

Howling Wilderness

Special Bonus:
TWILIGHT CITYMAKER

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

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

Howling Wilderness contains the following:

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

Design and Development: Loren K. Wiseman



TWILIGHT: 2000

Series Module

Since 1973

GDW

PO Box 1646
Bloomington, IL 61702-1646

Howling Wilderness

Loren K. Wiseman

Sample file

TWILIGHT: 2000



Sample file

Credits

Design and Development: Peter K. Wiseman

Cover: Steve Venters

Interior Illustrations: Tim Bradstreet

Art Director: Laretta Oblinger

Graphic Design and Production: Dana Reischauer, James R. Kuntz, Kelly Walsh, Shea Ryan

Text Manager: Michelle Sturgeon

Typesetting: Julia Martin

Text Processing: Karen Lumb, Eric Hoss

Copyright©1988 GDW. Printed in USA. Made in USA. All rights reserved. ISBN 1-55878-003-3.

Twilight: 2000 is GDW's trademark for its role-playing game of survival in a devastated world.



PO Box 1646, Bloomington, IL 61702-1646 USA.

Howling Wilderness

Contents

Howling Wilderness.....4

 The Drought.....4

 Adventures.....4

 Referee's Notes.....4

 Twilight Citymaker.....4

 References.....4

The Attack and Its Aftermath.....5

 Prelude.....5

 The Best Laid Plans.....5

 Gang Aft Aglay.....6

 The Thanksgiving Massacre.....6

 Aftermath.....6

 December 1997.....7

 January 1998.....7

 February-May 1998.....9

 Breakdown.....9

 The Mexican and Soviet Invasions.....9

 September-December 1998.....9

 One New Year and Two New Governments.....9

 Annotated Target Listing.....10

 Effects.....10

 Target List.....10

 The Winter of 2000/2001.....10

General Events and Encounters.....12

Milgov.....13

 Communications.....13

 The U.S. Army.....13

 Unit History and Current Status.....14

 49th Armored Division.....14

 10th Infantry Division (Mountain).....14

 40th Infantry Division (Mechanized).....14

 46th Infantry Division.....15

 47th Infantry Division.....15

 78th Infantry Division.....15

 85th Infantry Division.....15

 91st Infantry Division (Light) (3rd Brigade).....16

 95th Infantry Division (Light).....16

 98th Infantry Division (Light) (2nd Brigade).....16

 100th Infantry Division (Light).....16

 104th Infantry Division (Light).....16

 1st Infantry Brigade (Arctic Recon).....16

 2nd Infantry Brigade (Arctic Recon).....17

 29th Infantry Brigade.....17

 43rd Military Police Brigade.....17

 49th Military Police Brigade.....17

 194th Armored Brigade.....17

 197th Infantry Brigade (Mechanized).....18

 221st Military Police Brigade.....18

 The Cadet Brigade.....18

 The School Brigade.....18

Civgov.....19

 Communication.....19

 Census.....19

 Elections.....20

 Things to Come.....20

 Civgov's Military Forces.....20

 84th Infantry Division (Light).....20

 108th Infantry Division (Light).....20

 30th Engineer Brigade (Combat).....20

 35th Engineer Brigade (Combat).....21

 184th Infantry Brigade.....21

 228th Infantry Brigade.....21

New America.....22

 Organization.....27

 Philosophies.....28

 The Hierarchy of New America.....28

 Arise, New America!.....28

 The Attack.....29

 Kidnapped.....29

New England.....30

 Milgov.....30

 Civgov.....30

 New America.....30

 Encounters.....30

 Local Conditions.....31

The Middle Atlantic States.....32

 Milgov.....32

 Civgov.....32

 New America.....32

 Encounters.....32

 Local Conditions.....33

The Southeast.....35

 Milgov.....35

 Civgov.....35

 New America.....35

 Encounters.....35

 Local Conditions.....36

The Great Lakes States.....37

 Milgov.....37

 Civgov.....37

 New America.....37

 Encounters.....37

 Local Conditions.....37

The South Central States.....40

 Milgov.....40

 Civgov.....40

 New America.....40

 Encounters.....40

 Local Conditions.....40

The Great Plains.....42

 Milgov.....42

 Civgov.....42

 New America.....42

 Encounters.....42

 Local Conditions.....43

The Western States.....44

 Milgov.....44

 Civgov.....44

 New America.....44

 Encounters.....44

 Local Conditions.....44

Alaska and Hawaii.....47

 Alaska.....47

 Milgov.....47

 Civgov.....47

 New America.....47

 Encounters.....47

 Local Conditions.....48

 Hawaii.....48

 Milgov.....48

 Civgov.....48

 New America.....48

 Encounters.....48

 Local Conditions.....48

Sample file

Howling Wilderness

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

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

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

THE DROUGHT

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

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

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

ADVENTURES

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

REFEREE'S NOTES

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

TWILIGHT CITYMAKER

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

REFERENCES

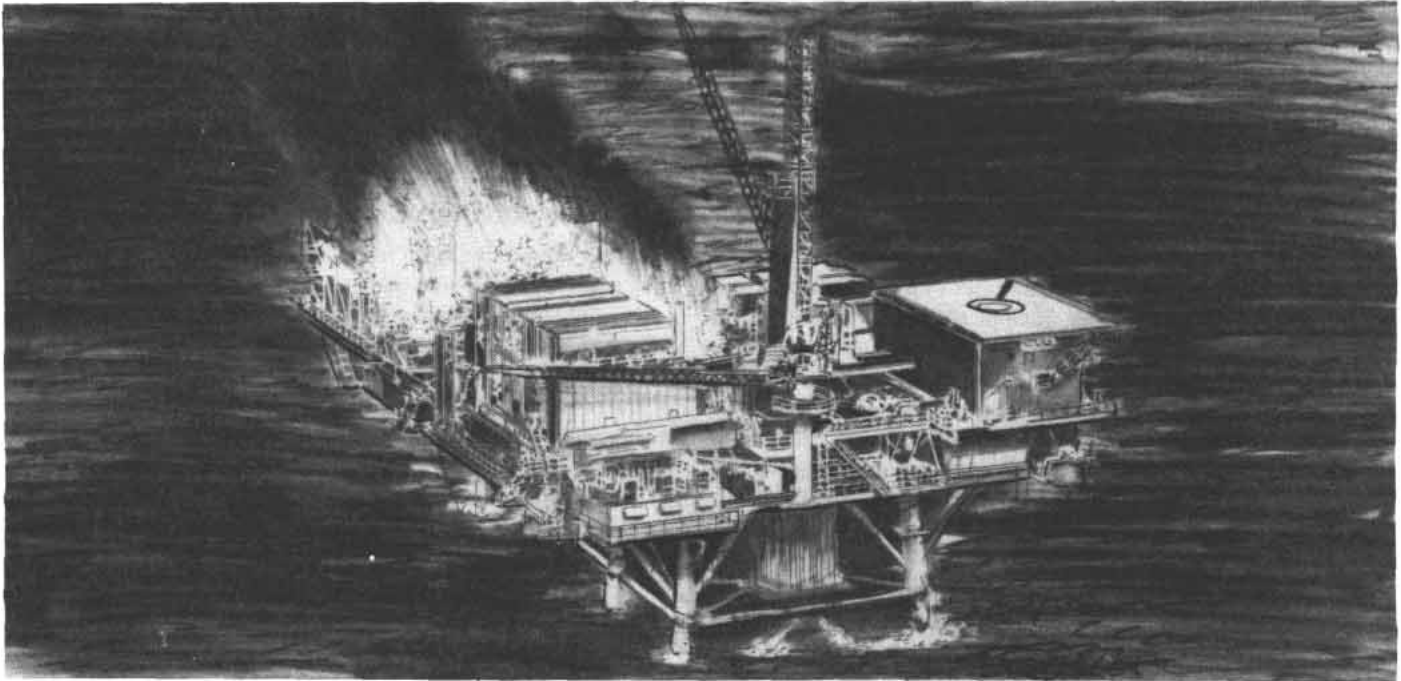
A word on the references used in the preparation of this sourcebook seems to be in order. The target list was primarily determined based on information contained in the Office of Technology Assessment's 1979 study "The Effects of Nuclear War," supplemented by other sources (and modified by the notions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

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

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

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

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



The Attack and Its Aftermath

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

PRELUDE

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

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

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

THE BEST LAID PLANS...

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

National Plan for Emergency Preparedness, 1964

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

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

Category A agencies are to set up three emergency manage-