island.

Haven rests in the middle of a narrow waterway some 11 miles from the shoreline at its closest point. The island itself is quite unremarkable, and if not for the valiant efforts of Hans Brupp and his men, it is very doubtful that anyone else would have ever settled there, other than the scant fishermen who made the rocky and sandy strip a temporary home.

The island itself is characterized by a low, rocky coastline to the western edge. These rocks are rugged and dangerous, providing Haven with a natural barrier to the mainland. The hills running to the east are narrow and sloping, holding the only real planting soil on the entire island. Finally, as the hills end the sands begin. Almost 50 percent of San Jose (Haven) is covered with sand dunes, jugged with jagged rocks. The dunes are rough and, before the war, were used by many sportsmen willing to take the time and effort to bring their all-terrain vehicles over from the mainland.

The climate of the area is classified as tropical and subtropical desert, blending to tropical steppe in the extreme southern part of the Baja Peninsula. The vegetation of the area is mainly characterized by desert and semi-desert grasses, along with low scrub brush. Population density is very low, less than 1 person per square kilometer. The peninsula is known for its extremely rugged terrain, and for the off-road endurance races that took place there in the decades before the war.

There are some small outcroppings of trees, palms for the most part, all over the island. These little islands of green rise up out of the desert-like sands like oases. Over the years, the

local fishermen who make San Jose their home have moved a great deal of topsoil down to the shoreline. This is something that Hans Brupp also worked on, enabling him to plant several fields along the sandy eastern coast. With careful irrigation, a sizable chunk of the dunes have been taken back by the inhabitants of Haven and turned into workable fields. It is a slow process, but one that Brupp is committed to completing.

There have never been true roads on Haven, but the paths are well-cleared now that Brupp and his settlers have moved in. For the most part, the community of Haven is divided into two small groups. One is in the main compound just within view of the wrecked USS *Virginia*. The other group, nothing more than a handful of Marshals and Kindred, is charged with the patrol duties along the western shoreline. Brupp placed that group there for two purposes. One was to provide protection for the crops that are growing in the foothills during the nights; the other was to protect the coastline in case of invasion. Easily 95 percent of the communities' inhabitants live in or near the main compound on the eastern shore.

Linking these two groups is nothing more than a series of paths which the ever-dreaming Hans Brupp calls roads. Most are very passable, winding and weaving their way through dunes and rocks that stand up within the sea of sand. Brupp has painted several key stones along the route a bright blue so that even a stranger cannot wander far from the paths.

The other main link between the two groups on the island is a lone power line that runs to the small group of farmers in the hills. They are a mile and a half from the main compound, but Brupp insisted that they also have electricity. The group lives in a single community house built among the rocks of the shoreline with a good view of the coast. The above-ground poles and wire also serve as a path from one community to the other.

Those who live on the western shoreline are seen every day by those coming from the main compound to work in the fields. They are brought supplies on a daily basis and often take the short trip into the main compound. The duty on the western coast is often considered punishment of some sort, and usually only those Marshals who do not get along (for some reason)

with Brupp or Marshal Calvin find themselves there.

RUMORS-HAVEN

Die	Results
2-4	Rumor A
5	Rumor B
6-7	Rumor C
8	Rumor D
9	Rumor E
10	Rumor F
11	Rumor G
12	Rumor H

Rumor A: The Soviet delegation has promised to pay Brupp nearly two tons of gold for the object that the Marshals recovered several weeks ago. Brupp is planning to distribute the gold to all of the people who work for him on the island.

Rumor B: A Soviet aircraft carrier has been spotted at the opening of the Gulf of California and threatens the island.

Rumor C: The *Virginia* has begun to dump radioactive waste into the water. Several children have died and that is why Brupp has called in the Soviets.

Rumor D: The *Virginia* still has one long-range nuclear missile on board. Brupp and his men have recently completed work on the targeting system repairs and now have the capability to threaten any power that opposes the Holy Brupp.

Rumor E: The United States Army has managed to break through what remains of the *Federales* to the north and are fighting their way toward the peninsula. Presently there is almost a full division involved with the fighting, and it is expected that the army will be within 50 miles in the next week or so.

Rumor F: The Holy Brupp is nearly insane and is going to have all of the members of his community take part in a suicide ritual.

Rumor G: The word spreading across the island is that the *Federales* to the north have surrendered control of this region to the Holy Brupp. *Federales'* representatives turned themselves in; Brupp is holding them in the compound. This is seen as a great push for prosperity for the entire Gulf region.

Rumor H: The drug lords of *La Familia* are planning to launch an attack on Haven. The Holy Brupp has sent his Holy Fleet out into the Gulf to ambush them, but in case the *La Familia* troops manage to get through, he is having all mothers and children evacuated to the Plantation until the situation is resolved to his satisfaction.

ENCOUNTERS ON HAVEN

Characters who are covertly penetrating the island of Haven will roll on the following encounter table. This table only applies on the island proper.

ENCOUNTERS-HAVEN

Die	Results
2-3	No encounter
4	Support-1
5	Support-2
6	Marshals-1
7	Marshals-2
8	Other refugees
9	Kindred
10	Animal
11	Danger
12	Soviets

Support-1: The characters will come across a band of workers (1D6) on their way to work in one of the many fields on the island. They will assume that the group is simply a group of Marshals who are out of their standard dress. If the characters get within 30 feet of this group they will (on a roll of 8-) notice that they are not Marshals and suddenly break and run to warn those in the compound.

Support-2: The characters will encounter a large group of Support (2D6) working on digging a trench or ditch of some sort. The group will instantly know this is not a group of Marshals and will leap in to attack with their shovels and picks. The moment one of them is shot dead, a roll must be made. On a roll of 4- , the group will break and try to flee. This roll must be made for each time one of the Support is killed by gunfire.

Marshals-1: The characters will come across two Marshals who have just taken a long stroll after having several drinks in the compound. They are armed with M16s but are quite intoxicated and slow to react. At first, they will show no sign of acknowledgment of the characters; then, when they realize that they are invaders (on a roll of 6-) , they will try to attack. Their shots will attract 2D6 other armed Marshals who are not in the same intoxicated condition.

Marshals 2: A lone Marshal is on patrol when he spots the characters. He will fire several shots, then try to flee back to the compound. On a roll of 8- , he will produce a flare gun and fire it to draw attention. This Marshal is armed with an M16 and a great deal of ammunition.

Other Refugees: The characters will encounter a group of 1D6 refugees who have managed to sneak onto the island and have been living by stealing from the Holy Brupp's fields at night. They have a good knowledge of the terrain and of how the island is laid out and are willing to share that information with anyone who is willing to give them food. Furthermore, they know the daily routines of most of the social groups on the island but will not assist the characters any further than providing that information.

Kindred: A group of three Kindred have sneaked away from the compound to plot against the Holy Brupp and Haven. They have several pistols and a little ammunition that they have managed to steal, and they are in the process of hiding it when encountered by the characters.

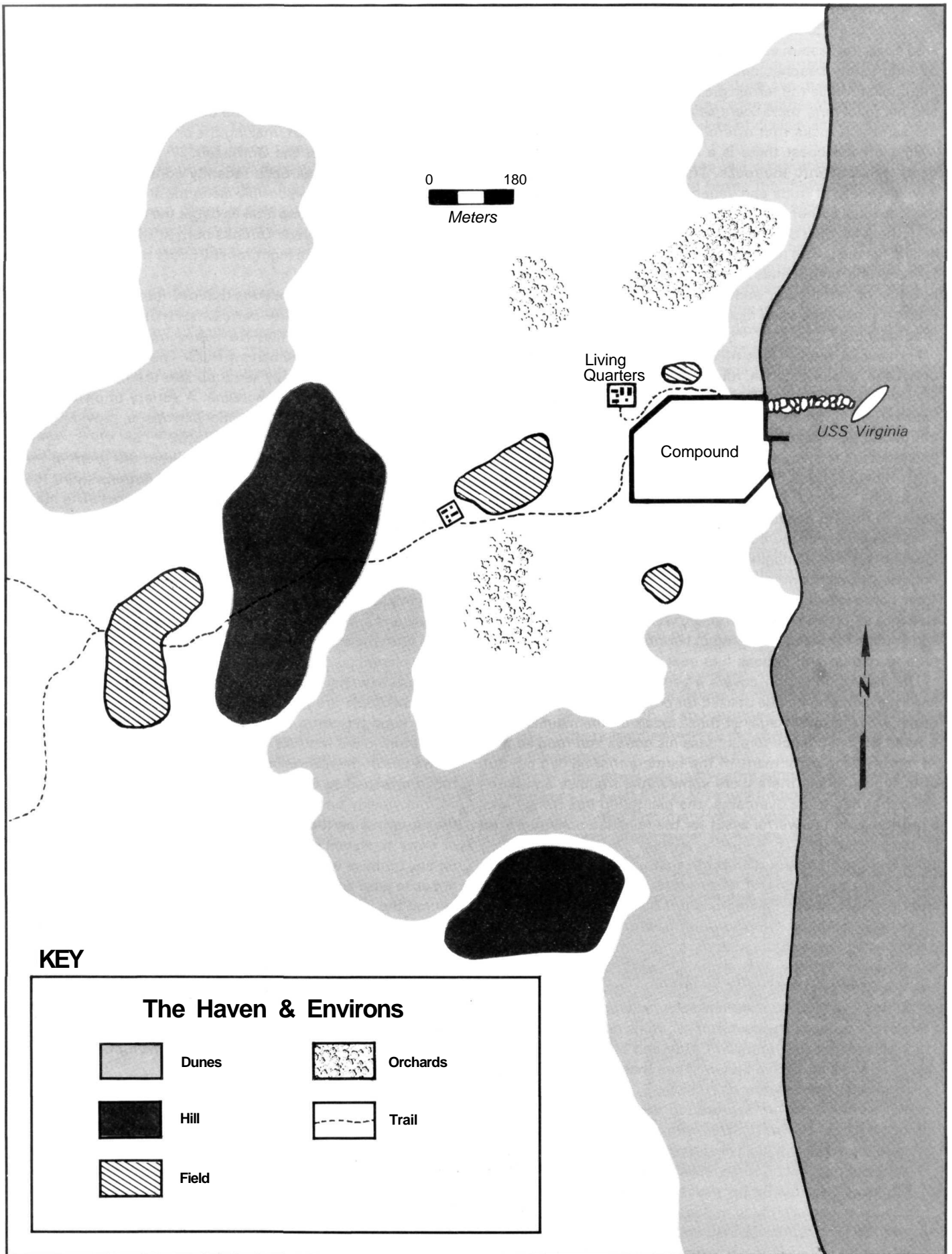
The Kindred will resist and be tempted to fight, but if the characters are honest with them, they will reveal that the satellite is in the basement of the main house next to the pavilion in the compound.

Soviets: The Soviet force that is hidden on the island has sent several of its troops out to scout the area. The characters will spot one of these individuals operating alone. He is armed with a very old AK47 and several grenades but will try to flee rather than fight. His path of retreat will lure the characters directly to the Soviet force.

When dealing with the Soviets, keep in mind that they will try to hold their fire but will not let any of the Americans get away. They will attack in a most ruthless fashion with every weapon they have. Once they have sustained 50-percent casualties they will retreat. The referee should consult the section on the Soviets when dealing with this encounter.

THE PLANTATION

It was not long after the founding of the small community on San Jose Island that Hans Brupp and his men began to turn their eyes to the mainland. His sense of survival told Brupp that San



Jose could not survive on its own for some time, and the only hope was going to be the richer soil of the mainland. The coastal area along the eastern edge of the Baja Peninsula is characterized by long sandy beaches and high cliffs with rugged low-lying mountains. While the terrain did not offer a great deal to Brupp and his followers, there were several pockets of green within the sand and rocks that offered some degree of usefulness.

Just off the coast there is a narrow band of mountainous fields, terraced into the rocks. The soil is fertile and supports a wide variety of fruits and vegetables. Initially Hans met with the individual owners of these small plots and tried to negotiate with them for their output of crops. He quickly discovered that he and his men were not liked or particularly welcomed by those farmers and landowners that he met. There was a delicate balance of production and consumption in the region, and Brupp's party was seen as nothing more than a disruption of that balance.

For several weeks Hans tried to negotiate only to be turned down and, in one instance, run off of the property. His response was simple and violent. During one night, three of the largest landowners in the immediate area across from San Jose were murdered. Several others found that members of their families had been taken away to the island and were being held at gunpoint. There were to be no further discussions or negotiations; Brupp took possession of the property, and there were few who dared to rise up against him.

As the leader of the community, he called for a centralized location for the managing of the mainland affairs. This was originally a small farmhouse within sight of the beach area. With some hard work and determination, Brupp and his followers turned it into a tropical plantation house, with large sleeping facilities and enough fortification to protect his interests should the locals dare to rise up and oppose him ever again.

The plantation proper covers a very large area, but actually has little land that can be utilized for crop production. The Holy Brupp was not totally against those locals on the mainland. He offered them a chance to purchase his goods and food as well as to provide jobs for many of the farmers that he had put out of business. While there were some initial troubles and hardships that had to be overcome, the plantation has turned into a profitable and powerful asset for the religious community of Haven.

As word spread throughout the region surrounding Haven of how it had grown, many refugees and fugitives sought out Brupp as a shining light in a dark and confusing time. Since the plantation was the main shipping point back to Haven, it became a focus of a growing community of squatters: those seeking admittance to Haven. At first the refugees' arrival posed only small problems in terms of logistics, but as their numbers grew, so did the difficulties that were associated with them. More and more of the crops began to disappear in the night, stolen by the starving living in the foothills. Cattle and other livestock also vanished and soon Brupp began to see that the plantation was losing ground to the squatters.

New fences were erected around the fields and the small number of Marshals was boosted with several Kindred, all heavily armed. Patrols in the fields increased dramatically as the Holy Brupp sent many of his more restless Marshals to the mainland on "security detail." Brupp passed down a holy issue that anyone caught stealing food or poaching on the land of his people was stealing from his own mouth. The only appropriate punishment was death. Thus many of the squatters died in the

nights that followed, trying to feed themselves and their families.

The plantation proper consists mostly of a very large mansion-style home. It rests some 500 meters from the beach front and is surrounded on all sides by sharp cliffs from the rocky foothills overlooking the Gulf of California. There is a wooden wall some 10 feet high along the rear area of the main house cutting off both ends of the beach, making the only access area a narrow path into the hills or the Gulf itself.

A docking area has been recently constructed, making the landing of larger ships possible along the shoreline. This has cut down greatly on the time it takes to get the harvests to the ships for unloading on Haven. Torches burn at the end of the docks as a marker during the night for any boats passing between the coast and Haven.

The fields are in the foothills that overlook the coastline. The paths leading there are narrow and usually can only be maneuvered in single file. No heavy machinery is used for harvests because of the narrow trails. The fields that are in use are small patches, usually terraced into the hills or resting on the plateaus beyond the shoreline. A variety of palm and fruit trees litter the shore and the higher elevations, providing Haven with a good assortment of foodstuffs.

The roadway to the plantation site from the town of Pichilingue winds through the foothills and is nothing more than a trail by the time it reaches the walls of the manor. The building has plumbing but lacks electricity, and there are no plans for providing the mainland facilities with power from the USS *Virginia*. Brupp and his engineers consider such a feat too great an undertaking given the limited resources in the region.

The Marshals and Kindred who work the plantation are armed heavily and are never found without at least a pistol. As the tensions with the squatters increased, several of the men working on the plantation disappeared or were found dead. Even Brupp's Marshals were not exempt from the happenings, and those who work the fields are paranoid about those who live nearby.

The squatter camp nearest to the plantation is within two kilometers in the foothills. Many others exist within eight to 15 kilometers of the plantation. The tensions are very high between those attached to Haven and those who wish to live there.

On a weekly basis Brupp's Marshals allow several dozen of the squatters on the plantation grounds to hear their petitions of entry to Haven. It has become very rare by January 2001 for any of those who petition to actually be accepted. Still Brupp hopes to ease some of the tensions with the squatters by maintaining the interviewing processes and at least going through the motions of trying to deal with the situation.

Patrols operate 24 hours a day around the plantation. Marshals, along with several selected Kindred, will ride burros on the narrow paths and horses on those roadways that are clear. Anyone on a patrol will be armed with at least an M1 6A, with supplemental firepower as well. Patrols usually consist of one to six individuals, and many carry flare guns for communicating danger to the plantation proper.

RUMORS-THE PLANTATION

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

Rumor A: A hideous virus has broken out on the island of Haven and all of the people there are either dead or in the process of dying. No one is being allowed to go to the island or come back.

Rumor B: The squatters around the plantation have uncovered a supply cache for *La Familia* and are now well armed and planning to attack the plantation. They even have some APCs and tanks in their forces and are going to attack any day now.

Rumor C: *Federales* units from *Brigada Tijuana* have begun to move south into the peninsula to find out more about what is happening on Haven. Some of these patrols along the coastal roads even have armed trucks and dune buggies and are making their way as far south as the plantation searching for information.

Rumor D: Some of the Soviet sailors from the ships that the USS *Virginia* destroyed have set up a small community to the south and are raiding *La Familia* bases for food and arms. These forces have a grudge with the Marshals on Haven and in the plantation and are preparing to launch a full assault against the Holy Brupp.

Rumor E: A unified Mexican government has finally been formed. Word is being spread that the civil war is over on the mainland and that elections will be held in the coming months. The *Federales* have forced the other factions to follow their rule and now once again Mexico can function as a nation.

Rumor F: A crippled Soviet ship drifting along the western edge of the peninsula has had its reactors explode, showering the area with a cloud of deadly radiation. Any rainstorm that comes is filled with fallout, and rationing of water has started in the squatter camps out of fear of poisoning from the radiation.

ENCOUNTERS-THE PLANTATION

Die	Result
2-3	Animal
4	Marauders-1
5	Squatters-1
6	No encounter
7	Squatters-2
8	Danger
9	Marshals
10	Support
11	<i>Federales</i> troops
12	Marauders-2

Marauders-1: This group of marauders numbers 1D6 in size and is relatively well armed. They carry rifles and shotguns for the most part and are travelling using burros to carry their supplies. When confronted, they will immediately open fire on a roll of 9+. Otherwise they will stop and try to find out a little more about the characters.

If the characters tell them the truth, they will find that the group is led by former Seaman Second Class Frank Opum from the USS *Virginia*. Frank was one of the few who was able to leave Haven, and he and this small group wander the hills scrounging a living.

Frank knows that Brupp is hopelessly addicted to drugs and that Haven itself has grown corrupt. He is currently trying to organize the squatters into a large enough force to take over the plantation.

Frank will provide the characters with any information they want in exchange for explosives such as grenades (something that his small group is lacking). He will roughly sketch out the

layout of the compound and list any daily routines that take place on the island. Frank will provide any rafts and food that the characters may require.

Marauders 2: This group of marauders hails from the lower portion of the peninsula and is a loose sub-group of *La Familia*. There are three men and a burro laden with loot from their raids. They are equipped with a variety of civilian and military weapons.

Squatters-1: The characters will come across several long-abandoned automobiles and buses that have been converted into homes for 2D6 squatters. Once these people see the characters, they will rush out and begin begging for anything they might have in the way of food.

On a roll of 8+, one of these squatters will turn out to be a pickpocket and be caught trying to steal something from the pocket of one of the characters (referee's choice). Once caught, the other squatters will flee. The pickpocket is armed only with a knife, but is willing to fight if threatened.

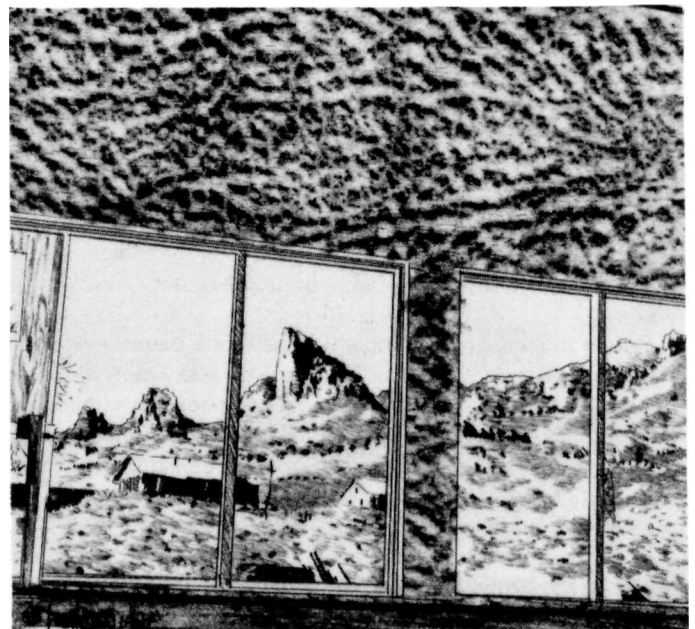
Squatters-2: The characters will come across a burned-out area of the forest, still smoldering. Several dead bodies are piled in the middle of the burned brush. A handful of squatters (1D6) are present, sorting through the burned area for anything of value.

This place was where some of Brupp's Marshals attacked a squatter camp, killing nearly a dozen people. Once the squatters see that the characters are Americans, they will automatically assume that these are some of Brupp's men coming back to finish their work. The squatters will take any weapon available (stick, club, hatchet, etc.) and immediately attack the characters.

No amount of bargaining or explanation will convince the squatters that the intent of the characters is anything other than hostile.

Marshals: The characters will encounter 1D6+1 Marshals on horseback during a patrol. These Marshals are armed with M16s and one grenade each. If spotted they will only attack on a roll of 10+. Otherwise they will ask the characters to stop and identify themselves.

If the characters request permission to go to Haven to negotiate for the satellite, they will find their request honored. This is due to the fact that Hans Brupp has informed his men



that someone from America was bound to show up to bargain for the data tapes.

If lied to, the Marshals will become suspicious, and will attack the characters outright on a roll of 5+.

Support: The characters will come across a small field being worked on by a band of the Support. There are 2D6+3 currently working on the field and they are supported by one Kindred. If the party is spotted, the Kindred will try and mount a burro and ride back to the plantation to warn the Marshals.

If bribed, the Kindred can be easily paid off in either gold, a weapon, or food. He will tell the characters that there is a boat dock by the plantation and that it is lightly guarded at night. Other than that, none of those in the field have ever been to the island proper.

Federales Troops: The characters will encounter 1D6+1 troops from the *Brigada Tijuana* from the north. These troops have orders to capture any Americans for questioning concerning Brupp and the military forces on Haven.

If the characters tell the truth, the troops will attack, not believing the story. Many of the *Federales* have fought against the United States and hate the gringos from the north. If the characters retreat at all, the troops will follow them from a distance for several days. If the characters lie or say they are members of Haven's military force, they could easily find themselves attacked and tortured.

These troops are battle-hardened and are armed with FALs and G3s. Most of the men carry several grenades as well. While their main goal is to capture, they are more than willing to kill their perceived enemy.

OTHER COMMUNITIES

The Baja Peninsula has several small towns and villages in the areas directly accessible to the island Haven. This section describes the current situations of these small towns and how they may interact with the player characters in this scenario.

Pichilingue

The small port community of Pichilingue is the closest town to Haven, and thus has been impacted the most by the arrival of the USS *Virginia* to the vicinity. Before the war, it was best known as a dock for the ferries across the Gulf of California from Mazatlan and Topolobampo. By taking the ferry across the Gulf, it provided direct access to Highway One and was the quickest way to reach Tijuana to the north.

However, the war altered the economy greatly in the small town of Pichilingue. With the rationing of fuel, the ferries arrived less often and brought fewer people each time. Those that did come usually did not have money and did not move on as they had in the past. As a result, they stayed in Pichilingue to live as homeless poor. The roads fell into total disrepair and abandon, and now are passable only by horse and by foot in most areas.

One of the things of significant value worth mentioning about the small town is the fact that it has the closest airport to Haven. Prior to the outbreak of the war it was used for commercial flights bringing tourists into the region. For a short time, the Mexican Air Force used it as a base of operations along the coastal area, until the two jets flying out of it were abandoned for lack of fuel and spare parts.

Initially, the town and its leaders were happy to see the arrival of Hans Brupp and his men. They came into the town and spent money and traded goods. Even with the conflict waging

to the north between America and the fragmented Mexican governments, there was still an exchange rate for American dollars, albeit far less than it had been before.

But as time wore on, so did the tensions. The presence of the USS *Virginia* and the formation of Haven seemed to toll a price from the few citizens of Pichilingue. Haven attracted the poor with the promise of a better life. Of the several hundred that initially flocked to the region, only a small handful were actually allowed to go live on Haven. The rest were left on the mainland and proved to be an economic burden for the community to support. The crime rate soared and food supplies dwindled. *La Familia* maintained what control it could and kept the population from turning into total anarchy (as happened in many of the small towns across the country).

When approached with the issues by the leaders of Pichilingue, Brupp offered to sell his excess crops to them. While this initially bothered them a great deal, they accepted the offer as a means of survival.

The other major issue that caused problems with the community was that of the local fishermen. With the destruction of the Soviet destroyer *Maskov*, an oil slick ruined many of the local fishing areas. Coupled with Brupp's Marshals sneaking into the village and stealing the few good fishing vessels, tensions almost reached a fever pitch in November 2000. Hans Brupp once again offered a strong compromise. Acting quickly, he granted citizenship to many of those fishermen who complained about having their ships stolen. Those who stood out the most found that one of their close relatives was "invited" to Haven to live. This tended to keep them in line, though the inner hatred is still there with many of them.

Pichilingue is essentially a bilingual town, which works to the advantage of Brupp and his men, making it one of the very few places that the Marshals can visit when on shore. From the tone of English spoken, though, any strangers tend to stand out a great deal.

Another pressing issue that bothers many of those who live in Pichilingue is the fact that while Haven has electricity, it is not being shared with the mainland. Brupp and his personnel argue that even their own plantation does not have power, but this is not enough for many of the locals. With the initial battles of the war, the power-producing facilities at Ensenada were destroyed, leaving the peninsula without electricity. Many of the local citizens have talked about leading armed teams against Haven to take over the island for the power that is there. For now this is nothing more than idle barroom chatter.

RUMORS-PICHILINGUE

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

Rumor A: Since the destruction of the destroyer *Maskov*, the drinking water in the town has become tainted with chemical and radioactive wastes. Several children and animals have died, after having lost all of their body hair, and now many others are beginning to show the same signs.

Rumor B: A missile or satellite of some kind has been recovered by Brupp and his fleet and is being held on Haven in

a deep underground bunker.

This projectile from space fell at the beginning of the year, and since that time the eyes of the world have turned to the area. There is some speculation that it is a nuclear bomb of some sort, while others contend that it is a spy satellite.

Rumor C: The Holy Brupp has concluded negotiations to take over the city of Pichilingue and to provide the city with electricity from the USS *Virginia*. Within a month there will be electrical energy again in the town.

Rumor D: A new war has broken out. From the southern peninsula, former drug lord Carlos Raver has gained possession of several old U.S. Army APCs as well as developing a small fleet of his own ships to move against Haven.

Rumor E: There have been several kidnappings in the past few months that have been attributed to the squatters on the outskirts of the nearby Haven Plantation. Word on the streets has it that in reality the Holy Brupp and his followers have kidnaped some of the prominent families so that he can force his will over their powerful relatives. There are even hints of a prison of some sort on Haven to hold these captives.

Rumor F: The *Virginia* is to set sail again. The Holy Brupp and several of his engineers have managed to repair most of the damage to the USS *Virginia*, and it is going to once again set sail. This will mean that the might of Haven will be able to spread throughout the coastal waterways and that no one will be able to escape the wrath and might of the Holy Brupp.

ENCOUNTERS-PICHILINGUE

Die	Result
2	No encounter
3	Squatters
4	<i>La Familia</i>
5	No encounter
6	Brupp's agents
7	Marshals-1
8	Marshals-2
9	Danger
10	Travellers
11	No encounter
12	Animals

Squatters: This is a small group of homeless squatters living in cardboard boxes and the remains of abandoned automobiles on the outskirts of the town. This group numbers 2D6+3 and is armed with hand weapons such as knives, with 1D6-2 people having some sort of pistol or shotgun. They will be very indifferent about any of the characters unless they spot a Mexican working with the Americans. Then they will verbally taunt the characters, trying to provoke an attack.

If the characters counter verbally, several of the squatters will try and make their way to the characters' rear. Without warning, the squatters will attack. Each time one of them is killed, roll 1D6. On a roll of 5+ the group will flee.

The town's main streets are in shambles. The people will seem indifferent toward strangers—not offering harm or help to anyone. There is a saying in the town, though, that can be of use to the characters: "He who has food can buy anything."

La Familia: The characters will encounter what appears to be another squatter wandering the mud-filled streets of Pichilingue. He will beg for money or food from the characters and seem to follow them even when they leave the city.

In reality, this is an agent of *La Familia* planted in the city to

monitor any activity on the part of those living on Haven. This agent's name is Dario Festivas, and he is armed with a sawed-off shotgun that he carries in his torn and tattered poncho. Once he feels he has determined the nature of the characters and where they are from, he will then try to leave for Santiago to relay this information to Carlos Raver.

If confronted in any sort of way, he will attack, but only long enough to try and make an escape.

Brupp's Agents: The characters will see what appears to be a family of farmers wandering the streets selling what little food they have. They appear to have an interest in the characters, and the two small children will follow the characters through the streets, playing in and around them.

In reality, all the family members are devoted followers of the Holy Brupp and were sent back to Pichilingue to learn what they could of any new visitors. As soon as the characters are out of sight, the adults will flee for the plantation to tell the Marshals there of the arrival of armed Americans entering the town.

The man and woman are both armed with .38 pistols and even the children are armed with knives. If confronted, the children closest to the characters will attack first, trying to catch them off guard. If captured, they will die rather than give the characters any information.

Marshals 1: As the characters approach the outskirts of the town, they will see a pair of Marshals riding on horseback. Both are armed with M16As and, if they spot the characters, they will immediately draw their weapons and order the characters to surrender.

This pair was coming into Pichilingue for supplies and have orders to be on the lookout for any personnel that might not normally be present in the town. They will demand that the characters disarm and surrender.

If the characters follow their orders, they will be taken to see the Holy Brupp on Haven. The referee can lead the adventure a number of different ways once this happens.

If the characters decide to resist and fight the Marshals, they will find that Marshals are more than willing to put up a fight to the finish.

Marshals-2: A pair of Marshals will approach the characters once they are in the town for a few minutes. They will openly state that they wish to leave Haven and return to the United



States. Furthermore, they will claim to do anything for the characters if they will take them with them on the adventure.

This seemingly helpful pair is still very loyal to the Holy Brupp. They are simply trying to play off the kindness of the characters in order to trap them. Once they are in the presence of more than four other Marshals, they will draw weapons and immediately disarm the characters, taking them before the Holy Brupp.

Travellers: Two men in dark blue clothing will be found living in a wooden crate between two buildings. What draws attention to them is the fact that they are speaking Russian.

These two men are survivors from the original task force that chased the USS *Virginia* into the Gulf of California. Presently they know of no other survivors and have been wandering the Baja for months trying to link up with Division Cuba in the north. They know little about Haven but have heard that the USS *Virginia* is ready to set sail again; this is nothing more than an idle rumor.

Santiago

Unlike Pichilingue to the north, the small town of Santiago is used to the pirating activities of a man like Hans Brupp. For centuries this small community has been host to pirates who make their living off the unfortunates settled along the coastal waters. In recent years, the might of elements of *La Familia* has taken control of the community and holds it firmly in its grasp. No one works or acts without *La Familia* knowing about it.

Currently Santiago is a dangerous and lawless community that has hardly taken notice of Brupp and his men. When several of the local ships were stolen by men from Haven, the civilian leaders within Santiago suggested some sort of a counterattack. Under the guidance of *La Familia* members, they took their small fleet and tried to locate Brupp and his ships. By the time they actually encountered Haven's force, most of the men from Santiago had fallen ill from a sudden wave of food poisoning. In a matter of a few hours, all resistance was wiped out and Brupp was able to claim several new ships as his own.

Santiago has not known law enforcement since the outbreak of the war, something that Carlos Raver is proud of. Those businesses that thrived on the tourist trade turned to other lines of work, such as robbery and drug trafficking. Indeed, Santiago is the drug mecca of the Baja region and is well known for its support of such trades. Recently, however, Carlos Raver has taken to the trading of drugs for arms to build up a force strong enough to knock out Haven as a threat to his small empire.

In the past year Carlos and *La Familia* have openly attacked the last of the *Federales* forces in the area, uncovering a massive stockpile of weapons but limited ammunition. He is presently using those weapons and training his men for the eventual assault on Haven.

When the *Federales* army began to run short of personnel, many of the locals in the region were pressed into service. Thus there is a shortage in Santiago of young men in their 20s. Slowly some have returned from the occupied areas, with a strong dislike of Americans. These few men are very vocal and have expressed a strong hatred of the presence of Brupp and the USS *Virginia*. Some of these have disappeared over the passing months, believed to have been killed by the Marshals. Others still survive and are beginning to speak of taking over Haven some time in the near future.

The only time that any of Brupp's Marshals show their faces in Santiago is during a raid on the port facilities, and when they

do come, they are well armed and supported. While Haven has no official ties to the town, many of the drug lords and other criminal elements have begun to turn their support away from Raver and to Brupp as long as they are left unprotected. Others yet wish that Brupp was dead and that they controlled the power that he does. If there is any external threat that could crush Haven and its rise, it is the locals of Santiago and the might of *La Familia*. Hans Brupp knows this and is only planning on trying to find a way to deal with those issues by January of 2001.

RUMORS-SANTIAGO

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

Rumor A: In response to the attack by *La Familia* against its garrison, a brigade of *Federales* troops has been making its way slowly down the Baja Peninsula to Santiago. It has expressed orders to destroy the city and kill everyone there.

Rumor B: Food production by the citizens of Haven has been outstanding and could feed the entire region if the present leaders were not so hostile. It is said that to live on Haven is to be guaranteed long life and prosperity.

Rumor C: An American military unit has landed on the Baja Peninsula and is scouting out landing beaches for a full-fledged invasion of the region.

Rumor D: Carlos Raver is dying of the plague. The recent sweep of diseases has managed to infect the ruler of Santiago, and he is not expected to live through the rest of the week. In the meantime, there has been a call by his supporters to take him to Haven, where the Holy Brupp might be able to heal him.

Rumor E: There are Soviets living in the Baja. Some renegades from the Division Cuba have made their way to the peninsula and are raiding farms for food and other needed provisions. Some reports claim that they have even linked up with survivors from the Soviet ships that had fought against the USS *Virginia*.

Rumor F: Carlos Raver has secured an arrangement with Hans Brupp to have Haven provide the town of Santiago with electrical power. Within three months, the underwater cabling will be complete. Brupp has even made promises to fix the ruined sewer system in the town as well.

ENCOUNTERS-SANTIAGO

Die	Result
2	Animal
3	No encounter
4	Danger
5	No encounter
6	<i>La Familial</i>
7	<i>La Familia-2</i>
8	<i>Federales</i>
9	No encounter
10	Civilians
11	<i>La Familia-3</i>
12	Animal

La Familia-1: The characters will find sidewalk-style merchants trying to offer them such items as watches and jewelry. They

will try and lure them to a secluded area such as an alley or abandoned building. If the characters refuse or ignore the merchants, they will produce pistols and demand that the characters strip themselves of their weapons and clothing.

These criminals work directly for *La Familia* and usually succeed in gaining valuable materials through this little scam. If the characters counter and appear to put up a real fight, the criminals will flee without battle.

La Familia-2: As the characters approach the town, they will notice a mound of abandoned and rusted-out vehicles. Some of these bear the logo of the *Federales* and all show signs of being shot and/or blown up. This was a convoy that was raided by *La Familia* and was stripped of anything of value.

La Familia-3: The characters will be approached by 2D6+4 individuals, all bearing automatic weapons. They will be taken to an old warehouse where they will meet with Carlos Raver and several of his personal bodyguards, all heavily armed.

The characters will be told to tell him why they have come. Raver will listen to their story and be more than willing to let them live if they promise to bring him the tapes. To ensure that the characters maintain their end of the bargain, he is going to send along five of his crack troops to "assist" in the capture of the satellite data tapes.

If the characters refuse, Carlos will have them beaten and locked up until they change their minds. Escape should be easy since Carlos wants them free. In the meantime, he will have 1D6 of his own men waiting to follow the characters to Haven and to kill them once they have the satellite information. Each day *La Familia* follows the characters, a roll is made. If it is 9-, then Carlos' men are spotted by the characters and they will know that they are being followed.

Federales: A group of three *Federales* fugitives are hiding just outside of the town of Santiago. If discovered, they will try and enlist the aid of the characters in attacking and burning the city. Only two of the three have weapons and they are nothing more than pistols.

If the characters refuse to aid them, they will try and take one of the characters hostage to convince the others to provide them assistance. They can easily be bought off by offering them an automatic rifle or even several grenades. They are not above killing someone and will fight to the death.

Civilians: A group (2D6) of local farmers are entering the city with a small team of burros laden with sugar beets and other parcels. Each is armed with a pistol and a machete. They will fight until two of them have been shot; then they will try to flee into the town with the burros in tow.

Personalities

The referee is free to add NPCs to this list as needed.

CAPTAIN MIKAL ANDREKOV

As a long-time veteran of the Soviet Navy, Captain Mikal Destrovinich Andrekov has seen a great deal of the world. He is in his late 40s and in surprisingly good shape. He has dark blue eyes, but little hairline that is still intact over the long years. Mikal's eyesight has begun to fail after a shrapnel wound, and he wears thick glasses to read.

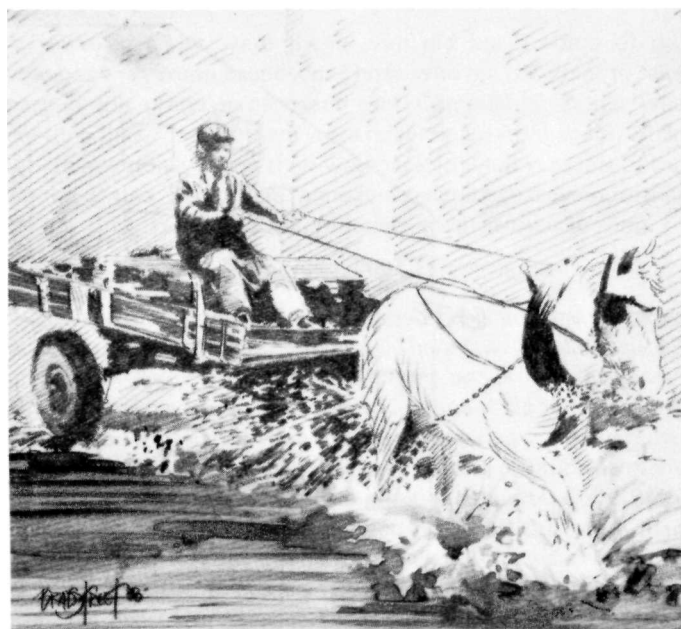
With the eruption of the war, Captain Andrekov and his ship survived the holocaust of the Soviet Navy in the North Sea, costing him 30 percent of his vision. His commerce raiding ac-

tivities were compared to those of Count Felix von Luckner of the First World War; disguised as a neutral merchant ship, his raider cut heavy losses to those ships that did not fall under the jurisdiction of the convoys. Finally he managed to link up with another Soviet task force and in late 1998 sailed into the Pacific Ocean for the remainder of the war. When his ship was nearly dry of fuel, he managed to capture a sailing craft from the Philippines and transferred his command there.

Since that time, the Captain has been doing the bidding of what remains of his government. When word came that the satellite DP 201 crashed relatively intact in the Gulf of California, he was closest to the region and was sent in to find it or negotiate for the return of the data if it was in the hands of someone else. If unable to gain control of it through diplomatic channels, he has full discretion to take it through whatever means necessary. Captain Andrekov has a very devious mind and plans to make use of the wide discretion that his orders have placed within his power.

He and his ship arrived on the island and found it to be a well armed and defended fortress. Andrekov was actually intimidated by the presence of the USS *Virginia* and the firepower that the ship still has. Thus far Mikal is trying to limit his discussion to just the satellite, but he is also aware that he cannot leave such a ship in semifunctioning order. He is staying on the island, trying to persuade Hans Brupp and his people to release the satellite undamaged. He sees Brupp as nothing more than a power-hungry madman who has lost most of his sense of reality.

Captain Andrekov is often seen as a hero, to both his men and those Americans who have heard of his raids in the Atlantic. He will only take lives when it is deemed necessary and is seen by many as a bright light of chivalry in a very dark time for mankind. While he neither believes himself to be a hero nor feels obligated to live up to his oversized reputation, he will take advantage of it if at all possible. Captain Andrekov is an Experi-



enced NPC.

NPC Motivation Results: Heart King: Captain Andrekov is fully intent on completing this mission and then retiring from active service, if at all possible. He is weary of war and of fighting, much preferring a direct battle to the stealth that has come about in the new age of war. His battles in the North Sea taught him that his age was beginning to take a toll on his performance, and he simply wishes to get away from the war and all of the problems associated with it. **Club Ace:** The Captain is no fool when it comes to trying to achieve victory. He has nearly eight men who have come ashore on Haven and have managed to keep relatively hidden from Brupp's force of Marshals. They are waiting for some sort of a signal from him. If the satellite's data tapes cannot be won through diplomacy, then they will be taken or destroyed. There is no other way that Andrekov can see to resolve the situation.

In either case, he plans on leading these men on to destroy the power plant aboard the USS *Virginia*. This will not be done until the data tapes from the satellite are under his control. He does not see the vessel as a military threat so much as a tool for the reconstruction of the region and a source of power.

Captain Andrekov speaks Spanish (LNG 10%) and English (LNG 60%) in addition to his native Russian.

NATASHA ANDREKOV

As the only living relative of Captain Mikal Andrekov, Lieutenant Natasha Andrekov does not expect any favors, nor is she known to give any. She is of slight build and plain appearance, her face showing all the weariness of a career that began with a tour of duty in Poland with the KGB during 1998.

Natasha is in command of the small commando force that Captain Andrekov has put secretly on the shore of Haven. She has essentially the same orders that the Captain does: capture the data from DP 201 or destroy it. She knows that her life and those under her command are considered expendable during the mission, but this is not the first time that she has had to deal with difficulties and hardships, nor is it going to be her last if she has any say in the matter.

Captain Andrekov requested that she be assigned to his ship, and when she was offered the position she immediately took it. The men in her command fear her, first from her KGB connections and secondly from her ruthlessness in combat. In the long voyage across the Pacific, she had many opportunities to prove her command skills, as well as those killing abilities that make her a dangerous fighting machine.

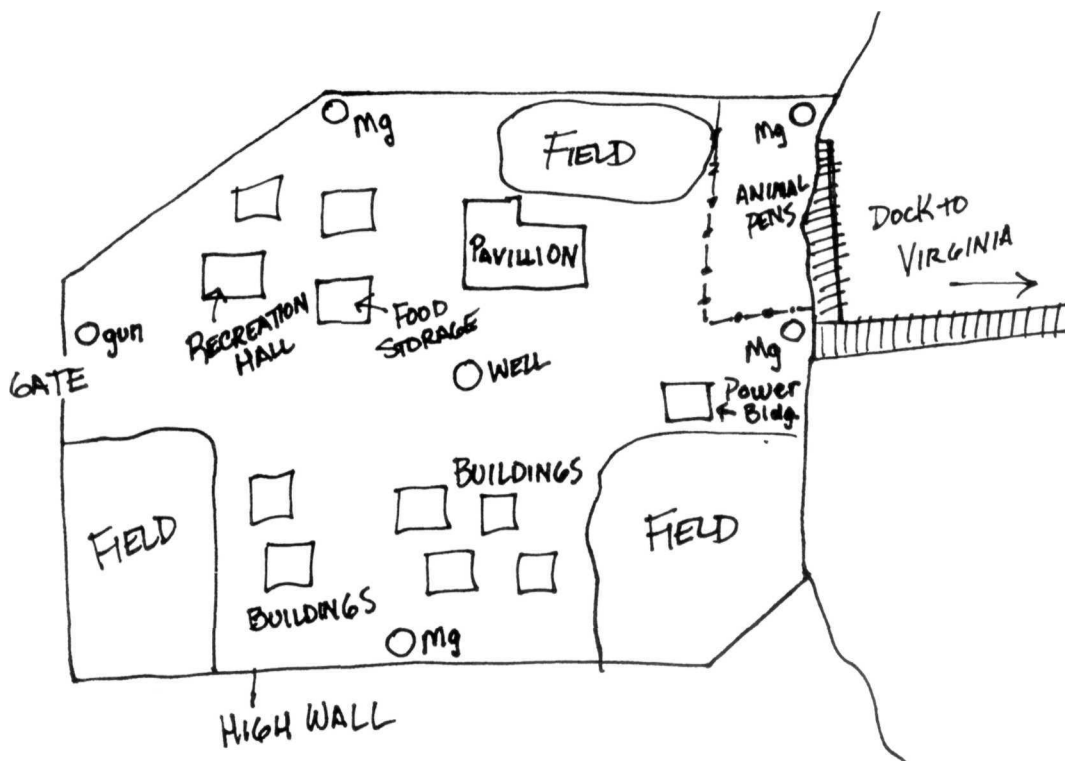


Natasha only has one family member, and that is the Captain. She admires if not loves him as the father that she has lost. But their relationship is very cold, still tied to military traditions. She sees the mission as a way for her to take part in some of the adventures that her uncle has become famous for, and yet to still play a functional part in a war that has ground tactically to a staggering halt. Natasha is an Experienced NPC.

NPC Motivation Results: Club Ace: Natasha Andrekov is a well trained professional who has her senses about her at all times. She is dedicated to the completion of the mission, no matter what it costs. As a secondary consideration, she is also dedicated to the Captain, though he does nothing to encourage these feelings. **Club King:** The mission is all that matters to her, and she will do nothing to place the mission in jeopardy, even if this means remaining hidden for several months on the island's western shore where she and her small commando group were placed prior to the Captain's scheduled arrival.

Her dedication tends to make her stand out as a loner, an image which she does nothing to alter. She has killed in the past and is more than willing to do it again, even if it is not strictly required.

Natasha speaks Spanish (LNG 20%) and English (LNG 15%) in addition to her native Russian.





One Man's Twisted Dream

This chapter is a description of the society and social organization on the island of Haven (see San Jose). The physical layout of the inner compound and details of encounters there are dealt with in the next chapter.

Beginning in June of 1999, Hans Brupp spoke nightly to his people through the P.A. system on the island compound. His messages were broadcast to the ship as well, for all to hear. At first these "sermons" were to relay information on the outside world, and on the progress of the island's inhabitants, but over time they grew into something more; and the messages came more often, until by the end of the summer they were being broadcast in the morning, noon and evenings.

The content of his messages seemed drastically altered as well. While at first they were used to broadcast news and points of interest to all on the island, they soon became a platform for Brupp to rise to a different plateau of power. He slowly spiced the broadcasts with his personal opinions, then, as each day passed, did what he could to invoke those views into the policy and laws of the island's inhabitants. Like so many of the propagandists of an earlier era, Hans Brupp corrupted the minds of those who came to live in his community. His opinions and beliefs were fueled by a small group of power-hungry Marshals who saw his growing cult-like status as a tool for them to achieve even more control and power. Men such as Marshal Calvin encouraged Brupp to continue, pressing him to take even further steps and more bizarre points of view.

By the time he was broadcasting three messages daily, the tone was dramatically different. Hans Brupp denounced all of the established mainland governments. He claimed that in his sleep he had been visited by "The Creator." In this sleep, he had been told that the war being fought around the world was for his benefit—that God had sent the *Virginia* and her crew to the island of San Jose to protect them from the horrors of nuclear destruction that fell on the rest of the world. When the war was over, and all the nations of the world had fallen, he,

Hans Brupp, would lead the inhabitants back to claim their rightful place as the rulers of the new planet.

Brupp's rather bizarre beliefs were initially followed by only a few, but the peasants and refugees who had come to San Jose were more than willing to follow anyone who could accomplish the things Brupp had done. If there was one thing that Hans Brupp did have, it was charisma, and he offered the region leadership. While it was somewhat off the wall, it was leadership nevertheless and was followed by hundreds.

Calvin and other Marshals offered the Holy Brupp their full support, as long as they held positions of power on Haven. Brupp knew that he needed the power of the Marshals and the support that they had, so he essentially agreed to keep them separate from the rest of the refugees socially. In other words, they would control the real power in his new community, and in turn they pledged their support to him. A small majority of the sailors fell into line as well, respecting Brupp and seeing no alternative.

However, there were those who did resist some of the changes that Brupp proposed. Those who did not want to take part in the grand experiment that Commander Brupp was creating fled. Most of them were never heard from again, while others eventually made their way back to what was left of the United States. Still others managed to establish a living further up the Gulf, settling in a community of their own making.

THE ROT FROM WITHIN

Not all of the opposition to Hans Brupp and his religious teachings left San Jose, however. There was a small handful of officers and men, though, who did not follow the quasi-religious messages of the former Lieutenant Commander and did not flee the island. They felt that Brupp had gone mad, and worse, that he was believing his own ranting as much as many of the island's inhabitants. This group was led by Chief Petty Officer Martin Denials, a dedicated naval officer and a man sworn to his own convictions. On 22 October, he and 16 of his followers decided to politely call on Brupp and try to sway him from his quasi-religious teachings, or to simply find out if he

honestly believed the things that he broadcast. Either way, they wanted an end to the sermons and their messages.

What they found was a delirious individual, trapped by his own use of narcotics and the twisted rantings and ravings of those around him who professed to be his allies. Marshal Calvin had heard about the dissent and had already managed to plant a great deal of paranoia within Brupp's mind long before the men met with him. The 16 men met with Brupp for three hours, and left thinking they had made some sort of headway with the former naval officer. By dawn the next day, none of them were to be found in their beds by the waking work crews. Their bodies had been strung up in the center of the compound, mutilated almost beyond recognition. Brupp called all the settlers together and let them witness the fallen men. He claimed they had come from Satan to ruin the paradise he had been building for them. The Creator had given him the power and the right to kill them, and that was what he had done. Like a master showman, Brupp had his followers believing that he had saved them from a greater evil. Those that did not believe kept to themselves, fearful that the same fate might befall them. Marshals were now seen as a force to be not only respected but feared.

The incident had wide-reaching implications. It began a new era for the island. Brupp told his people the island was no longer to be known as San Jose but as Haven. Haven was to be a blessed community, and living there was to be considered one of the highest honors a mortal could obtain. More importantly, Brupp had established that those who did not follow his beliefs were free game for killings. Over the next month, there were many of what he called "sacrifices" in the name of his holy cause. Dozens of those who did not lead their lives according to Brupp were killed for all to witness. Any commission of any crime led to death, in public, and usually in a horrible manner. Few people balked, for those who did were sacrificed soon after. Fear ruled, and honor to the man who had brought civilization to the island of Haven.

Brupp decided to change the way he dealt with the mainland authorities and officials. Instead of negotiations and trade, he bought goods by taking family members hostage and holding them for "rebirth" on his island fortress. In a series of nightly raids, many of the children of the elite and powerful on the mainland were whisked away to Haven and held prisoner. Many of the officials tried initially to free their loved ones by using force, only to find that Haven was a massive armed encampment staffed with fanatics willing to die for Brupp and his causes. Brupp and his men lost little in the way of casualties, and the message they sent was clear: resist the will of Haven and Hans Brupp, and perish.

SOCIAL ORGANIZATION

A startling social order had arisen from the madness of the teachings of Hans Brupp. Those sailors who still remained alive and followed him were elevated to the highest status possible in his new society. They bear the title of "Marshals" and are the only inhabitants allowed to carry firearms on the island. They are distinguished by the way they dress, wearing light blue naval pants (from stores still aboard the USS *Virginia*) and white smock tops for formal occasions.

The Marshals are always armed and flaunt their weapons as a sign of power and prestige. To insult a Marshal is the same as insulting the Holy Brupp himself, and there is only one form of punishment on Haven for insulting the Holy Brupp: death. They all have above-average living quarters with power and

modern conveniences, and they receive the best food from the crops. They have, for the most part, become power-hungry and arrogant, and few of them are willing to even think of changing the current social order or political situation. Many have become lazy and content with the life that has been handed to them and are no longer the physically fit former officers of the United States Navy they once were.

The class level below the Marshals is the Kindred. This is most akin to the middle class on the island, but it is by far the minority. The Kindred are the foremen and the managers of the community fields. They enjoy many of the privileges of the Marshals such as good food and many conveniences. Most of the Kindred are natives to the region, able to communicate to both the Marshals and to the Support, the lowest class on the island. They cannot carry weaponry more sophisticated than a simple blade. Most have pledged stern loyalty to Brupp but are willing to follow anyone who offers them a better life than what they have now. They have great dreams in this new society and are not willing to risk any of it to return to the lives they once had.

To become a Kindred is a means of reward for a job or a task well done. This task may be something as simple as completion of a new well or building a wall days ahead of schedule. It can also be for turning in someone who is suspected of plotting against the Holy Brupp (as Brupp is now called). Most of those who are turned in are totally innocent and are only tools of someone's rise to power, but none of that matters on Haven. Suspicion of guilt is enough to call for death.

No Kindred who have lost their status are alive. Several have fallen from grace, most by stealing. This handful of the class literally disappeared overnight. Hans Brupp firmly believes that actions speak much louder than words and his message to the Kindred is simple: They are the chosen few who will spread the power he has created on the island to the rest of the world once the war is over.

The lowest class level on Haven, and by far the largest, is that of the Support. These are the common laborers who work on the compound, dig the ditches, fish the seas, and work in the fields. Their housing is poor compared to the Marshals but common for the region. Their bunkhouses are wired for power, but it is seldom available. The lucky ones are allowed electricity for an hour a day and have access to indoor plumbing in the form of community bath houses. The food they are given as rations is usually what is left over from the Marshals and the Kindred. They work the hardest yet reap the least benefits in the society that Brupp has formed.

Many hope that by working hard, they may reach the level of Kindred, as a few of their number already have. Some come from split families, with members on the coast working the plantation there and others working on Haven itself. While Brupp allows these split families to be together from time to time, it is only for long enough to remind them of exactly who is in command of Haven. It is also a tool for keeping belligerent families calm and passive for fear of what might happen to their distant relatives.

Whatever they had in a former life now belongs to Haven and to the Holy Brupp. All of the Support's material possessions are converted to trading goods for the community. Those goods that cannot be used in barter are allowed to remain in the possession of the individuals. Even clothing is distributed by need rather than by who owned what article. Thus the Holy Brupp controls every aspect of their lives, and for the most part, the Support tolerates this control as part of the price they must pay.

THE DIVISIONS OF SOCIETY

Of all the social elements that live and operate in the vicinity of the adventure, the most important one is the society of Haven itself. While each of the smaller groups that make up Haven has been described in some detail, it is important to look at how these groups live and work as a whole. The referee is likely to find this information useful in the dealings that the players are bound to have with the inhabitants of the area.

Haven is a very tight and close-knit community. The island proper is small, and this tends to make for tight living conditions on the parts of the land where the community is centered. This closeness serves several purposes. One is that it forces all groups to work closely with each other since they live together. Secondly, it also acts as a bond between the people and their society.

The society that has formed on the island of Haven is very diverse and rapidly changing. This turmoil, and in many ways social confusion, has allowed a number of small groups to rise into existence. Many of these, due to their nature, are secretive and keep to themselves. They do not risk exposure, for fear of what Brupp and his Marshals, or other groups, might do to them if they are exposed.

Currently, there are 79 Marshals, 15 Kindred, and nearly 238 members of the Support. Of these, 10 Marshals are on the mainland plantation at any given time, as well as five of the Kindred and some 103 of the Support. The remaining members of Haven are on the island proper living in or near the main compound.

The Support

The Support is the lowest of the social levels that have formed on Haven and represents the base of the native population in the region. They have a wide variety of different attitudes and function mostly as the work force for Brupp's New Society.

The Support is a rather unique mix of two different kinds of personalities. One is that of the converted religious fanatic. This represents only 60 percent or so of those who make up this social class on the island and the plantation on the mainland. They are basically full-fledged converts of Brupp and his men. They worship Brupp as if he were a god. They listen faithfully to his nightly messages and sermons—his word is law.

Of this majority of the Support, almost all are willing to die or commit suicide if offered the chance to do so in the name of the Holy Brupp. Characteristically, they come from a background of having been poor or homeless before the war. When the disruption of society came, they saw Hans Brupp as a leader who provided them a home, electricity, and a purpose in life. Thus they view Brupp as the only hope of salvation and live by whatever he tells them to do.

While most members of the Support are not armed, they do have access to tools that could be used as weapons. Many are working hard and long on the promise and hope of being moved up to the level of Kindred.

A good 40 percent of the Support on both Haven and the mainland do not follow the teachings of Brupp outside of the daily public prayer sessions. They essentially opportunists who see Haven as a source of power and life, but are not sworn to die in its name. Like the majority of the Support, they attend prayer sessions and listen to the sermons at night and work hard. Their main difference is that they are not committed to Brupp or his beliefs. They will follow whoever is in charge of the island as long as they are treated with food and the necessities of life.

This minority lives on the edge, and initially there were more who fit into this number, but they have disappeared, many turned in for possible treason against Haven. Those who fall into this 40 percent of the Support do not voice their opinions out loud, nor are they likely to take a strong stand one way or another concerning overthrowing Brupp or fighting for him. They are content to sit back and let others decide the major fates of the island and its community.

Work Details: The community of Haven was created with concentrated goals and with plans to meet those goals. Hans Brupp and his Marshals meet every Sunday morning for breakfast to go over the goals and the progress of the various work details.

On the island there are a number of different areas that a group of Support may end up working in. Of primary importance to all on the island is the tending of the crops. This is where 60 percent of the work details can be found on a given day. This work includes planting, hoeing, harvesting, and clearing of new spots for future use. The digging of a series of irrigation ditches is underway, with almost 50 percent of the work already done.

Another area that workers of the Support and Kindred are drawn to is the construction of better housing and defenses. Hans Brupp has envisioned that Haven will be a fortress that no army can breach. To meet that demand, he has ordered the building of several defensible walls around the main compound for protection. By January of 2001, most of these have been completed and work is being done on walls and buildings outside of the community area proper.

The Kindred

The Kindred is the reward level just above the Support. This is a mixed lot of individuals and opportunists who do what they can get away with to exploit the Support for their own gain. The vast majority of this class level are willing to sell out their own people to gain the position and power they have.

An outsider would see the Kindred as something along the lines of honored prisoners. They have a higher degree of rights but are still under the iron heels of the Marshals. For the most part, with a few exceptions, the Kindred are nothing more than those who have surrendered to the Haven way of life. Under different circumstances, they would never have fallen in with the likes of Hans Brupp. But the Third World War changed all



of that, and they see their positions as a way of staying alive with some degree of prosperity and power.

The majority of the Kindred are not so much swayed by the religious teachings that Brupp's sermons offer as they are interested in using those instructions to their advantage. This majority is interested in maintaining the status quo, thus keeping their own power and authority intact. They see any threats coming in from the outside as dangerous, and they react accordingly.

The persona of this majority is Manuel Solomon Gonzales, an individual who is sneaky, underhanded and cannot be truly trusted by anyone—superiors and underlings alike. There is power in being a member of the Kindred, and with that power, there is also a great deal of ego. The majority of this class flaunt what they have gained in their status, making them both admired by the Support and hated at the same time.

The minority of the Kindred are actively working to see an end to the society that Brupp has formed on Haven. They see their own status for what it is: a buffer between the Marshals and the Support. They know their job is to keep the masses more or less calm and following the whips of their Marshal masters.

Antonio Reges is typical of this level of the Kindred. On a personal level, he has seen what the government of Haven is like. Those few who believe in Reges have formed a group called The Inside which plans the overthrow of Brupp and his Marshals and the freeing of the island's prisoners.

Typically those of the minority of the Kindred never voice their opinions for fear of what will happen to them. They are seen by all of the Support as the most personable leaders and are respected in a manner according to their positions.

Marshals

The rank of Marshal is very much a segregated class left only to those who originally came from the USS *Virginia*. It is this class that carries guns and other weapons and is more than willing to use them.

The Marshals would be seen to an outsider as a combination of both local baron and prison guard. They are the protectors of the society. In many respects, they are police force, judge, jury, and executioner all rolled into one. There is only one person who is above the Marshals and they are keenly aware of that. They also know that this one man, Hans Brupp, to date, has never punished one of his own Marshals for any actions or activities they have become involved in.

The membership of the Marshals is split fairly evenly between those who are ardent followers of Brupp and his teachings, and those who are opposed to his rule of Haven. Those who follow Brupp do so mostly for reasons of their own, primarily the preservation of their own authority in the status quo. Even the members of this level do not totally believe the preaching of their former commanding officer, though a very small minority can be classified as converts to Brupp's religion.

Brupp's followers are behind him for their own purposes, mostly for the power and prestige their rank provides. Very few of the members of this level actually believe the status quo is going to remain the same for very long. They have seen the anger in the other classes and, more importantly, have heard the rumors of Marshal Calvin and his small clique planning to take over the government. Thus, most of the Marshals have, in the months prior to the players' arrival, tamed their beatings and killings of the natives.

It is important to review this class's background in terms of education and training. All were sailors, and all have strong

educations and backgrounds that have taken them around the world. They are not religious fanatics but men who have taken advantage of a situation and are willing to make the most of it. Their biggest weakness lies in their inability to master Spanish as a language. Many times they will have to bring in one of the bilingual Kindred to moderate because they cannot properly pronounce the words. They will do what they must to keep Haven as it is, but when it becomes a matter of life and death, they will bow out of a fight.

A very few Marshals are seeking some sort of an overthrow of Brupp's Holy Society. In the past, those who are elements of this group have provided help in the form of information to The Inside. Having seen what some of the more violent Marshals and Brupp himself are capable of doing to those who are suspected of being traitors, they are very paranoid.

The last small fringe of the Marshals is the outright mercenary fanatics. These are sailors who are essentially the strong arm of Brupp's policies and beliefs. The chief among these is Marshal Clark Calvin, who advocates killings and beatings of those who do not follow the ways of the Holy Brupp. This is a small number, but they are highly rewarded for their crimes and thus are unwilling to tolerate any change in leadership that does not reward them even further. They do not care about the Support or the Kindred and are egotistical to the point that they do not see them as an internal threat to the state of affairs on Haven and its plantation.

THE INSIDE

This is a group of five Kindred, led for the most part by Antonio Reges. While he is a reluctant leader of this very small band, he is willing to maintain control until another, more appropriate leader can be found.

Along with four Kindred leaders, The Inside has a total of 40 members of the Support who are more than willing to give aid to the plan to oust Hans Brupp and the Marshals. Most of these members of the Support have lost family members or loved ones to Brupp's cleansing of the population of undesirables. Also, a number of these are in the same situation that Reges is in, with a loved one trapped in Brupp's jail.

To date there has not been a full meeting of The Inside for fear that the Marshals would find out about the group and purge its membership. Each of the Kindred leaders keeps in contact with a small group of the Support, relaying information and items of interest.

So far no physical action has been taken against Haven and its government. However, The Inside has managed to create and keep hidden small caches of arms and ammunition, as well as other weapons that might be of use. Most of these have been stolen from the Marshals' quarters while they sleep—a risky proposition that Reges fears is destined to backfire soon if the group is not careful.

The only thing that has been holding this group back is the sheer firepower of the USS *Virginia* just off the shore, as well as the fact that they are still hopelessly outgunned by the Marshals and others very loyal to the Holy Brupp.

Killing or capturing Brupp would accomplish little if the missiles aboard the *Virginia* are turned on the island or the plantation. Thus far, this overwhelming fear has managed to keep the activities limited to information gathering.

Several of the Marshals have made contact with The Inside but have not been informed of the group's true intentions and purpose. While this is destined to happen some time in the near

future, Antonio and the other Kindred are keeping their watch on these Marshals to make sure it is not some sort of clever trap on the part of Brupp to lure them into some sort of an ambush.

The outright and overall plans of The Inside are as follows:

1. Within one week of the adventure's start, The Inside will burn down two Marshals' homes. These will be chosen at random, and the referee can select the houses on the provided maps of the compound.

2. One week after the burnings, two Marshals on the mainland plantation will be killed and their bodies burned. The Inside feels that Brupp's retribution against the squatters after this action will provide them with a large backing of people against Haven.

3. A month after the killings, The Inside plans to try to steal a large quantity of guns and ammunition. These will be buried two kilometers north of the compound.

4. After another two weeks, they will try a mass assassination attempt during one of the Holy Brupp's nightly sermons. Their goals will be to take out Hans Brupp, Marshal Calvin, and a select group of Marshals. After this attack, they will secure Haven as their own, killing any aboard the USS *Virginia* who dare to oppose them.

On the mainland an army of squatters will rise up at the same time as the assassination, and they will overthrow the plantation and the Marshals who control it.

A DAY IN THE LIFE

The following information is for the referee so that he/she can better recreate the NPCs of Haven for the player characters. The following charts show a typical day in the lives of those who inhabit Haven and the plantation. While these patterns vary, they generally will provide referees and players alike with a better understanding of the people there.

Marshal

7:00 a.m. Wake up, have morning breakfast with other Marshals and Hans Brupp in the Pavilion.

7:45. Join all citizens in the courtyard for morning prayers and meditations.

8:30. Meet with representative Kindred under the Marshal's command and outline the tasks that need to be accomplished during the day.

9:45. Arrive at work detail and make sure that Kindred and Support are performing tasks as ordered.

11:00. Random inspection of the Support's or Kindred's living quarters while they are working.

12:00 (Noon). Meet with other Marshals for lunch.

1:00 p.m. Siesta.

3:30. Visit with work detail until 5:00 p.m. At that time bring in work detail for afternoon prayers.

6:00. Eat dinner with Marshals and the Kindred.

7:00. Listen to nightly sermon.

8:00. Meet with other Marshals at Pub.

10:00. Return to living quarters and go to bed.

(Note: On any random night a Marshal may have orders to awaken during the night and inspect any Kindred's or Support's living quarters.)

Kindred

6:00 a.m. Wake up and awaken all Support they are assigned to. Early morning duties are performed including preparation of breakfast for Marshals.

7:10. Eat breakfast with Support in the Commons.

7:45. Morning prayers with others in courtyard.

8:00. Supervise kitchen and breakfast clean-up.

8:30. Meet with assigned Marshal and take orders for work task of the day. Rally Support and take them to work site.

9:45. Inspection by Marshal.

11:30. Go to kitchens and meet with other Kindred for lunch. Then take food out to Support at work site.

1:00 p.m. Siesta.

3:30. Inspection by Marshal.

6:00. Have dinner with other Marshals and Kindred.

7:00. Nightly sermon.

8:00. Private time with family.

9:00. Go to sleep.

(Note: There is a very small handful of Kindred who are assigned to night duties similar in nature. These are the Kindred charged with the responsibility of defending the island of Haven. They will do most of their work at night and sleep during the day.)

Support

6:00 a.m. Wake up and prepare meal for Marshals.

7:10. Eat breakfast with the Kindred.

7:45. Morning prayers in Courtyard.

8:00. Clean-up detail from breakfast.

9:45. Arrive at work detail site and begin daily work.

12:00 (Noon). Lunch break.

1:00 p.m. Siesta.

4:30. Return to compound area and begin to prepare nightly dinner.

6:30. Have dinner (usually what is left when Marshals and Kindred are done eating).

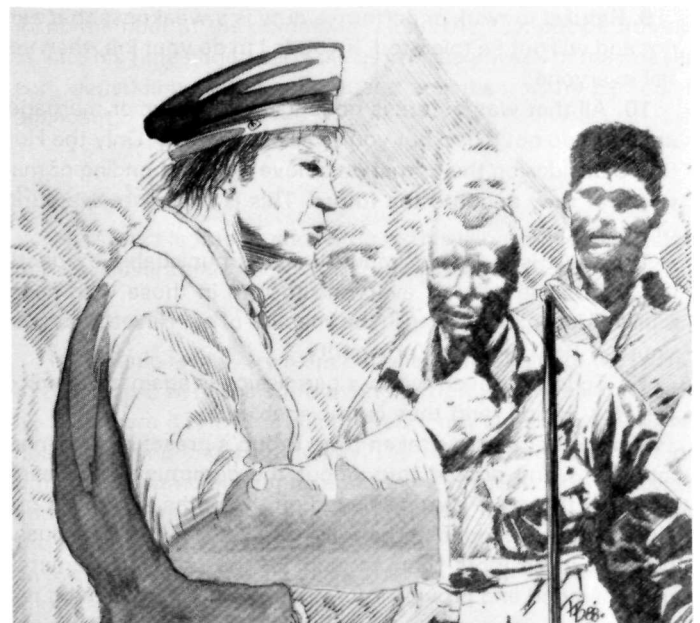
6:45. Clean up after dinner.

7:00. Listen to nightly sermon and prayers.

8:00. Private time with family.

9:00. Sleep.

(Note: Many of the Support are also on the night shift, patrolling the beaches and other vital areas around Haven area. In these cases, their schedules are opposite of the times listed above, with sleeping taking place during the day and duties at night.)



THE RULES OF THE COMMUNITY

Haven has a series of rules that the Holy Brupp has passed down to those who live under his rule and domain. These rules are posted on every building, usually on a white signboard. New rules are added from time to time, and everyone on the island is expected to follow those laws as presented. If not, the penalty is often to "disappear" or to be killed and have one's body placed in the central courtyard of the compound.

Any players who come to Haven or the plantation will find out about these rules, and they will give them an excellent tool for adapting to the island. Many of these rules and laws are almost on the verge of gibberish, taken directly from the ravings of Brupp's nightly speaking. The posters with the rules are printed both in English and in Spanish. The following is a listing of the laws and commandments as Brupp has presented them:

1. The Leader of Haven is the Holy Brupp, and He is above all laws and questions. To speak against him is to speak against all who live in Haven, and thus is a sin against life. Follow his lead, do what he asks, and all will be taken to a higher plane of life.

2. Treat a Marshal as you would treat the Holy Brupp, with all kindness and consideration. Respect them, and they will lead you to greater glories.

3. Work done for the community is work done for yourself. Failure to work is a sin against everyone and will not be tolerated.

4. Curfew is in place at 9:30 p.m. so as to provide you with the nightly strength to work for the community.

5. Those not of Haven are impure. Aiding those not of Haven is to weaken us as a whole. No aid is to be given to strangers, and all of those who are new to the community are to be reported to a Marshal.

6. Power is something granted by God for use by those who have excelled in Life. Thus, electricity is to be used by the Support during appointed hours. Using electricity when not authorized is to be treated as a crime against everyone in Haven.

7. Waste is not tolerated. A person caught wasting will do without food for a week.

8. Only those approved by the Holy Brupp may carry weapons of death. To carry a weapon without permission is to invite death itself.

9. Refusal to work or perform a duty is a weakness that cannot and will not be tolerated. If you fail to do your job, then you fail everyone.

10. All that was before is no longer. Your former marriages and lives do not exist, but your will is respected. Only the Holy Brupp decides on the formation of love and the bonding of marriage for now and into the future. This is to ensure the purity of our people.

11. Theft is a sign of impurity and is punishable by death.

12. It is the duty of everyone to turn in those who speak against Haven. By turning in the enemies of our Haven, you grant yourself holy bliss and prosperity.

13. To leave Haven without permission is against the will of the Holy Brupp, and thus is punishable.

Many other sayings taken from Brupp's preaching are made into signs and posted throughout the community of Haven. Some of these are also displayed on the paths and roads outside of the compounds. The following list is far from inclusive but should be more than enough for the referee to create a general mood and provide information to the players who may spot such signs during the adventure. These signs are printed

both in Spanish and in English.

That which is clean is Holy.

We have been promised a Greater Life.

Only through Work can Salvation be found.

Waste is an Evil against us all.

Believe in His word and no Evil will befall you.

Only through your belief shall we Rise.

We have been promised a Place of Power when the time is right.

We live as one Family, with one Father.

Beware those not of the True beliefs.

Out of the fires, Haven shall rise.

Weak thoughts breed weak Souls.

ENTRY INTO HAVEN

The player characters will have several different ways they can enter the situation in and around Haven. Thus an understanding of the different ways to visit the island and meet with Hans Brupp is important for the sake of play.

Direct and Indirect: The players may opt for the direct approach of landing on the island and informing those whom they meet that they have come for the satellite. They will not be attacked but treated very much as guests. This is mostly due to the fact that the Holy Brupp has been expecting some delegation from his former country and has issued standing orders not to kill Americans on sight, but to return fire if fired upon.

Brupp has no intention of ever letting go of his satellite but will never convey that fact directly. He will, if given the chance to meet with the players face-to-face, explain to them his beliefs and how he feels that the fallen satellite is a divine message from the Creator to him that he and his people are chosen to survive after the horrors of the war. He is willing to negotiate, falsely. He feels that such a stalling tactic is going to somehow work to his advantage. No matter what, Hans Brupp will not give up the satellite freely and is willing to risk many of the lives of those around him to protect that stand.

There are a number of ways in which the players may indirectly infiltrate Haven. They may petition to enter the island community posing as refugees. Passing themselves off as pirates, they may try to offer their services to Brupp and his Marshals. The list is as long as the creativity of the players; however, there are several generalities that do come into play in these indirect attempts. These include policies, interrogations, or even an application to join Haven as a full member. These points are outlined below:

Capture: Anyone caught on Haven grounds without permission is automatically considered an enemy of the community. Many of the Marshals shoot first and ask questions later, especially since some of their numbers have been killed by squatters on the mainland. Still, most will ask an opponent to surrender first to try and take them as a prisoner.

All interrogations are conducted by Marshal Calvin and up to three other Marshals. They are done in a small cell on Haven within the "rebirthing" chambers, or Haven's jail. The questions are always slanted as if the person were guilty and having to prove themselves innocent. The following is a list of sample questions that are typical of such interrogations:

"Why have you come to destroy our community?"

"Who do you know in Haven and why have they asked you to come and kill us?"

"What national government has sent you here?"

"Are you willing to die for your crimes against us by trespass-

ing here?"

(If arms are found) "Are you a criminal or fugitive from the law, and if so, explain the incident?"

The answers to such questions are as wide and varied as the responses that the players are able to provide. Sometimes interrogations have lasted for several days but for the most part are done within a 24-hour period. In the end, the person who makes the final decision is Hans Brupp, who will watch as the victim is questioned and make a decision based on his own personal whims. This provides the referee with a great deal of power to pressure the players into performing their roles very well, or to guide the players down a better path of thinking to a more reasonable approach.

Beatings during interrogations are not uncommon. However, Hans Brupp will not stand to have officials from a government beaten. Thus, if the players identify themselves as Americans and confess they have come for the satellite, they are not likely to be beaten.

The rules for prisoners depend upon the severity of the crime. If any Marshal or member of Haven is killed or wounded by the players and they are captured, they will find that the punishment is very severe. The Holy Brupp will listen to them, but in the end, he will make examples of them. Even if they admit that they represent Milgov, such crimes against his people cannot be tolerated. The guilty party will be shot and the body displayed the next day in the courtyard. There is no plea bargaining or chance for appeal.

The Entrance Process: If players try to pose as those who wish to enter Haven as citizens and members of the Support, there is a formalized process which is followed. The first step is the completion of a form concerning their backgrounds. The next step is an interviewing session with three Marshals where the application's questions are reviewed and discussed verbally. All three Marshals must approve the application for it to be forwarded. If one is in disagreement, the application is rejected and the whole process must begin again. Once this is done, the application is forwarded to the Holy Brupp himself for final approval.

There are several different things that are looked at closely during the interviewing process. One is the general sincerity of the applicant, whether the information they have presented in their application matches what they say verbally. Also Hans Brupp has informed his Marshals of the need for skilled tradesmen such as blacksmiths, electricians, carpenters, bricklayers, etc. Usually candidates with these sorts of skills are processed much more quickly with fewer delays and red tape. The reasoning is simple: Haven needs these sorts of skilled individuals in order for the community to survive. Brupp also sees such people as strong assets who, by being kept under his control, will force the local governments to deal directly with Haven for such services.

The strongest area of discrimination is in the area of language. While Brupp and many of his men speak both Spanish and English, the Holy Brupp favors those who speak both languages. Since he feels that citizenship to Haven is essentially a "buyer's market," only those who show some degree of bilingual skill are going to be considered. There are exceptions to this rule, but only if the individual in question has very strong skills in terms of trades or abilities as mentioned above.

Several different things can make an individual stand out in the wrong light during the interviewing process. One is an affiliation with any government other than that of the United States. Brupp has passed strict rules disallowing members of

the assorted Mexican governments, especially *La Familia*, to take part in life on Haven. Hans knows that his position is a delicate one, and he does not even remotely trust the different governments that are at war with each other for control of Mexico. At least once a week his nightly preaching tells the people of Haven how he expects the *Federales* or even *La Familia* to one day invade Haven, and that battle—one he expects to win—will signal the start of Haven's takeover of the rest of the world.

Former military men will find one of two responses from the interviewing Marshals. Either they will be treated very favorably, or they will find themselves blackballed and never allowed to enter Haven. The reasons for this depend strictly upon who is conducting the interviews. Some of the Marshals are proud of their past and respect those who serve in the military, while many others see outsiders with similar skills and backgrounds as a threat. No matter what the background of the individual, it is very unlikely that anyone entering Haven will ever hold the rank of Marshal.

The entire process can take up to four days. The process is conducted once a month on the mainland and individually on a weekly basis for anyone trying to land directly on Haven. Interviews traditionally are nothing more than a verbal inspection of the application lasting no more than three hours. The final approval by Hans Brupp can take the longest period of time. As of the end of January 2001, only one in a hundred applicants is granted the rights to live on Haven as one of the Support.

If approved, the individual is taken through a week-long indoctrination into the community. This includes religious classes conducted by the Marshals. Other aspects of the indoctrination include medical inspection, room and work detail assignments, orientation to the facilities and the types of duties expected. This finally culminates in a Baptism by the Holy Brupp himself. If at any point an applicant shows signs of betrayal, or that they are dishonest or in any way not meeting the obligations of their application, they simply disappear. The reality of the situation is that they are automatically found guilty of crimes against the community and are subsequently killed.

Even once they have cleared their indoctrination period, they are closely watched by their assigned Kindred and the Marshals. New arrivals find their quarters searched regularly while they are on work detail. Every action is under the watchful eye of some member of the community, as if they cannot be trusted at all. This time period can take as little as a week or may never end, depending on the actions and activities of the particular applicant.

Personalities

The referee is free to add NPCs to this list as needed to flesh out the adventure.

HANS BRUPP

Hans Brupp is in every respect the supreme ruler of the island of Haven and all of the surrounding territories. More importantly, he knows it. He is a quiet person, not speaking unless he has something important to say. His voice is deep and very intimidating, commanding attention and respect. This has only added to some of the legends that he has indeed spoken with the Creator and is one of His favored. Brupp has a great ego as well, though, and he feels that anything he does say is important.

Brupp will always dress in a loose-fitting white smock. He has

taken to wearing sunglasses over the last year, and it is rare, even in the cool of the night, to find him ever without his glasses on. He will appear to be immaculate in every sense of the word and will not appear in public with clothing that is not spotless.

Hans originally was the commanding officer of the flight deck aboard the USS *Virginia*. When the ship was crippled in combat, he wandered from his post, leading a fire-fighting team through the burning hull of the ship on his way to the bridge. His own flight deck was wiped out by a missile, and Hans reached the remains of the bridge to find it in shambles as well. Wasting no time, he took command of the ship. Through a series of lucky guesses, he survived and reached the island of Haven. Prior to the war, Brupp was the first person to admit he had no skills or knowledge of the piloting of a ship, but since his successes with the USS *Virginia*, he sees himself as some sort of hero.

Since his arrival on San Jose Island, Hans has changed. He renounces his former life and openly supports any person who deserts the military in favor of his lead. He honestly believes that the Lord has spoken to him and promised that his people would be those who survive. Playing God, he sculpted the face of the island and renamed it Haven. In many respects he is a genius, having turned the sandy and rocky island into an armed and moral fortress which provides food and shelter to a thriving community. His position and authority over the island has him believing he is incapable of doing wrong, and that even killing his fellow man is a moral policy, as long as he declares it so. His religious rantings and ravings have become real to him, as has the influence he has over many of those who live on the island and the shore. People love to follow him, and Hans Brupp is the first person to admit he is worth following.

These delusions are fueled by his heavy consumption of drugs, most of which have been provided by the locals from the mainland. He secretly maintains his own garden to keep himself supplied. Very few individuals know about the garden, and those who do are aware that rumors concerning its existence carry a death penalty. Brupp has unknowingly become more addicted due to the influences of men such as Marshal Calvin.

Most importantly, Hans is a cold-blooded killer who places no value on any life other than his own. He fits the perfect mold for a maniacal leader and people are more than willing to follow him, even to the death.

Despite all of these factors, Hans Brupp is also a leader with natural charisma. It was his leadership that brought some sort of organization to the area and provided the locals with electrical power where most of the coast remained in darkness. Despite the delusions and the touch of madness, Brupp is still a genius and is revered by a large number of the island's inhabitants. Brupp is a Veteran NPC.

NPC Motivation Results: *Spade Ace:* Hans has the ability to inspire confidence in those around him, and to instill in them the idea he knows best. He honestly believes that all of the nations of the earth are destined to fall and that the community he founded is going to rise up and take over what remains of the world, but his charisma is corrupted with deep paranoia.

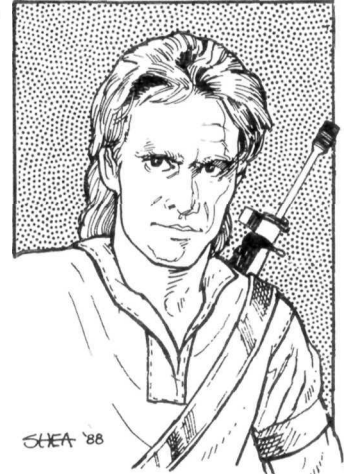


Even if confronted with the fact he supported the unjust murder of innocents, Brupp will claim these are legal if he says so. Like a spoiled child, he feels that everything he does is right and channels every bit of his life along these narrow lines. *Spade 5:* He sees the information within DP 201 as a bargaining chip to expand his power beyond the region. His forceful personality and deep charisma make him a dangerous opponent—someone who is not afraid of ordering someone killed, but slightly afraid to get the blood on his own hands.

Brupp speaks Spanish (LNG 60%) in addition to his native English (LNG 100%). Approximately half of the time he is strongly under the influence of narcotics; his skills are cut by 75 percent when this occurs.

MARSHAL CALVIN

Marshal Calvin was originally Seaman First Class Clark James Calvin. Clark Calvin was always in some sort of trouble while living the life of a sailor, and he has not lost this spirit since the wrecking of the USS *Virginia*. He was, in every classic respect, the natural bully, always intimidating and even physically abusing those who did not meet his criteria—which few people ever managed to do. Brupp saw this in Calvin early on and appointed him his second in command, hoping to do his best to exploit his ego and the power in the fear that Calvin brought to others.



Calvin is feared by all the other Marshals to some degree, and his very presence near Kindred or Support causes them to tremble. It was Calvin who was said to have personally killed those few sailors who dared to rise up against Brupp. All that is known for sure is that those who defy him disappear altogether. One thing is known by most of those on Haven, and that is that Calvin is willing to do whatever it takes to survive, even if that involves murder and lying.

Marshal Calvin wears the traditional white smock of the Marshals and of their leader, Brupp. His only variation is a red armband on his left arm. This is so everyone will be able to distinguish him from the other Marshals. He always has an M1 6A2 slung across his shoulder, quick and at the ready should anyone dare to step out of line. In his boot, he carries a very large Bowie-style knife which he "appropriated" on one of the thefts of sailing craft. From time to time it has been held to the throats of many of the Support as a gentle persuasion to work harder.

Calvin's attitude is narrow and not open to much debate. He is a mercenary at heart, making the most out of the situation that Brupp has created. It was Calvin who first introduced Brupp to drugs and now is hoping to eventually lead his leader to the fine edge and to his death. While he himself avoids the use of drugs, he is a wild drinker and a full-fledged alcoholic. Every other night, he is seen in the Canteen drinking and carousing. Usually his hangovers only seem to add more to his disposition.

Calvin sees his feeding of drugs to Brupp as the perfect opportunity to rise to the throne of Haven as its new ruler. Several times Hans has refused to take the narcotics, realizing they might be impeding his health and his ability to think clearly. On

these rare occasions, it is Marshal Calvin who sneaks the drugs into his leader's food, keeping him always in a state that makes him manipulable to Clark Calvin's twisted ideas.

While it is easy to see Calvin as nothing more than an overgrown bully, he does have his soft side when it comes to children. He will never strike a child or even be mean to a minor. Instead, he has been known to vent his frustrations and anger on the child's parents. While this is a minor weakness, it is something that does show through in his actions. Marshal Calvin is a Veteran NPC.

NPC Motivation Results: *Spade 10:* There is only one thing that Calvin has ever really cared about, and that is the emotional rush of power that he has when pushing someone else around. He is a terminal bully who never bothered to grow up, and most of the time he lets his ego, not his brain, do the thinking. His overall goal is the eventual removal (i.e. death) of Hans Brupp. Calvin feels that once his leader is dead he will be able to rise up and fill Brupp's shoes as the leader of the community. He feels that everyone is deeply afraid of him and would be more than happy to have him lead. The truth of the matter is that if he were not Brupp's second in command, he probably would have been killed long ago. *Club Jack:* Calvin is planning on slowly increasing the amount of drugs that Hans is consuming within the next two to three months. During that time, he has drawn up a fake statement that he is hoping to trick Brupp into reading during one of his nightly sermons. In this statement, he will appoint Marshal Clark Calvin as the sole heir to his power and authority. Then, several weeks after that statement's reading, Brupp will "accidentally" overdose on narcotics, leaving Clark Calvin in charge of Haven and all on the island.

MANUEL SOLOMON GONZALES

Manuel is the first of the Kindred on Haven. He is best described as overweight and slobbish, with little respect for himself or anyone else for that matter. Manuel is not the kind of person with whom one wishes to be locked in a small room on a hot day. He smokes constantly, always fat cigars, and speaks in a jovial but very deep tone of voice. There is an air of distrust around the man and it is well founded.

Manuel is disliked by almost everyone on the island, with the exception of Marshal Calvin. To get the position of Kindred, Manuel sold out members of his own family, claiming they were plotting to assassinate Hans Brupp. As a reward, he was elevated to the newly formed status of Kindred, setting the precedent that had cost many on the island of Haven their lives. Those in the Support who have known him for years see him for exactly what he is—a power-hungry fool.

If Manuel is one thing, it is naive. He believes the best person he can trust is Marshal Calvin. However, Calvin simply tolerates the older man, using the information and gossip he collects as blackmail or threats. The Marshal sees the fat old man as simply another person whom he can influence and intimidate, and he enjoys doing both.

Anyone new on the island of Haven is placed under the watchful eye of this Kindred. They are hounded by this jovial man who



seems to simply want to be their friend. In reality, Manuel is trying to find out all he can for Calvin, and he also is attempting to steal whatever the newcomer may have in the way of valuable goods. He often sneaks foodstuffs (with Calvin's permission) onto the mainland to bribe the squatters there for information on the outside world. The squatters are more than happy to work with Manuel and provide him with whatever he wants to hear, whether it is real or imagined. Manuel is an Experienced NPC.

NPC Motivation Results: *Diamond King:* Manuel has a very limited view of the world. He does not make long-term plans, and indeed, planning what to do for the day tends to overtax his mind. He is *always* willing to listen to an opportunity that might make a profit for him, in terms of either power or money. *Spade King:* If the players land on the island or migrate there, they will be watched very closely by Manuel, who will do all he can to prove he is an ally, as long as there is something in it for himself. He will avoid letting Calvin know about visitors to the island until he is assured there is nothing for himself in such an action.

JOSEPH MANDELEZ

Joseph Mandelez is a renegade from a *Federales* unit who has managed to take refuge on Haven. He is a short man, well-kept and always seemingly nervous. He fights with his hands constantly and is always somewhat jumpy.

Joseph was sent into the area as part of a civil control mission during the first few months of conflict. When his unit was called to a more active station on the northern front, Joseph deserted—as did most of the unit's members—hiding in the Baja area around the coastal waters. As with most of the refugees who wander the face of the globe, there is little about his past that he cares to discuss.

Joseph has recently become a full convert of the crusade the



Holy Brupp is preaching. He believes Brupp is a person who is destined to lead and Joseph is eager to follow. He is one of the Support who has just gained the rights to live on the island proper. He works in the jail or, as Brupp calls it, the "halls of rebirthing." It is Joseph's job to feed the prisoners and tend to all their personal needs. He is one of the very small handful of Support allowed to carry a weapon—in his case a battered old .38 pistol with only six rounds of ammunition. Joseph is an Experienced NPC.

NPC Motivation Results: *Heart 3:* Joseph is essentially brainwashed, just as are many of the Support. He sees Hans Brupp as the greatest man who has ever lived and is more than willing to die for him if he were to ask. His dedication is blinding, and such devotion is destined to cost him a great deal as Brupp's era of power begins to fade. *Diamond Jack:* If any of the players are made prisoners, Joseph will talk to them openly and try to convert them to Brupp's preaching. If the players even remotely act as if they are becoming converted, they will find Joseph putty in their hands. They may even be able to convince him to open the doors and let them out. Still, if it is an issue where Joseph is being asked to risk his life, he will agree, but he will flee at the first sign of danger.

Joseph is fully bilingual, speaking both Spanish and English (LNG 100%). Often the other Marshals and even the Holy Brupp call on him to act as translator when dealing with important locals.

MARSHAL MAXWELL CARTER

Marshal Carter was formerly Chief Petty Officer Maxwell Carter U.S.N. He was a casual friend of Martin Denials, but he denied knowing him after his untimely death. Carter has stood by and watched the rise of anarchy and chaos in the world he had grown up in. This worry has taken a great toll on his appearance. His eyes are baggy, and he looks very much like a man who does not sleep or eat often.

Despite the fact that he is one of Brupp's Marshals, he feels that the former Lieutenant Commander has lost his grip on reality. The execution slayings of Denials and anyone else who dares oppose the Holy Brupp seem only to reaffirm that with him. What seems to tear away worst at his soul is the fact that he does not have the courage to speak up against Brupp, because he knows the high price such talk would demand, and he knows that little can be gained by such action.

Marshal Carter thus began to plot against the society he saw emerging on Haven. He is secretly hiding a small cache of arms and ammunition in a floor compartment of his hut. While it does not amount to anything more than several old .38s and a .45 automatic, it is a start. Maxwell Carter feels that sometime in the coming months Brupp will become too unstable to control the masses. When that happens, he plans to avenge the death of Martin Denials, as well as the others who have died.

Maxwell is currently alone in his quest to end Hans Brupp and his island of horrors. He has been contacted by others about joining some of the dissension groups, but he has refused. Most of those groups have disappeared, either from fear or from be-



ing captured and killed. Carter is afraid of sharing his feelings about Brupp with others, and it will take a great deal of prodding to get those emotions free. Once his feelings are let go, he will demand help from the players or will threaten to turn them in as would-be assassins. Marshal Carter is a Veteran NPC.

NPC Motivation Results: *Club Queen:* Carter has become almost as paranoid as Brupp himself, though he conceals it very well. To win him and his support over, it will take more than just words—it will take action. *Heart King:* While he is very reluctant to open up with other individuals, he is always interested in those whose goals are the same as his own. Once the players prove their intentions and show they are willing to help in doing away with Hans Brupp and his corrupt system, he will gladly fight to the end with them.

ANTONIO REGES

In the formation of Haven as a community, Antonio Reges is a person who has lost a great deal. He is one of the Kindred, with a large base of members of the Support. He is a young man, almost regal in appearance, but forced to wear the clothing of something just above a peasant. His attitude is short and abrupt, and he will want little to do with any Americans, even if they have the same goals that he does.

Antonio was a wealthy land owner on the mainland within sight of San Jose. His father died of fever only a month before the arrival of the USS *Virginia*, and he managed the small sugar beet plantation along with his sister, Morgonna. The Holy Brupp's arrival did not bother him at first, until Brupp and his men took over the plantation to raise their own crops. Soon his father's land was covered with refugees seeking a new life on Haven.

Brupp brought him in as a Kindred, giving him some local control over the plantation on the mainland. The locals of the Support trusted Antonio and believed he was a powerful man. Antonio eventually became irritated with Brupp and the Marshals, and was on the verge of leading a small coup when his sister disappeared. Brupp told him that she was taken to the island of Haven for "rebirthing," but the reality of why she was being held was obvious. Killing Antonio would have made him something of a martyr with the members of the Support. Taking his sister was more than enough to keep him under control, or so Brupp felt.

Antonio has recently taken to leading a rebel group called The Inside. The purpose of this group is the eventual overthrow of Brupp and the more violent Marshals and the turning over of the power and authority to a civilian rule. It is a small and relatively new group that is just beginning to take shape. While Antonio did not desire the leadership of The Inside, he is willing to take the reins until a better leader emerges. He is an Experienced NPC.

NPC Motivation Results: *Heart Ace:* Antonio trusts no Americans. Every American he has ever met has caused him trouble and heartache. His love from the members of the Support has made him a powerful leader with followers who are willing to take some deadly risks for him. *Heart Jack:* Currently Antonio is denied access to his sister. He believes she is being



tortured or worse by Brupp and his madmen at the "rebirthing center," and he hopes to launch some sort of a rescue operation to gain her back. If the players agree to help, Antonio will pretend to be their ally, only to take them prisoner and use their weapons for his own purposes. Despite the fact that his goals involve penetration of the island's security, he will not work at all well with the player characters as he has very decided views on how to accomplish what he sees as needing to be done and will neither compromise those views nor trust the player characters.

MARSHAL ALLEN

Former Lieutenant Ralston Allen is now one of Brupp's Marshals, hand-picked to enforce his beliefs and policy. Ralston is a man who dislikes the position he has found himself in and is working to find a way out, no matter what the cost in terms of time. He is in his mid-30s and is very tall—pushing the limitations for a navy officer. He has a well-trimmed haircut and deep green eyes. Of all of the Marshals, he is never one to beat those who work under him, and he only carries a pistol instead of the traditional arsenal of his rank on the island.



Ralston is currently in charge of the nuclear reactor of the USS *Virginia*. During the battle that left the ship crippled, he personally managed to keep the ship's power plant active and functional—no small feat. It is his engineering genius that now allows the *Virginia's* reactor to provide the electricity that it does to Haven. As a man in charge of one of Brupp's greatest assets, he is one of the few men who still live onboard the wrecked vessel in order to be readily at hand to tend to her needs.

Marshal Allen has been secretly hiding a small arsenal and a long list of supplies. These are hidden in a secret compartment within the wall of his cabin aboard the USS *Virginia* and are known to no one else on the island. In the supply cache are, among other things, an M16A2, several hundred rounds of ammunition, two knives, 10 meters of nylon rope, and a pair of binoculars, all safely kept in a naval kit bag. Marshal Allen is an Experienced NPC.

NPC Motivation Results: *Heart Queen:* Marshal Allen has a family and children, or so he believes (desperately and single-mindedly), somewhere back in Newport News, Virginia. He views Hans Brupp as his former commanding officer and an obstacle to returning to the family and children that he left behind in the States. *Spade King:* Despite the massive nuclear exchanges that took place between the superpowers, Ralston believes that his family is still alive somehow, and he is secreting supplies so that one day he can sneak off the island and return home. He had an opportunity to leave just after being wrecked on San Jose when several of his friends opted to return home. Now that so much time has passed and the trip has become so difficult, he feels trapped on Haven, whether he likes it or not. At this time, he is willing to hide any information, to literally lie, cheat, or steal his way back to his family which he sees as his sole anchor-point for any kind of "normal" life in the future.

MARGUERITE PHILLANO

Marguerite Phillano is a very young-looking woman, looking as if she were in her late 20s when the truth is actually closer to mid-30s. She has lived in the area for a while and is known to most of the natives as a simple peasant girl. Brupp spotted her in the squatters camp that formed on the mainland and personally asked her to join him on Haven. She naturally agreed and has been given the title of Kindred, much to the disdain of some of the locals.

Her appearance is very deceptive and she makes full use of it. In reality, she was sent to spy on the religious community of Haven



just shortly after it was formed. The organization known as *La Familia* that is operating to the south of the region felt she had the best opportunity to penetrate the island stronghold, and thus far it has been proven correct. The information she has provided them with over the past seven months has let them know the exact military strength of Haven and its ultimate goal of rising after all other nations have fallen. She is well known as a strong-willed person who does things her way. Rumors run rampant that she is a personal consort to Hans Brupp, but these are simply rumors. Marguerite is a Veteran NPC.

NPC Motivation Results: *Heart Jack:* Marguerite knows that Brupp is insane and is being constantly drugged. She is committed to providing information to her allies in the drug-smuggling *La Familia*, but she also feels Haven can have an influential and positive role in the rebuilding of shattered Mexico. *Club Four:* Torn between these two loyalties, the marauding members of *La Familia* and her personal feelings, she has come to the realization that sooner or later Hans Brupp must be removed from his position, along with Marshal Calvin. Thus, within the year she is planning to kill both men in their sleep and try to take control of the island for herself and her government.





The Haven Compound

This chapter is a discussion of the details of the main compound on Haven, and of the encounters and rumors to be implemented there.

When the USS *Virginia* beached itself off San Jose, it did so at one of the few locations on the eastern shore that could support a community. It seems the luck of the ship and crew held true till the very end. Most of the east side of the island is sandy waste, long weed-covered beaches with little to support in the way of good soil and plants. While there are small isolated outcroppings of palm trees, they offer little in the way of shade.

However, there are small pockets of good land, and the main compound of Haven is built on one of these. It is more a modern fortress, with a high wall surrounding the outside of the compound and moats currently being dug beyond the wall for further protection. With the awesome firepower of the USS *Virginia* resting just off the shore, it is well defended and more than capable of holding off a direct attack from either the land or the sea.

All the structures within Haven are built from adobe-style dried clay blocks. Unless otherwise stated, they have tiled roofs and floors. The main courtyard, where morning prayers are held, is paved for the most part, though the concrete is very thin. Wood is a rarity on Haven, and very few items will be made of wood that the characters are likely to see. Thus, spreading fires are not a danger there.

Defensive Measures: The high wall surrounding Haven's Compound is six feet tall and nearly two feet thick at the base. There are many points along this wall where steps lead up to prime firing positions, in case Haven is ever attacked. Along with this, there are several lower walls three to four feet tall which provide limited protection but serve as obstacles in case of a fighting situation.

On top of the wall is a single strand of wrapped barbed wire mounted on wooden stakes. Even the low walls make use of this wire and at initial appearance it is not much of a threat.

However, the wire is electrified, and every three seconds a very powerful jolt of energy is sent through the entire system. It is controlled from the Power Station in the compound. (*Referee's Note:* If players touch the wire for only a second to test it, roll a 1D6. On a roll of 4+, they touched it when the wire was not powered and can be led to think it is not electrified.)

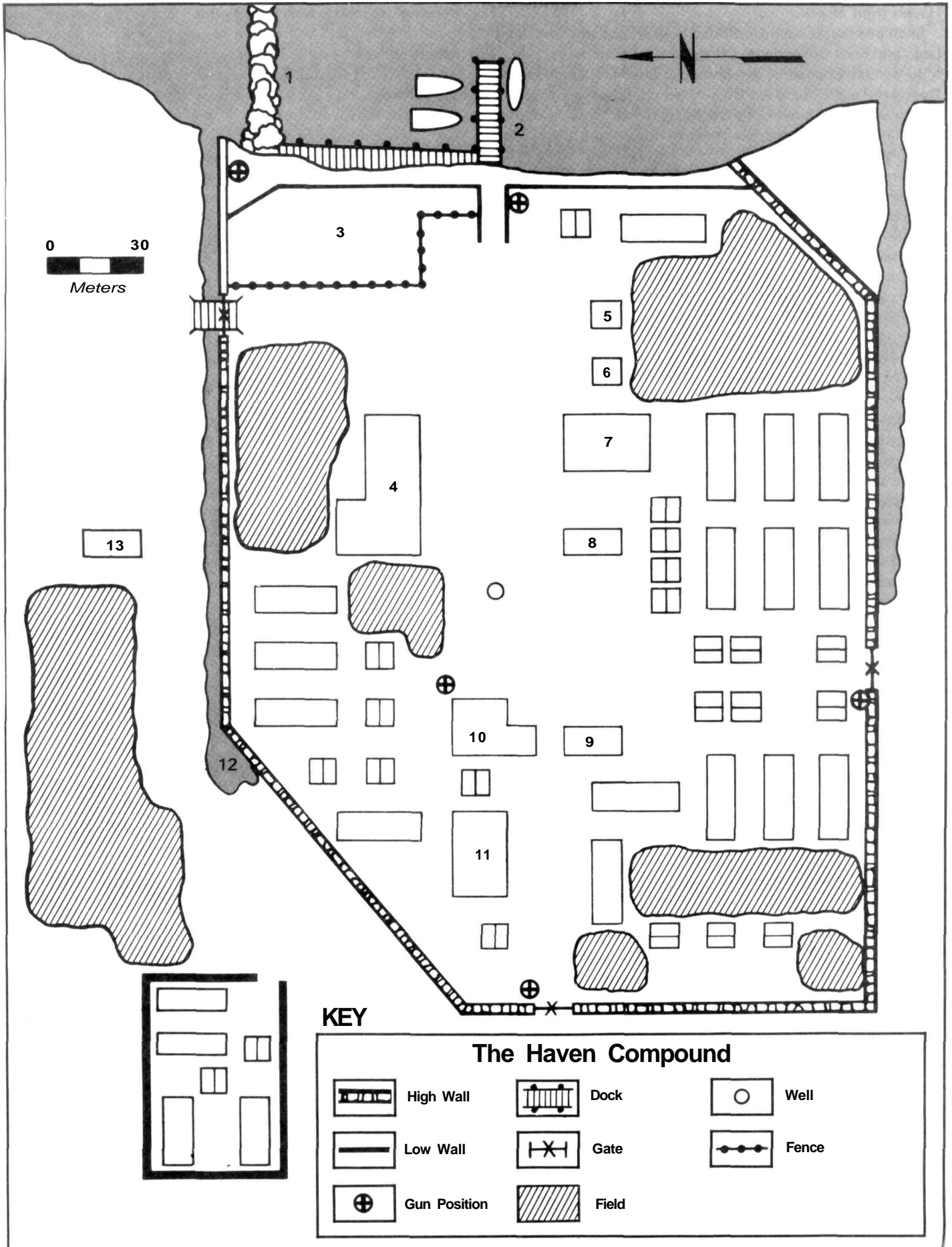
Some of the most common structures within the compound are the homes for the Marshals. These are approximately 20 by 20 meters, and they are split down the middle so that two Marshals can make use of them. For the most part, they are the cleanest of all the buildings, other than the main pavilion. For protection, many also make use of spare armor from the *Virginia*. All of the Marshals' quarters are equipped with electricity, and almost all the Marshals have an air conditioner. Those that do not, have ceiling and floor fans to keep the air cool.

Other very common structures within the compound are the living quarters for the Kindred and the Support. These buildings are very much like barracks, being very narrow and long. The shells of all these living quarters look alike, but in each the interior walls and layouts are different.

HOMES AND FIELDS

The Support and the Kindred have divided each of the barracks as homes for themselves and their families. When a Kindred lives in one of the barracks, they almost always have their space near one of the ends, near the doors. All of the living quarters have electricity, but it can only be turned on from a junction box that the Kindred has the key to. Furthermore, there are only certain times of the day or night that power can be used by everyone. Otherwise, the Kindred have the most access to electrical power, since they control the energy for the entire building.

There are a number of gun positions in and around the main compound of Haven. These are almost always equipped with M60 machineguns (2-10), though some (11, 12) make use of 40mm grenade launchers and smaller sidearms. When any sort of warning is sounded, Marshals are assigned a gun position to attend. From these key points, they are expected to defend



Haven from attack.

Each position is a small fortified bunker, covered with sandbags and brick projections. During the daytime hours, there is a 50-percent chance of any particular position being manned. During the night, there is a 75-percent chance of a position being covered. The ones who are selected are done so by Marshal Calvin on a rotating schedule that does not follow a particular pattern.

There is one centralized well in the middle of the compound. This water supply is rather limited and has had to be dug out several times due to sea water salt contamination. It is equipped with a manual pump for small supplies, and a larger wooden two-man pump for greater quantities. The well is also open enough for anyone to toss anything into it, which is why it is in the center of the compound with little cover. Brupp's raging paranoia has him fearing poisonings of the water, but he ignores the drugs hidden in his food by Calvin.

Outside the compound are several mine fields on the beaches, etc. These are not clearly marked as such but are usually posted as mine fields with white stakes which the residents know and respect. Brupp has ordered the planting of these anti-personnel mines just in case Haven were ever invaded. Thus far, they have taken the lives of many refugees who were trying to sneak ashore to Haven to begin their lives over.

Brupp has even gone so far as to have canine patrols of many of the larger fields. This is where one or two personnel will take a pack of 2D6+3 dogs on patrol in the field. These dogs are trained very well by one of the Kindred and will attack anyone who does not know the proper commands to stop them. These dogs are trained to stay clear of the known mine fields and, if observed carefully, can actually point to where those fields exist.

ENCOUNTERS IN THE COMPOUND

The following table is to be used if the players manage to penetrate the inner compound of Haven. There are no rumors listed, but if the situation arises, the referee should feel free to utilize any of the rumors listed for any of the regions.

ENCOUNTER TABLE-THE COMPOUND

<i>Die</i>	<i>Result</i>
2	Marshal-1
3	No encounter
4	Marshal-2
5	Animal (domesticated)
6	No encounter
7	Support-1
8	Support-2
9	Support-3
10	Kindred
11	Danger
12	No encounter

Marshal-1: As the players move through the compound, a lone Marshal walks up to the party. This Marshal then calls one of the players by name (picked by the referee) and shakes hands with that player. The Marshal will claim to have known the player at some time in the past (in school, from a previous job, etc.). The player will not remember him, and the Marshal can be mistaken or not, at the referee's option.

The Marshal will tell the players only a little bit about the background of Haven, mostly concentrating on the battles of the *Virginia* and how Hans Brupp turned the men to his way of

thinking. No matter how friendly this Marshal is, he is also very loyal to Brupp and will turn in his old high school buddy the minute he feels he is thinking of posing a threat to his way of life.

Marshal 2: Two drunken Marshals will stagger out of one of the buildings and start verbally harassing the players. They will boast that they lead the lives of "real men," while the players are simply wimps. The Marshals will go out of their way to provoke the players into a confrontation, even as far as a shoving match. Once pushed back, they will draw their weapons.

Both of these men carry pistols but will not shoot. Hans Brupp, with the assistance of Marshal Calvin, has had these two try to get the Americans into a fight.

Support-1: The players will see 2D6 members of the Support walking in a close group on their way back from the fields. Suddenly, one of them will fall out of the group and into the pathway. A Marshal will come from behind the group with a bullwhip and begin beating the man to "coax" him back into the group.

If the players interfere at all, the Marshal will not hesitate to use the whip on one of them. As a backup, he is carrying an M16A2 across his back.

Support-2: The players will be secretly contacted by a member of the Support who will ask for their aid in escaping to the mainland. He will claim that he does not like the life of living under Brupp's heel but does not want to take part in the activities of *The Inside*.

The individual will then tell the players that he will meet them at sundown the next day to hear their decision. When the players awaken, they will find the dead body of the man, along with several others, on display as those who have violated the laws of Haven and Hans Brupp.

Support-3: The players will be approached by 1D6 members of the Support and be asked to cast aside their former lives to join "the glory of Haven." These people are true converts who have sworn to live and die by the words of Brupp and his minions. They are persistent and will only leave at gunpoint.

Kindred: The characters will find themselves approached by three members of the Kindred who warn them that they know why they have come to Haven and urge them to leave or change their plans, lest they perish. None of these characters will elaborate, but it should be more than enough to frighten the players into thinking that they have done something wrong.

BUILDING DESCRIPTIONS

The referee should refer to the maps provided to correlate the descriptions listed below (the numbers are keyed to the map). These listings are for the buildings on a normal day and, where applicable, patrol information is listed if the players are trying to penetrate the compound in the night.

1. The Stone Walkway: A stone walkway leads several hundred meters to the wreck of the USS *Virginia* resting off of the shore. This was created by hauling waste rocks and dirt over and forming the pathway. It is narrow in many areas, and during the daytime hours work is always being performed on it.

2. The Docks: There was very little usable wood available on Haven, but what was found was put to use in building the docks. This long dock has several ships tied to it and is the main staging area for all of Brupp's ships. These docks are patrolled regularly, and it is not uncommon for the patrol to be nothing more than two armed Kindred or Marshals hiding in one of the boats. From time to time, a boat will be taken on a pirating raid during the evening and usually the only time the docks are relatively clear of patrols is after the boat leaves.

3. Pens and Stables: The island of San Jose had some wild animals, goats, and boars. Brupp and his men brought back several from the mainland and this number has grown over time. Attached to the pen area is a building used by those living in Haven to keep all feeding supplies, as well as a hatchery for the chickens. The only guards placed on this area are usually older children who sleep in the hay piles close to the pens. From time to time, there will be wires strung to tin cans around the gates at night, if the Holy Brupp suspects that someone has been stealing the food of his people.

4. The Pavilion: This is a two-part structure and the largest in the entire compound in terms of size and importance. The primary structure is used as Brupp's home and offices. It is painted an impressive white color and is the best looking of all the structures that have been built on Haven. There are always at least two armed Marshals present day and night, as well as a number of Support servants. The house portion is the only two-story structure in the main compound and, as such, stands out a great deal.

It also has a full basement and this is where the satellite DP 201 is stored. There is always an armed Marshal on duty in the basement with strict orders to shoot anyone entering without permission. Hans Brupp's bedroom is on the second floor of the building. The lower and upper levels make use of armor plating taken from the USS *Virginia* within the wall structure to essentially make the lower floors bullet-proof and very resistant to attacks by explosives. The players will get the impression that this is a very nice building, but it is bulletproof and is very much like a fortress or a bunker. Heavy locks bar the doors from the inside on the upper level.

The second attachment of the Pavilion is a very large open-air meeting hall. With nothing more than a roof, it is a place to gather and eat and hold prayer meetings, etc. In most respects, it is the focal point to the entire community. There is a large throne-like chair that Hans Brupp uses when he preaches in the evenings. A microphone and speaker system is rigged here and throughout the compound area, so that all will hear his messages. Picnic-style tables fill this area and are always clean and well taken care of.

5. Power Center: From the outside, this appears to be nothing more than a small hut with no windows. Leading away from this building are several heavy power cables. Inside are the makeshift power junction controls that divert the power from the USS *Virginia* to the rest of the compound. From this building, all power can be turned off to a particular building or to the entire island if so desired. Also controlled from this point is the electrical power for the barbed wire on top of the wall systems surrounding the compound.

6. The Sailor Pub: This is a battered building that houses a small bar for the Marshals and the Kindred. The ale is all made on the premises and the bar is open every day from 10:00 a.m. until 1:00 a.m. While the selection is poor, it has a comfortable atmosphere. Many relics from the USS *Virginia* adorn the interior. Anyone not from Haven, such as a visiting negotiator, is given a silent treatment by those working there. Little will be said to any stranger, and they will usually not be confronted by anyone in the bar.

7. Warehouse: This structure has several heavy locks on the twin-stall front doors. It looks very much like a garage. Only the Marshals have the appropriate keys. Inside are building materials and nonfood supplies that the community uses. It has no windows and the walls are very thick. Inside a person is likely to

find a great deal of metal taken from the ship, as well as other goods not yet put to use.

8. Community Bathhouse: This building is distinguishable by the water tank on the roof. Every person is allowed five minutes' worth of water. Marshals are allowed 15 minutes. There is a strict schedule of times as to when the facilities can be used, based on date of birth. Visitors to Haven must adhere to the same schedule as those used by the Marshals.

9. Rebirthing Chambers: This is nothing more than a prison, despite the sign on the front that defines in as a House of Rebirthing. Brupp only places individuals in the Rebirthing Chambers when it is to his advantage to do so, such as when they or their families pose some sort of threat to him. Currently there are 15 cells in this facility, and nine of them are filled. The only windows in the building are high off the ground, small, and barred so that it is impossible for a normal human being to escape. Most of those there committed no crimes, but are the sons or daughters of mainland politicians and power brokers whom Brupp is trying to convert to his way of thinking. Only 10 percent of those who are in the jail have actually committed crimes such as stealing or lying.

This prison always has at least one armed Marshal on duty and usually two Support members for supplemental duties. There is an alarm system wired by the door that, if activated, signals a doorbell-like alarm in the Pavilion. It is used only if someone has escaped or is trying to. Anyone entering the facility will find be searched and checked for any weapons or tools.

Talking to or visiting with prisoners is allowed only on Sundays and then only for short periods of time. There is a small room to the rear of the building which is used for such visits, and there is always at least one armed Marshal present during such meetings.

10. Food Stores: This building has several armored plates from the ship mounted all around it as part of the outside walls of the building. It is well built, and aside from the Pavilion is the best-built structure on Haven. Several large rat traps are present inside among the stored foods and these are well concealed. The structure also has a full root cellar for storing goods in a cool environment. On any given evening, a 1D6 roll of 2- indicates that a member of the Kindred has been placed on guard there. Otherwise, the facility is empty.

11. Recreation Hall: This structure is a community house for those living in Haven. Presently, it has several pinball machines and a pool table, all removed from the *Virginia*. No alcoholic beverages are served. This building is used primarily by the Support and the Kindred and is roughly their version of a non-alcoholic bar. Strangers are not welcome, and if they enter, they will be given directions to the Sailor's Pub.

This room has several hidden microphones that are activated from time to time and monitored from the first floor of the Pavilion. If the players press the issue and stay to talk to any of the Support, they will find Marshals coming over quickly and leading them out, telling them that visitors are not allowed in the Hall. If they reveal any secret plans, there is a chance (4+ on 1D6) the microphones will pick it up and the Marshals will know the plans and act on them in an appropriate manner.

12. The Moats: As part of the overall defense strategy of Haven, Brupp has conceived of having moats surround the compound. Special dried and baked clay tiles line the bottoms of these water traps. These projects are very slowly reaching completion. Both moats are nearly 10 feet deep and filled with sea water. The dirt that is removed is often used as fresh soil in

the small gardens and fields surrounding the inner structures of the compound. On a given day, several crews will be at work digging the massive moats all along the outer northern and southern high walls.

13. Seed Hall: This building, while not within the compound, is very important to the community of Haven. It is a warehouse for the seeds for plantings. Since these seeds spell life or death for Haven, the building has very thick walls and is inspected on a daily basis.

THE PAVILION BASEMENT

It is in the basement of the pavilion that Hans Brupp has ordered the downed DP 201 to be stored. At all times, 24 hours a day, it is under guard by at least one Marshal who is armed with an M16A2. There are no windows to the basement and no way into the room except down the stairs.

The basement is essentially one very large room and has dim lighting at best. It is shallow in height, and any player six feet tall or higher will have to bend over to walk through it without risking a knock to the head. There is an intercom system rigged between the basement and the main level so that the guard can almost instantly signal any intrusion. Such an alarm at any given time can bring 1D6 armed Marshals within a five-minute period.

When not being viewed, the satellite is covered with a tarp. When uncovered, the satellite itself is in rough condition. It has several deep, scarring marks that appear to have been made by a laser or other deep cutting device. The foam insulating material is burned deeply in several spots and has been torn away in others. In general, it is relatively intact despite the fact that it

made a water landing and was designed for landing on ground.

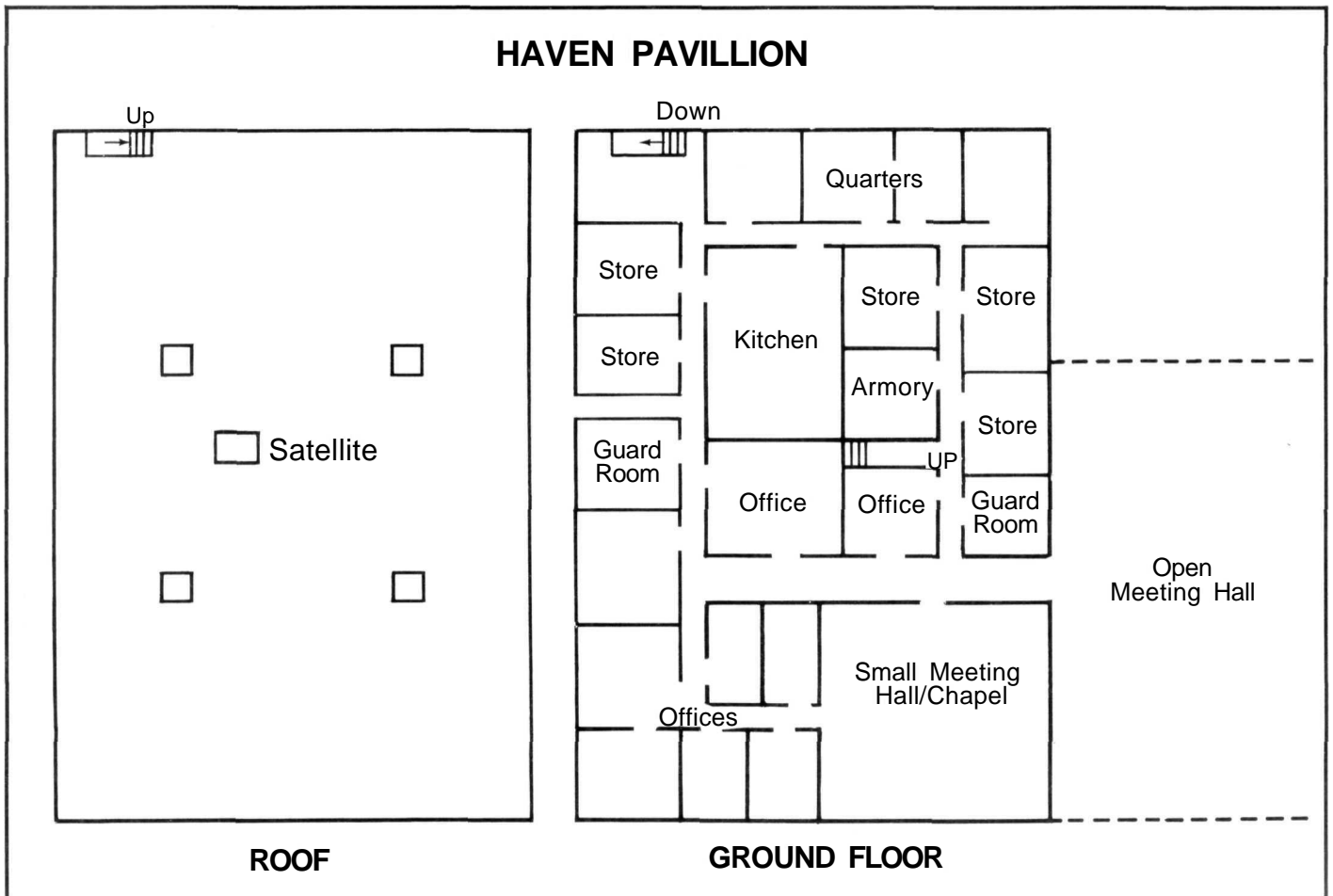
THE DATA TAPES

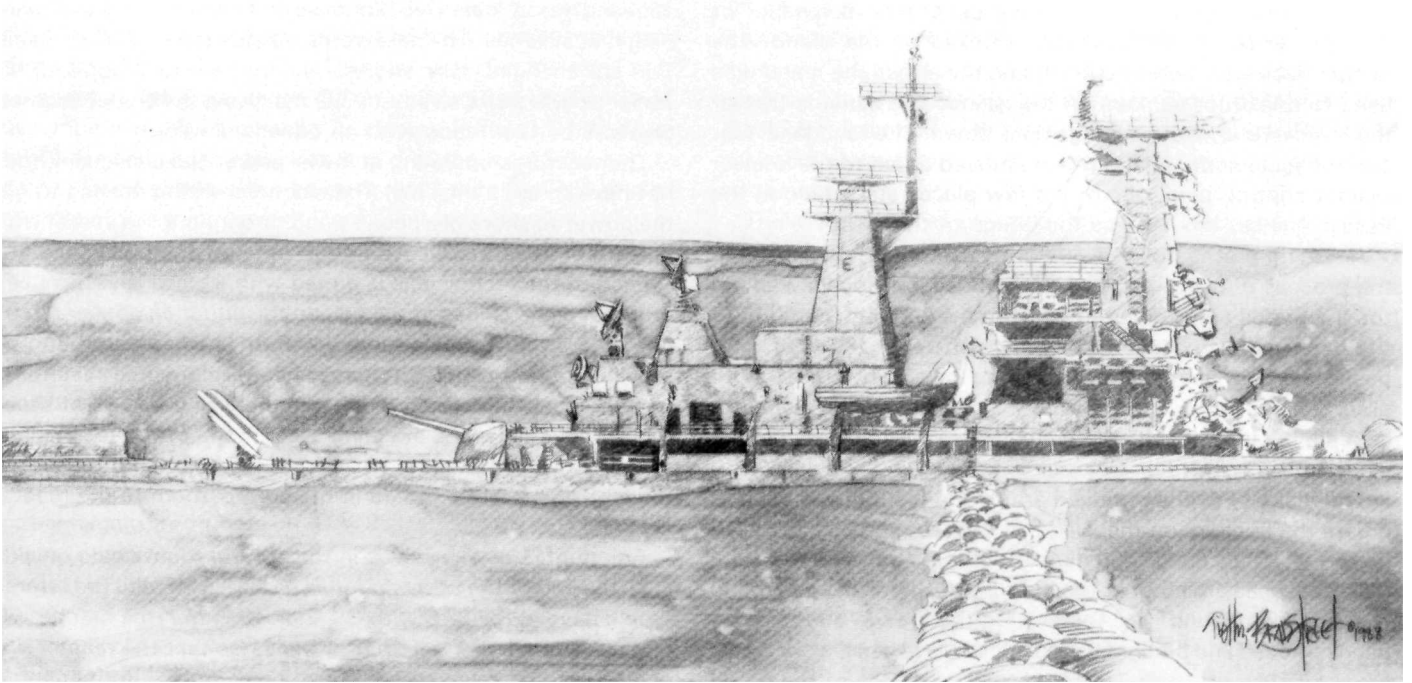
The satellite data tapes aboard DP 201 are very much shaped like commercially available video tapes, though they store a vast amount of information. They are in the internal core of the satellite but relatively easy to access through a hatch on the outside of the orbiter.

There are eight tapes altogether, and all are in good condition. The data on them is stored magnetically; exposing the tapes to any magnetic field will destroy the information.

Removal of the Data: The main access panel to the satellite is covered under an insulated foam and can only be opened with a metric set of drivers and a great deal of elbow grease. Once opened, there is a series of small doors that are firmly in place, each holding one of the data tapes inside the satellite. These are the backup copies of the information and photographs that DP 201 was taking during its flight. It is this information which the governments so strongly desire, and which is the goal of the entire adventure.

The total time to open the satellite is approximately 20 minutes. If a person is able to make a skill roll against MCH skill, he will be able to open it within 10 minutes. Removing the tapes is easy. If a person does not check to see if there is such a panel under the insulating foam, then the only way for the players to achieve their mission is to actually physically remove the satellite from the basement and then from the island. It will require several individuals and is not going to be a fast or easy task for any group.





Haven's Fleet

After the historic engagement of the USS *Virginia* on 12 March 1999, she was far too crippled to make shore safely. The ship had taken several near misses as well as direct hits from missiles, three to be exact, and had been riddled by shells from the remnants of the Soviet task force. When all was said and done, the battle was over and the crew of the *Virginia* had won, but the price of the fight was the life of their precious ship.

With the bridge destroyed, Lieutenant Commander Hans Brupp, a flight officer from the remains of the hanger deck, took over command of the ship. The missiles had hit her far above the waterline, but the subsequent explosions had left the stern of the USS *Virginia* taking on water too fast for the pumps to clear it. In the distance, through the maelstrom of flames and smoke, Hans Brupp spotted what he originally thought to be the mainland of the Baja Peninsula. He ordered the engine room to turn the ship towards the island at the best speed possible.

It took nearly four hours for the waterlogged *Virginia* to reach San Jose island. Rather than let the craft sink, Brupp ordered her beached on the eastern side. With the sloping beaches of the shoreline and the deep water on that end of the island, the USS *Virginia* scuttled in almost a perfect upright position.

The critical fires were concentrated on and put out, while others in the crews' quarters were left to burn themselves out. The process took days, and when it was over, the hulk of the ship was left as if it were a monument to a war it had fought.

The damage to the ship was extensive, but the ever-crucial nuclear power plant was still functional. With the present fuel supplies on board, the ship was estimated to be able to generate electricity at full capacity for several years.

The remains of bridge and hanger decks were ripped wide open to the elements, with little hope of saving or repairing the damage. Both of the helicopters aboard the ship were destroyed as were the crews' quarters aboard the vessel.

Some of the weapons systems were still semi-functional. With the main fire control systems wiped out, the systems could still

be manually targeted, at a far greater loss of accuracy. In the battle for her life, the *Virginia* had managed to lose her forward SSM Harpoon launcher, her ASROC anti-sub systems, and both of her 40mm guns. The turret of one of the 127mm cannons was still semi-workable, but the interior had been badly burned.

FIREPOWER

The ship still managed to carry a well equipped magazine, despite the fact that an unexploded Soviet missile had rested some 100 feet from it when the ship scuttled herself. If it had gone off, the ship would have been utterly destroyed in a matter of seconds. But fate had worked well for the crew of the USS *Virginia*. Even after her encounter with the *Maskov*, the crew knew that the ship was well armed and equipped. In her stores she held three Harpoon missiles and 500 rounds of 127mm ammo. Also in the hold was a conventionally aimed Tomahawk cruise missile, even if the launching mechanism was damaged beyond repair.

After Hans Brupp had established his personnel on the island, he immediately began plans to run electrical power from the ship to the island for all of the conveniences. The stores of the USS *Virginia* were limited in regard to cable and stringing equipment, so Brupp and his men, making use of a captured local fishing boat, sailed to Pichilingue. Once there, they raided the local telephone company and stole enough heavy-duty cable and equipment to do the job right. Within sight of three weeks, there was electricity on the island of San Jose, something that had never been there before.

All electrical cable was strung underwater, making it difficult if not impossible to sabotage through normal means. Brupp did not want any future enemies to have the ability to cut him off on the island from the power that the *Virginia* provided. He took the time to string false cables above the surface on a series of poles. While these look like power lines, they are virtually worthless and are not carrying any electricity. This was done to fool any would-be saboteurs who might want to try to cut Haven off from its precious power supply. The wires will not interfere with a compass needle, which is a sign that they carry no power.

The aft of the USS *Virginia* has undergone a number of changes since the ship became wrecked on the island. The hanger deck was literally cut off, and the armor and metal was used to construct bunkers on the island. The same is true of the forecastle where the bridge once stood. The functional fire-control equipment and radar were moved down to the nuclear reactor control room, one of the few places still intact on the vessel. Hence, this acts as the bridge of the ship.

Anything that is not of value or of use on the *Virginia* is in the process of being stripped. Only those individuals who are totally trusted are allowed to work on the crews that go out to the ship every day. A work crew has also begun the almost impossible task of permanently anchoring the ship by piling stones around her. Such a task is likely to take the better part of a decade, but it has been ordered by the Holy Brupp and the project has been started.

The majority of the removed armor and plating was used to create the bunkers on the island as well as the buildings used by the Marshals and Brupp himself. Brupp's quarters are quite bulletproof, as are most of the defense positions in and around the main compound. The metal from the crews' quarters has been removed and brought ashore and several small work crews are struggling to take it to the far western edge of the island for creation of a series of bunkers there as well.

SOME WELL PLACED TRAPS

The aft of the *Virginia* is, for the most part, torn and tattered from the battle and from the removal of parts and plating. Presently few work crews will be seen in this area. This is because Brupp has ordered booby-traps laid within the ruins of the aft of the ship. There are secret trip wires leading to hand grenades and even some homemade land mines. Brupp feels that this is the most unprotected portion of the ship, and by wiring it as such, anyone trying to penetrate the USS *Virginia* from the aft will more than likely end up dead. These traps are highly visible to those who take the time to look for them.

Referee's Note: There is no real reason for the players to board the ship, since a little investigation will reveal that the satellite is not there.

PROTECTING THE SHIP

Hans Brupp and his followers know that the USS *Virginia* is a vital key to the survival of their community. He has standing orders in the event of an attack on Haven that the ship is to be protected first and the compound second. This is why there are so many gun positions lining the docks facing the Holy Fleet and the *Virginia*.

Ashore around the ship, a minimum of 2D6 Marshals are on duty at all times, all heavily armed. Each is carrying a whistle for alert and many (roll 1D6 for 5+) carry a flare pistol to signal for help.

The standing order is to shoot first and ask no questions. Anyone who is not a Marshal and tries to approach the ship is assumed to be hostile to Haven and is to be killed if necessary.

The Marshals who guard the ship know fully of the booby traps that have been put in place and know exactly where they are. They will avoid these areas even in the daytime hours out of fear that something has been changed or replaced without their knowing about it.

THE NUKE

The power plant is located in the deepest central core of the

ship and has at least two Marshals and eight technicians manning it at all times. The passwords outside the engineering section are changed daily and are known only to Brupp and his senior aid Marshal Calvin. Anyone not giving the proper counter-sign will be fired upon with no questions asked.

The reactor is operating at lower power levels, since it does not have to drive the ship. The electrical wiring needed to get the power to shore has been strung throughout the vessel with holes that have been cut through most of the bulkheads.

Each of the technicians is armed with a pistol and has been told that if the ship is attacked and the situation appears to be one where the vessel is to be taken, then the reactor is to be overloaded and allowed to super-heat. This would result in a nuclear blast that would devastate the island and all of those on it. While this is the standing order, none of the technicians are willing to risk their lives in such a manner and would surrender if there were gunfire in the control room to the reactor core.

Any gunfire or explosives in the control room could quickly spell the end of the scenario for all parties involved. The referee would have to roll 2D6 with 8+ indicating that the reactor will blow at anytime. A roll of 10+ indicates that the reactor will explode within 20 minutes. Thus, loose gunfire in the control room of the reactor might very well provide a quick end to the scenario.

THE HOLY FLEET

Once Brupp and his men settled in on the island, they realized the immediate need for ships for transportation. In a quick move, Commander Brupp commandeered the two fishing boats on the island, both sailing ships. While initially this did not make him popular with the natives who owned these ships, they were rewarded in other ways.

Brupp's men aided the fishermen with their daily duties, but the ships were always to be considered under the command of the U.S. Navy and its ranking representative, Hans Brupp. He travelled to the mainland and found the coastal cities to his liking. The people did not seem to care much where he and his men came from, as long as they brought money to purchase things or goods for trade. Few questions were asked.

Brupp spent some time in the coastal towns of Pichilingue and Santiago. Both of these small villages supported fishing fleets, and Pichilingue served as a dock for the ferries that traveled across the Gulf of California. Brupp negotiated a series of bargains with the ferry captains to stop off at San Jose to drop off loads of supplies which he and his men would pay for with scrap metal.

While in the towns, Brupp noticed the number of sailing ships that were used by the local fishermen. With fuel supplies drying up, he knew that sailing craft were going to be worth a small fortune. Initially, he tried to negotiate the purchase of several of the ships, only to find the owners unwilling to sell.

Hans Brupp was not a man who gave in easily. In a quick move he ordered small groups of his own men to raid the ports in the middle of the night. These groups had one simple goal in mind, the capture of the ships.

Brupp had the ships taken back to San Jose and repainted. The local authorities learned of his crimes and sought to regain control of one of the ships, only to find that they carried mortar and several machineguns. Within a few minutes, the fate of sailing in the Gulf of California had been determined. Hans Brupp, future Holy Man, had become the king of the sea lanes.

Within a matter of months, he had stolen and hijacked enough ships to have a small fleet. Brupp and his Marshals made sure that each ship was well armed in some way. For the most part, he operates the fleet just as if they were still privately owned, using them as a fishing flotilla. The only difference is that Brupp takes the daily catch and has it sold to the local villagers. As some sort of condolence, he does make sure that the original owners of the ships have at least one family member living on Haven as a guest. This tends to keep those families in line with his way of thinking.

By January 2001, he has a total of 23 small sailing ships that are under his command. At any given time, only three to five will be operating out of the island of Haven. The rest of the small flotilla operates out of the mainland coastal villages and towns.

La Familia has sworn to destroy Brupp's Holy Fleet but thus far has only managed a few small battles with him. They fear that his control of the sea lanes as well as most of the land north of Santiago will cut them off from their supply sources and force them to leave the region.

Most of the ships in Brupp's fleet are on their last legs, despite the valiant efforts of his men to keep them afloat. Most were barely able to stay above water when he stole them. Now they are at best a rag-tag fleet. But each ship is armed with at least a submachinegun or a grenade launcher.

Within the fleet, Brupp's most powerful ship, and the only

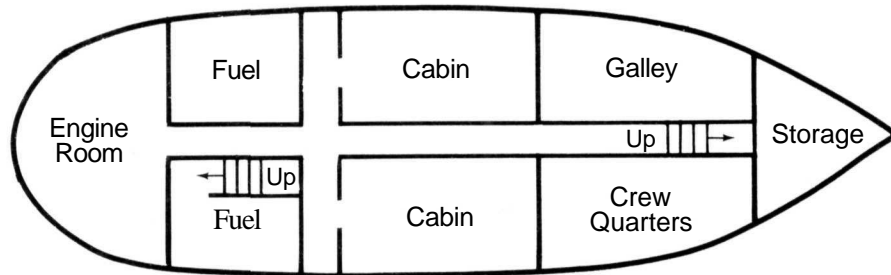
one that is not a fishing vessel, is the *Star Gazer*. This ship was once owned by Paradox Studio's movie mogul Dashiell "Dash" Howard. The yacht was stolen at the outbreak of the war by opportunists who were hijacked at sea by Brupp's Marshals. The *Star Gazer* is armed with three M60 machineguns. The yacht is almost always just off Haven where Brupp can spend time on the sea.

These ships are all captained by either a Marshal or one of the Kindred. Usually local natives are used as ship's personnel when needed. The fishing duty is considered one of the ways that Brupp deals with people who irritate him. By putting them on a ship at sea, they are away from him with their petty problems.

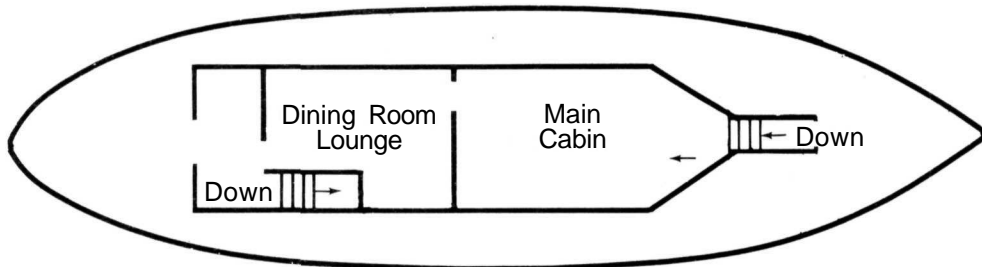
The *Star Gazer*, as well as the other small handful of ships which operate out of Haven, is used for fishing and in defense of the island. Every time a ship passes within eyesight or radar detection from the USS *Virginia*, the small flotilla is dispatched to check the intention of the ship.

Currently, the only other vessel that is anywhere close to the island of Haven is the Soviet ship. It is some three miles off the coast, having been denied direct access to the docks. Brupp secretly fears the results of letting the Soviets anywhere near his precious *Virginia*, and thus he has told the Soviets to keep their ship clear of Haven until all negotiations have been completed.

STARGAZER



LOWER DECK



MAIN DECK



The Mexican Civil War

At the time of the adventure, Mexico is embroiled in a civil war, with numerous factions all fighting for control. While the Baja region is far removed from the heaviest of the fighting, Hans Brupp and the people who follow him must still deal with some of the realities of the political environment around them.

The referee should feel free to include the use of any of these governments' representatives in the scenario. Some are particularly strong to a given region (such as *La Familia*) but all have some presence throughout the peninsula.

Authorities in the *Federales* and the FDP are aware of the satellite and are very interested in it. The *Federales* have a long-term interest in the USS *Virginia*, which is wrecked off San Jose island and is still semi-functional. Likewise, members of the secretive *La Familia* (which is not really a government, but in some areas functions like one) have shown a strong interest in removing Haven from the region so they can further expand their operations to the north.

Over the five months prior to the arrival of the players, several agents have been sent into the Baja region from all four of the Mexican powers to investigate the rise of Haven. Most of these agents have not found the presence of the ship to be a threat to the region. More than anything else, the nuclear power plant aboard the USS *Virginia* is of interest to all of the assorted Mexican authorities. A functioning power plant is worth a great deal in wartorn Mexico.

LA FAMILIA

This group can directly tie its origins to the more seedy side of the political arena: that of organized crime. Originally, it was a loose organization of drug smugglers and crime rings throughout the country. In recent years, it has emerged as a strong political force and is one of the more powerful elements in the Gulf of California.

Presently, *La Familia* operates in the lower end of the peninsula south of Haven, though it has operatives in almost every

place where there are large numbers of people.

Meeting with *La Familia*: Any encounters with members of his group by the players are likely to begin with gunfire. *La Familia* sees Haven as a direct threat to its control of the region. With Brupp seizing control of almost all of the privately owned ships, the ability of *La Familia* to move about freely has been all but cut off.

Referee's Note: If the players encounter members of *La Familia* it is likely that they will be seen as members of the Haven community. *La Familia* has passed express orders to kill members of Brupp's community on sight. If the players can convince them that they are not working for Brupp, they have a strong chance of gaining an ally with this organization.

Leader: Carlos Raver is the present leader of the local *La Familia*, and he operates out of Santiago; he is known to make visits to Pichilingue to conduct his business as well. The open lack of order and law in Santiago is due to Carlos and his men, and it is a status quo that they will fight to maintain.

Numbers: The actual numbers of *La Familia* are difficult to grasp, given the homegrown nature of this group. Generally speaking, they travel in groups no smaller than three and are heavily armed. Almost always, they will pose as refugees or ordinary civilians in order to conceal their true identities.

Where Found: *La Familia* members can be located anywhere from Pichilingue to the south of the peninsula. The town of Santiago is where *La Familia* has set up its central base of operations, and it is a town that is virtually controlled by this one-time criminal element. This is their area of strongest concentration in the region, but there are small cells of this organization which exist as far north as Tijuana.

Weapons: Early in his career, Carlos Raver managed to successfully raid a *Federales* arsenal and is very heavily armed. His main difficulty of late is that while he has a large number of powerful weapons, he does not have the ammunition to support them. His agents on the mainland have started to provide some supplies, but lately they are not available in large quantities. Currently, Raver is more concerned with turning Santiago into a well defended compound in case matters with Haven

become more violent.

Typically, groups of *La Familia* will be armed with weapons ranging from pistols to heavy machineguns. Raver's people also have a limited number of small explosives (grenades) and some heavier weaponry as well.

FEDERALES

This element of Mexican politics represents the *Ejercito Nacional Mexicano*, or the ENM. This group has the largest and best claim to the control of Mexico as a whole. Brupp insists on having his men refer to them as "The Feds" while the rest of the inhabitants in the region simply call them the *Federales*.

This entity is not very strong in the region. With the conflict that erupted with the United States in 1998, most of the federal troops were moved to the northern reaches. The lack of central control of the country helped fuel the outbreak of civil war, but it also left vast areas of Mexico unprotected and unobserved.

Only three months prior to the arrival of the adventurers did the nearest *Federales* outpost/stronghold in Tijuana (*Brigada Tijuana*) discover that an American vessel had beached itself in the Gulf of California. Since that time, they have sent several scouting patrols in the northern reaches of the peninsula and have planted an agent within Brupp's group.

Meeting the Federales: Commonly the *Federales* will be found in the areas north of the plantation. For the most part, they are ragged from fighting and oftentimes perceived as weak and tired units. This may actually be the case, or the referee may have this be a case of appearances deceiving the players. No matter what, the groups encountered will be armed and very loyal to their mission.

Referee's Note: The return of *Federales* units to the northern regions of the peninsula is generally seen as favorable by the people living there. They see it as a sign, however small, that some order might be returning to the region; they are willing to provide support to these units. If players attack such patrols, they may find the local citizens raising arms against them.

The goal of the patrols is to learn all that they can about Brupp and his military force to determine if Haven poses a threat or is nothing more than a passing fantasy for those living there. The *Federales* now know about the satellite and have an interest in it. While they have had several small delegations bargain for it, it is more along their lines to send a company to attack and take the data tapes on their own. Thus an increased number of patrols in the area are more or less probing the defenses of Haven for a future attack.

Leader: The leader of the *Federales* forces in the peninsula is Captain Fernandes Estes. He personally is leading a squad on patrol along the upper regions of the Gulf of California. Local patrols that might be seen are commanded by *corporales*.

Numbers: The groups will have no more than eight people — the exact number will vary per the encounter table results.

Where Found: As specified earlier, *Federales* may be encountered in any region north of the plantation and Pichilingue. Presently patrols are concentrating on the Gulf side of the peninsula.

Weapons: Most patrols will carry Mexican-manufactured FN's and FAL's, with a small mix of G3's. Some patrols are carrying large quantities of captured American weapons from previous encounters to the north.

The vehicles used will consist primarily of 5/4-ton utility trucks (see **U.S. Army Vehicle Guide**) captured from American forces. Other smaller jeeps and dune buggies are also used in the area

where roads still exist and are localized; of course their modifications vary.

FMRP/FDP

The *Fuerzas Militares de la Revolucion Popular* (FMRP) and the *Fuera Democratica Popular* (FDP) represent only a small threat in the region. These rival Marxist groups have little support on Brupp's side of the Gulf of California but are more powerful on the eastern side, controlling many of the small towns and villages on the coast.

Meeting the FMRP/FDP: Encounters with these groups will be only in the far northern areas of the Gulf or in the Gulf proper. There are presently a number of small FDP settlements and cells operating on the eastern edge of the Gulf as well, some distance from the focus of the adventure. Brupp and his men did not seize all of the ships in the entire gulf region, and those cities on the eastern edge of the gulf still have a small number of sailing vessels under their command.

Referee's Note: The FDP and FMRP forces that are in the area both believe Brupp is a madman intent on bringing war to the region. The problem they face now is that they do not have the necessary firepower to put an end to his control.

Haven's pirating activities on FDP and FMRP boats have brought about a strong amount of hatred for the island, but the fear of the USS *Virginia* keeps them in line. Any ship under their control has orders to attack first, with surprise if possible. They will not trust any Americans, and will think that the players are simply some of Brupp's pirates.

The attitudes have changed slightly between Haven and the FDP with the retrieval of DP 201 by Brupp. Haven suddenly was not considered such a bad place. Several of the Marshals have met with members of the government to discuss the value of the satellite, and it was through these first contacts that the Soviets were informed of the satellite and its location. While the FDP and FMRP forces in the region have made a separate offer for the data tapes, Brupp would much rather drag the Soviet Union into the negotiations. Most of the leaders in the FDP believe that Hans Brupp has no intention whatsoever of surrendering the satellite, and they have given it up as a lost cause.

Leader: Presently in the Gulf region most of the FDP and FMRP are former civilian officials who have had some military experience. They have heavily fortified those towns and villages under their control and have attuned themselves to a military way of thinking. There are a few operating on the eastern edge of the Gulf who are *Federales* defectors and have a great deal of military experience. This has turned these elements of the Mexican government into a force to be reckoned with in that region.

Numbers: These groups, when encountered, will be small in nature. Those ships with crews from these two groups are likely to have two times the normal crewmembers due to Haven's pirating activities.

Where Found: The FDP and FMRP elements can be found anywhere along the far eastern coast of the Gulf as well as anywhere on the waterways.

Weapons: Out of all the Mexican organizations, the FDP and the FMRP are armed with the fewest weapons in the region. Their most powerful weapons are heavy machineguns, which are few in number. Those that do possess these sorts of weapons will have them mounted on the few remaining sailing ships which exist in the Gulf.

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Satellite Down

Remember that slogan they used to use to entice young sprouts like us into the service, before the recent unpleasantness reinstated the draft? "Join the army and see the world," wasn't it? At least this time we get to go someplace warm, looking for a fallen star.

Seems this Soviet weather satellite decided it was time to come down and picked one of the most remote, out-of-the-way locales to land in that I've ever seen (and I've seen some weird ones lately). The question of where we were going wasn't foremost on our minds, though. Why was what we wanted to know. What was so flamin' important about some commie satellite?

Here's the answer we got, verbatim: "Because that little electronic box recorded every action of the war—every nuclear strike, as well as the most current and up-to-date information on wind patterns and radiation spread over the whole damn world, not to mention ozone dispersion and other weather data. Whoever has this satellite will be years ahead of the other nations in terms of knowing the extent of the climatic changes coming up."

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