

Allegheny Uprising

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

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

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

Allegheny Uprising includes the following materials:

- Introductory material for the adventure.
- Descriptions of the parts of western Maryland and Pennsylvania where the adventure takes place.
- Details of various organizations, marauder bands, and local defense forces in parts of southwestern Pennsylvania.
- A list of important non-player characters, including people the characters must find in order to locate the stockpile.
- A map of the general area in southwestern Pennsylvania where the adventure is set.
- Background material on western Pennsylvania's recent history, the secret supply cache known as SRS-17374-2, and on the continuing civil war between native inhabitants of the Allegheny Mountains and the refugees who entered the area four years ago.

Design: William H. Keith, Jr.

Development: Loren K. Wiseman.

Art Director: Barbie Pratt.

Art Assistants: Laretta Oblinger and Dana Reischauer.

Interior Illustrations: Tim Bradstreet and Liz Danforth.

Cover: Steve Venters.



Twilight: 2000

Series Module

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Allegheny Uprising

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Credits

Design: William H. Keith, Jr.

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Game Designers' Workshop

PO Box 1646

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Allegheny Uprising

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

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

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

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

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

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

INTRODUCTION

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

storehouse of weapons, food, records, and supplies.

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

This booklet includes the following materials:

- Introductory material for the adventure.
- Descriptions of those parts of western Maryland and Pennsylvania where the adventure takes place.
- Details of various organizations, marauder bands, and local defense forces in various parts of southwestern Pennsylvania.
- A list of important non-player characters, including people the player characters must find in order to locate the stockpile, and the officials who accompany them on the expedition.
- A map of the general area in southwestern Pennsylvania where the adventure is set, including all or parts of Bedford, Somerset, Fayette, Westmoreland, and Allegheny Counties.
- Background material on western Pennsylvania's recent history on the secret supply cache known as SRS-17374-2, and on the continuing civil war between native inhabitants of the Allegheny Mountains and the large numbers of war refugees who entered the area four years ago.

REFeree'S NOTES

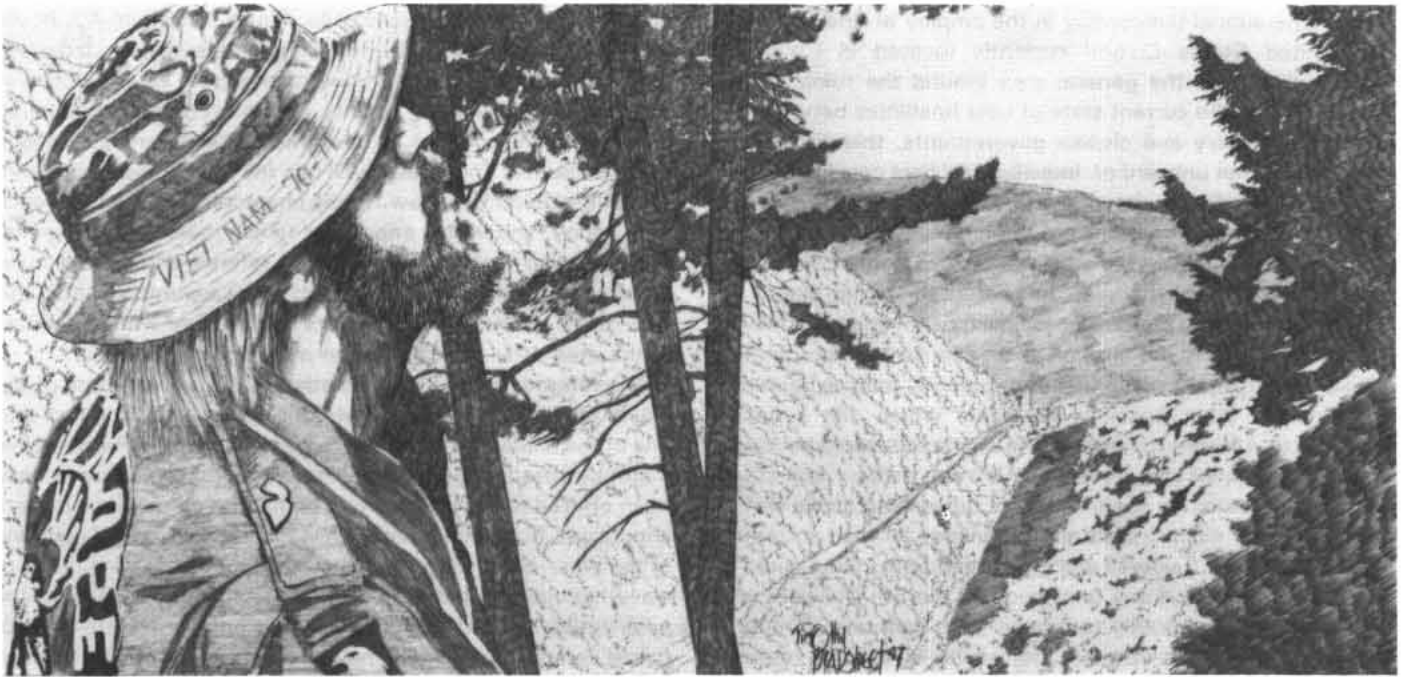
Allegheny Uprising is designed to be used by the referee. Narrative sections describing certain events from the point of view of one of the characters are provided to add additional detail and color to the referee's description of events and the adventure's background. These narrative sections may be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

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

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

William H. Keith, Jr.

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



The Adventure Plot

Imagine us working for the civvies!

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

CHARACTER BACKGROUNDS

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

Allegheny Uprising assumes that the player characters are

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

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

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

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

PLAYING THE ADVENTURE

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

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

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

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

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

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

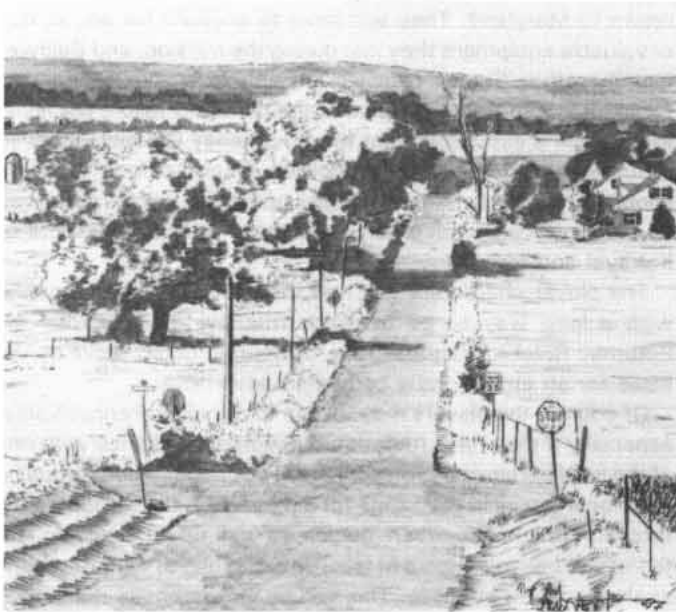
Again at the referee's discretion, and with the cooperation of one or more players in his *Twilight: 2000* gaming group, one or several players may take on the roles of Charles Franklin, Chet Constable, or Major Howard Kirtchner. Each of these characters and their goals and motivations are described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

PREPARING FOR THE EXPEDITION

Vehicles: The players should have some say in the equipment issued to them from the 228th logistical depot for the expedition. Up to five HMMWV ("hum vee") squad carriers are available. At the player characters' request, these may be armed with M2HB MGs or Mark 19 AGLs. If the players desire, other vehicles may be made available for their use. These include ¾-ton utility trucks, FAVs mounting TOWs or M60 MGs, or 2½-ton cargo trucks. TOW missiles will be in extremely short supply, but reasonable supplies of other ammunition will be available.

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

Personal Weapons: The characters may be allowed to draw personal weapons (if they have none), including M16A2s, HK CAWs, M249s, M60 machineguns, and M203 grenade launchers. The assault rifles and ammunition are plentiful. Heavier and more exotic weaponry is more scarce and should be limited by the referee to no more than two or three such weapons for the entire player group. Depending on the agreement drawn up



between the player characters and Caldwell, the weapons issued to the characters may be considered to be a down payment for their services, and may be kept by the characters after the conclusion of the mission. Non-U.S. weapons and ammunition are unavailable.

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

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

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

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

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

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

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

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

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

THE MISSION

The goals of the expedition are actually three-fold.

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

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

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

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

THE COURSE OF THE ADVENTURE

The referee will be responsible for unfolding the plot of *Allegheny Uprising* as situations develop and the players react to them. The player characters will have the opportunity to meet