



Masterwork Maps

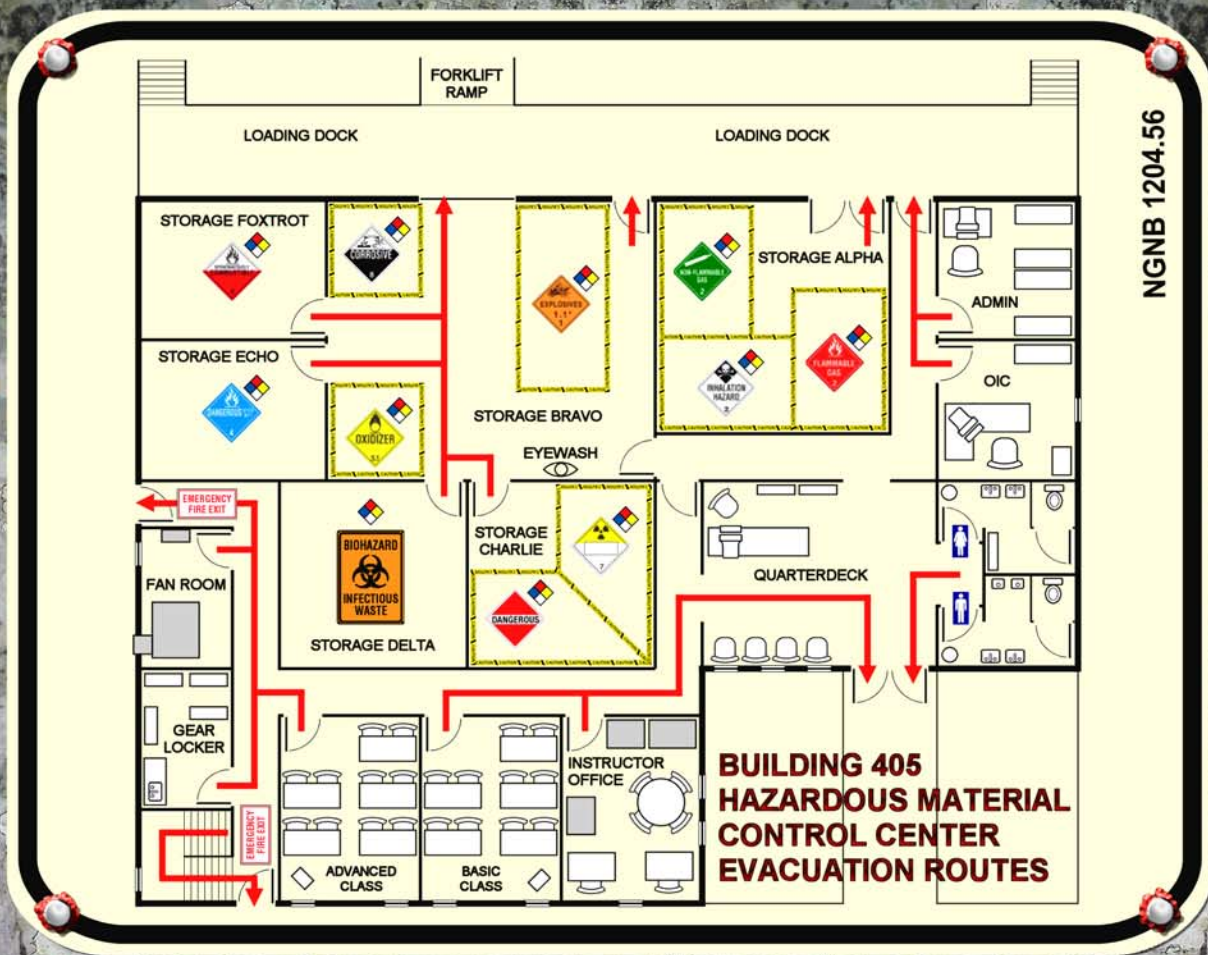
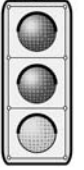


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CHAPTER 1: WELCOME ABOARD

"Work it may, shine it must." - a truism known by enlisted sailors everywhere.

INTRODUCTION

Urban Designs: New Glory Naval Base presents an extensive, in-depth portrayal of a naval installation and supporting elements in the surrounding community. This sourcebook combines maps of the base, a large library of building floor plans and descriptions, sample military organizations, routines and patrols, and a wide assortment of military and civilian characters to create a richly detailed background accessory for roleplaying in a contemporary setting.

The base's precise location is omitted to allow greatest flexibility for New Glory; it may be placed anywhere desired for a campaign. The maps, floor plans, building descriptions, and character personalities may be used in a variety of roleplaying games. The specific game mechanics are based upon the d20 System © by Wizards of the Coast, Inc., and are designed for use with the *d20 Modern Roleplaying Game* ©.

New Glory Naval Base is designed with an emphasis to realism, and has limited FX Campaigns content. Some of the information herein is consistent with parameters of public knowledge associated with the United States military, while other details are not. Persons familiar with aspects of the United States armed forces may well recognize a substantial number of inaccuracies. Readers will further observe that this volume contains no ship deck plans, military or otherwise. These inaccuracies and omissions are deliberate to permit a larger-than-life campaign to evolve, and to allow this product to focus on the buildings, construction, and people of New Glory Naval Base.

YESTERDAY'S NEWS

Though her precious few facilities still work, the shine is gone. New Glory Naval Base has little sparkle left to give. In an age of soaring technology, New Glory no longer trails behind the leaders; she has fallen from the race.

NEW OR PAST GLORY: A CANDID LOOK

By Mickey Franks, Staff Writer, *the Daily Journal*.

As most local citizens are aware, New Glory Naval Base has been a member of our community since the outbreak of World War II. The facility received well-deserved recognition for its role throughout the 1940's and 1950's, but events of recent decades have tarnished that once-proud record.

During the Vietnam era, military members assigned to New Glory Naval Base were discovered to be active collaborators in a drug smuggling operation to transport illegal narcotics into the United States. The diligent investigative efforts of this newspaper were instrumental in bringing this information

to light. The unexplained deaths of five sailors since 1973 have further cast a dark shadow over the base's post-Vietnam decline.

The military buildup of the 1980's provided a substantial boon to our civilian sector. The demilitarization of the 1990's subsequently resulted in the closure of those jobs and wrought cascading repercussions upon our local economy. Once home to thousands of sailors, New Glory is now a sad relic clinging to a near-forgotten past. Many of her buildings lie dormant, and the empty docks have seen no warship since the end of the Cold War. New Glory Naval Base has outlived its purpose and its usefulness. She is slipping into obscurity, and it is time to clear the path for progress.

What now comprises New Glory Naval Base was originally a private estate owned by the Runwilder family. The area covers approximately two and one half square miles of our bay peninsula. The naval facilities are located on the prime southern waterfront while over half of the installation's acreage remains undeveloped, wooded hillside.

We have an opportunity to correct a quarter-century of misuse while simultaneously removing the elements that fuel undesired business establishments such as the notorious King of Clubs exotic dancers. We not only have a moral obligation for decency in our community, the conversion of this waterfront for tourism commerce and real estate development will translate into much-needed income.

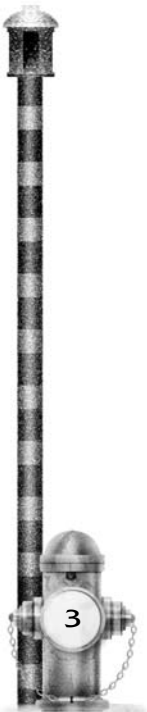
There is also in our midst an area of irreplaceable historical significance. Runwilder House itself, the ancient family mansion, was originally constructed in the post-Civil War era. It has recently been placed on a survey roster and now awaits the decision for its inclusion into the National Register of Historic Landmarks. If so deemed, the Navy must be compelled to relinquish the entirety of the Runwilder estate and all facilities therein. ~ M. Franks ¶

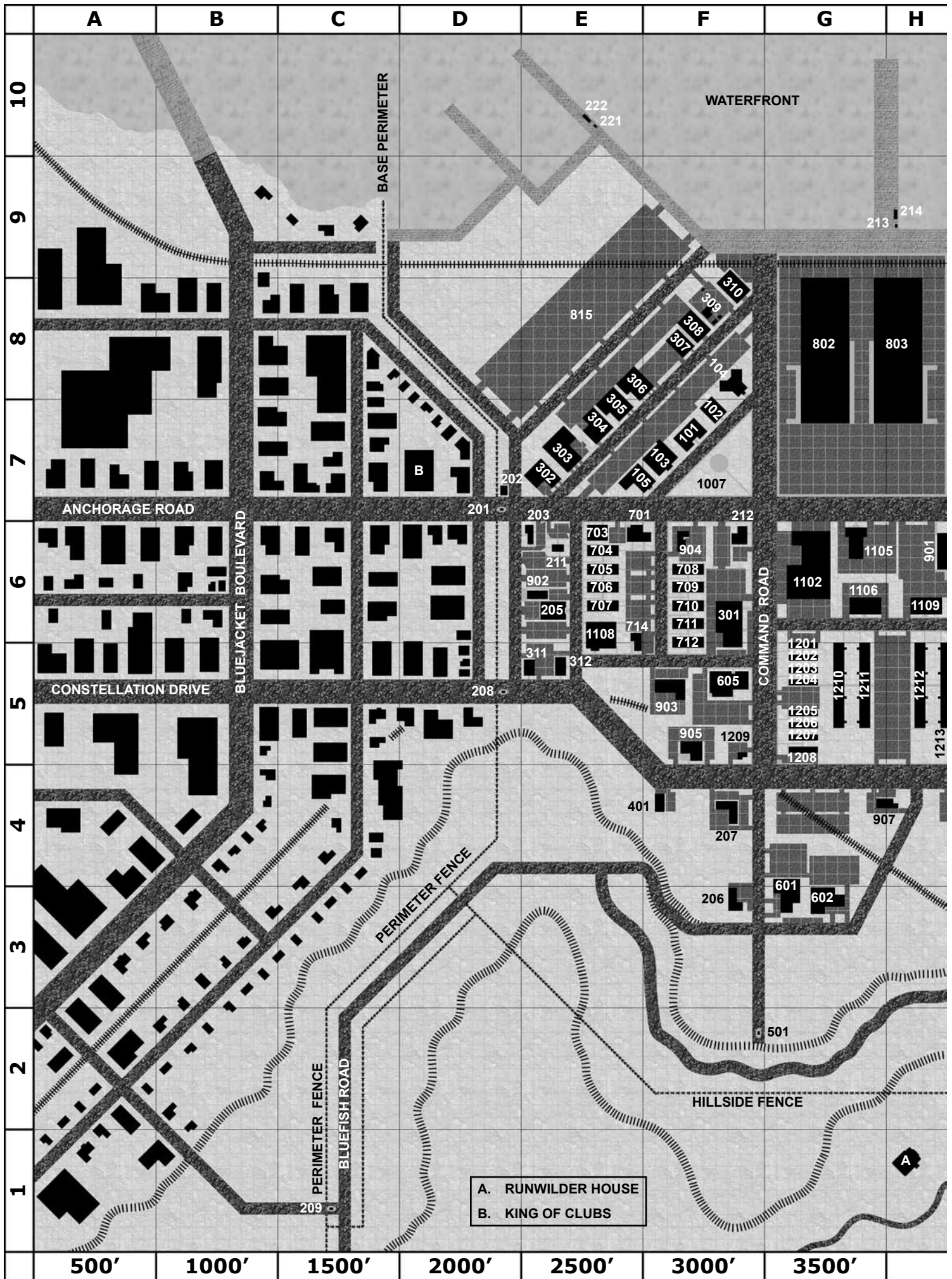
HISTORY

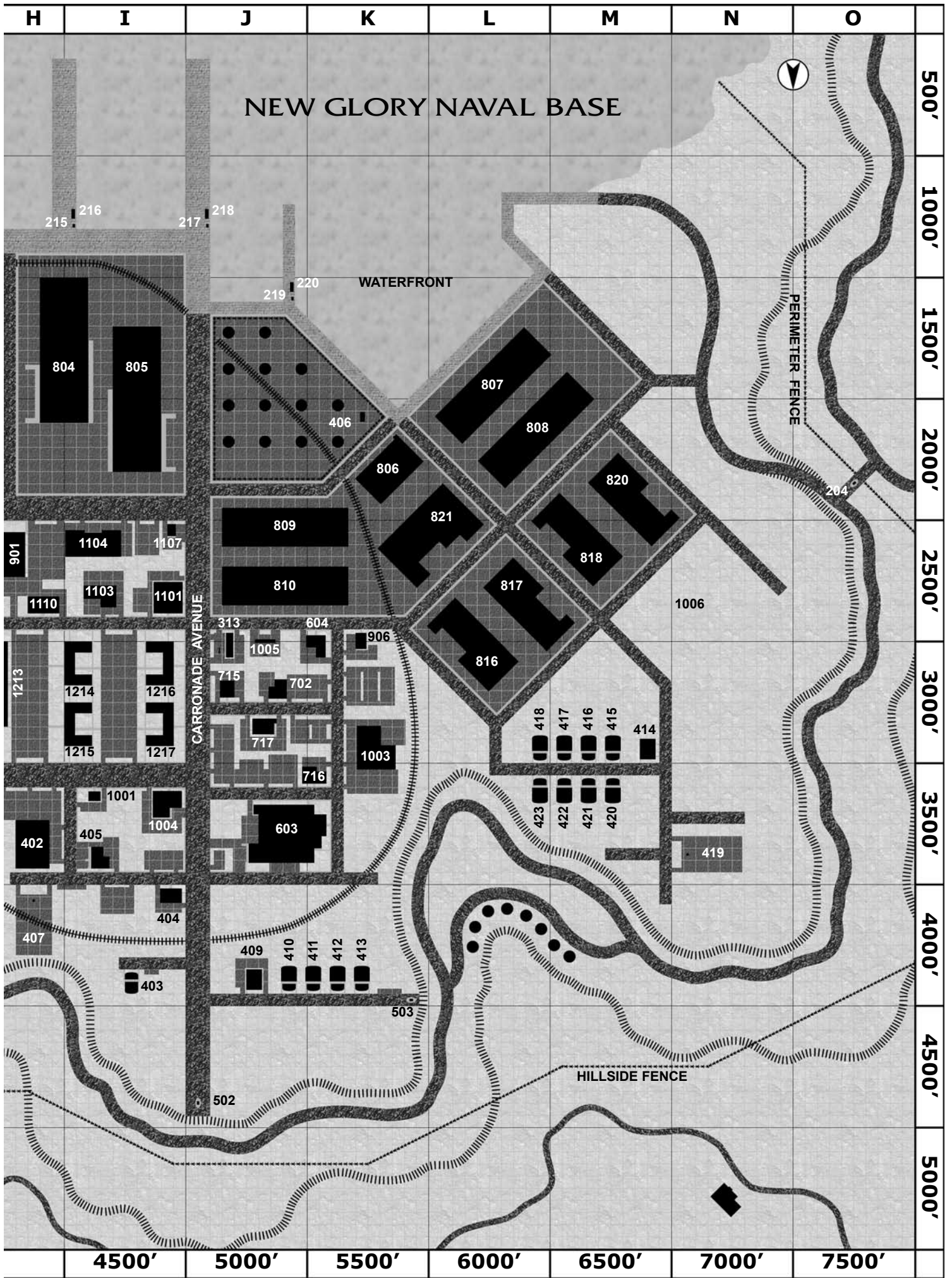
Runwilder House is believed to have been built during the late 1860's. In the early 1880's, fire extensively damaged the house but it was rebuilt and enlarged shortly thereafter. By the late 1880's, the Runwilder family was operating a successful coal mine. Tunnels were dug into the base of the hills, and railroad tracks were laid to the mines specifically for transporting coal. World War I and the years preceding it brought intense demand for coal aboard naval vessels. A commercial waterfront was established, and several docks were constructed for the berthing of ships.

By 1920, the supply of coal was exhausted. As the Prohibition Era (1920-1933) dawned, Amos Runwilder, patriarch of the family, became a bootlegger and alcohol smuggler. Runwilder had a number of rum and whiskey stills on his property, and operated other stills throughout the county. The docks were soon used by small boats to load alcohol from the Runwilder estate for transport to other

"A good Navy is not a provocation to war. It is the surest guarantee of peace." - Theodore Roosevelt







BUILDING 404
EXPLOSIVES, ORDNANCE, AND DEMOLITIONS (EOD)
BUNKER

Location: Aerial Map Grid G3.

Hours of Operation: closed.

Personnel: none.

Telephone Junction Box: exterior south wall, fed from aerial lines.

Electrical Power Panel: exterior south wall, fed from aerial lines.

Construction: wooden frame building; corrugated metal A-frame roof; raised foundation.

Ventilation: electrical roof fans.

Security and Safety Features: doors are wooden with glass window (Disable Device DC 20); metal rollup freight doors are padlocked (Disable Device DC 20) and manually operated from the exterior.

Except for its wooden walls, this building is quite similar in design to New Glory's armories. The front wall of the bunker still bears the unit insignia of the last demolitions team

to occupy the facility, though the paint has faded and begun to flake away. The bunker was closed in the late 1980's. Electrical power for the bunker is secured at building 301. Running water is available but is shut off at the main disconnect.

BUILDING 405
HAZARDOUS MATERIAL AND INDUSTRIAL WASTE
CONTROL CENTER

Location: Aerial Map Grid G4.

Hours of Operation: 0700 - 1600 Monday - Friday.

Personnel: 27 sailors; E1 - E3: 18, E4 - E6: 8, E7:1.

OIC: CPO Aaron Lohner.

Watch Compliment: 1 sailor E4 - E5.

Watch Rotation:

Morning	Afternoon	Night
0600 - 1000	1400 - 1800	2200 - 0200
1000 - 1400	1800 - 2200	0200 - 0600

Telephone Junction Box: exterior east wall, fed from aerial lines.

Electrical Power Panel: interior room 401.3, fed from underground cable.

Construction: brick and mortar building; composite shingle A-frame roof; concrete slab foundation.

Ventilation: central heating and air conditioning. 24" rectangular aluminum ducting in the attic supplies 18" vents in all first floor rooms; 24" rectangular aluminum ducting suspended from ceiling supplies 18" vents in all basement room.

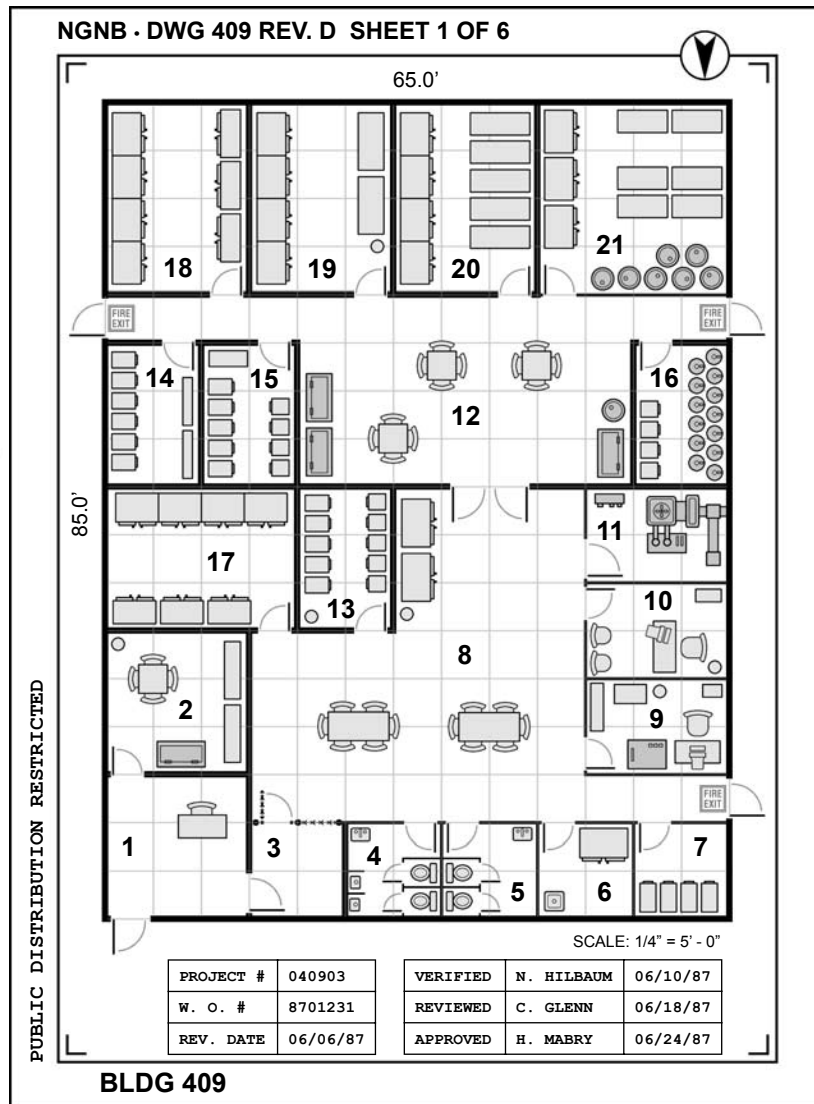
Security and Safety Features: doors are metal-framed glass (Disable Device DC 25); metal rollup freight doors are operated by interior electrical motors (Disable Device DC 25); fire alarm and automatic fire sprinklers in all rooms.

Rooms:

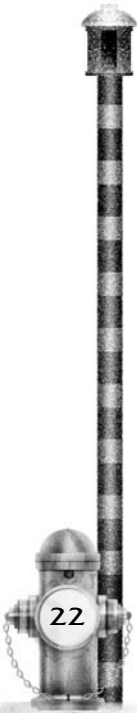
- 405.1: Lobby.
- 405.2: Male Restroom.
- 405.3: Female Restroom.
- 405.4: Instructor Office.
- 405.5, 405.6: Classrooms.
- 405.7: Gear Locker.
- 405.8: Upper Fan and Electrical Room.
- 405.9: Officer In Charge Office.
- 405.10: Administration Office.
- 405.11 - 405.16: Storage Rooms A - F.
- 405.17: Personal Protective Equipment.
- 405.18: Lower Fan and Electrical Room.
- 405.19 - 405.27: Storage Rooms G - O.
- 405.28: Staging Area.

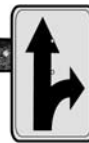
BUILDING 406
FUELING SUPERVISOR OFFICE, FUEL
TANKS A - M

Location: Aerial Map Grid E7.



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CHAPTER 3: COMMAND & OPERATIONS

SERIES 100 BUILDINGS

These buildings are mainly associated with the operations and communications centers for the base (the parent command), the individual departments within the base, and smaller commands that also reside on the base. They include the base command headquarters, communications center, squadron headquarters, and the chapel.

BUILDING 101

BASE COMMAND HEADQUARTERS

Location: Aerial Map Grid J7.

Hours of Operation: 0800 - 1600, Monday - Friday.

Personnel: 16 sailors; E1 - E3: 9, E4 - E6: 7 (not including command staff).

OIC: MCPO Walter Jablonski.

Watch Compliment: 2 sailors E4 - E6.

Watch Rotation:

Morning	Afternoon	Night
0200 - 0600	1000 - 1400	1800 - 2200
0600 - 1000	1400 - 1800	2200 - 0200

Telephone Junction Box: exterior southeast wall, fed by underground cable.

Electrical Power Panel: exterior southeast wall, fed by underground cable.

Construction: brick and mortar building; composite shingle A-frame roof; concrete slab foundation.

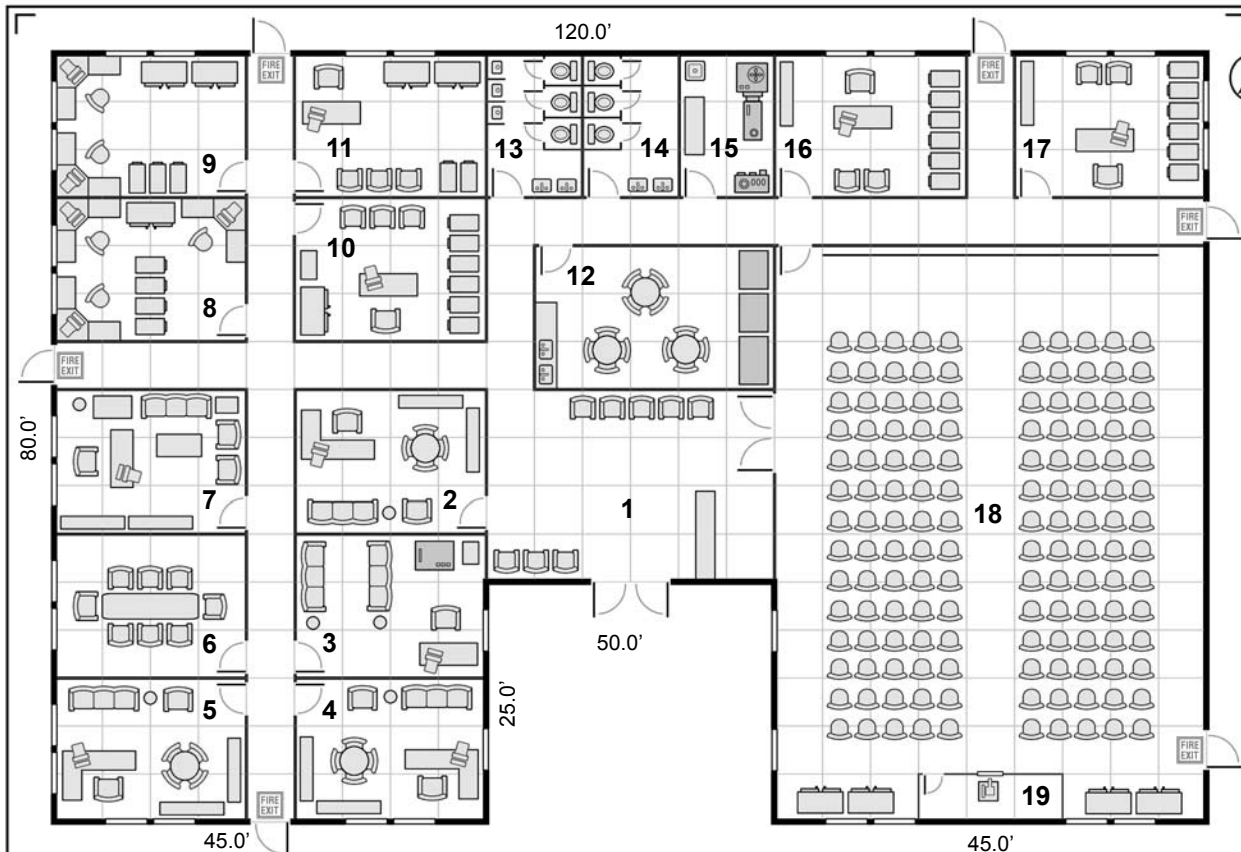
Ventilation: central heating and air conditioning. 18" - 24" rectangular aluminum ducting above false ceiling supplies 12" vents in all rooms.

Security and Safety Features: doors are metal-framed glass (Disable Device DC 25); automatic fire sprinklers in all rooms.

New Glory's command headquarters is the oldest military building on the base. It was built in the late 1890's, when the Navy was purchasing coal from the Runwilder Estate, but originally served as a civilian structure. While the building exterior has remained unchanged throughout its history, the interior has been renovated extensively. The front of the command center directly faces the triangular flag center.

"All warfare is based upon deception."
- Sun Tzu, The Art of War

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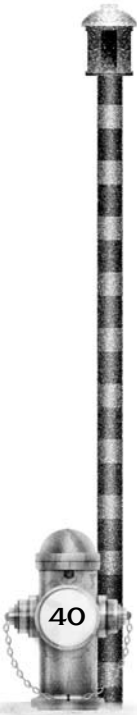
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BLDG 101

SCALE: 1/4" = 5' - 0"

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REV. DATE	05/05/93	APPROVED	T. YARHALE	05/20/93





SHORE FACILITIES

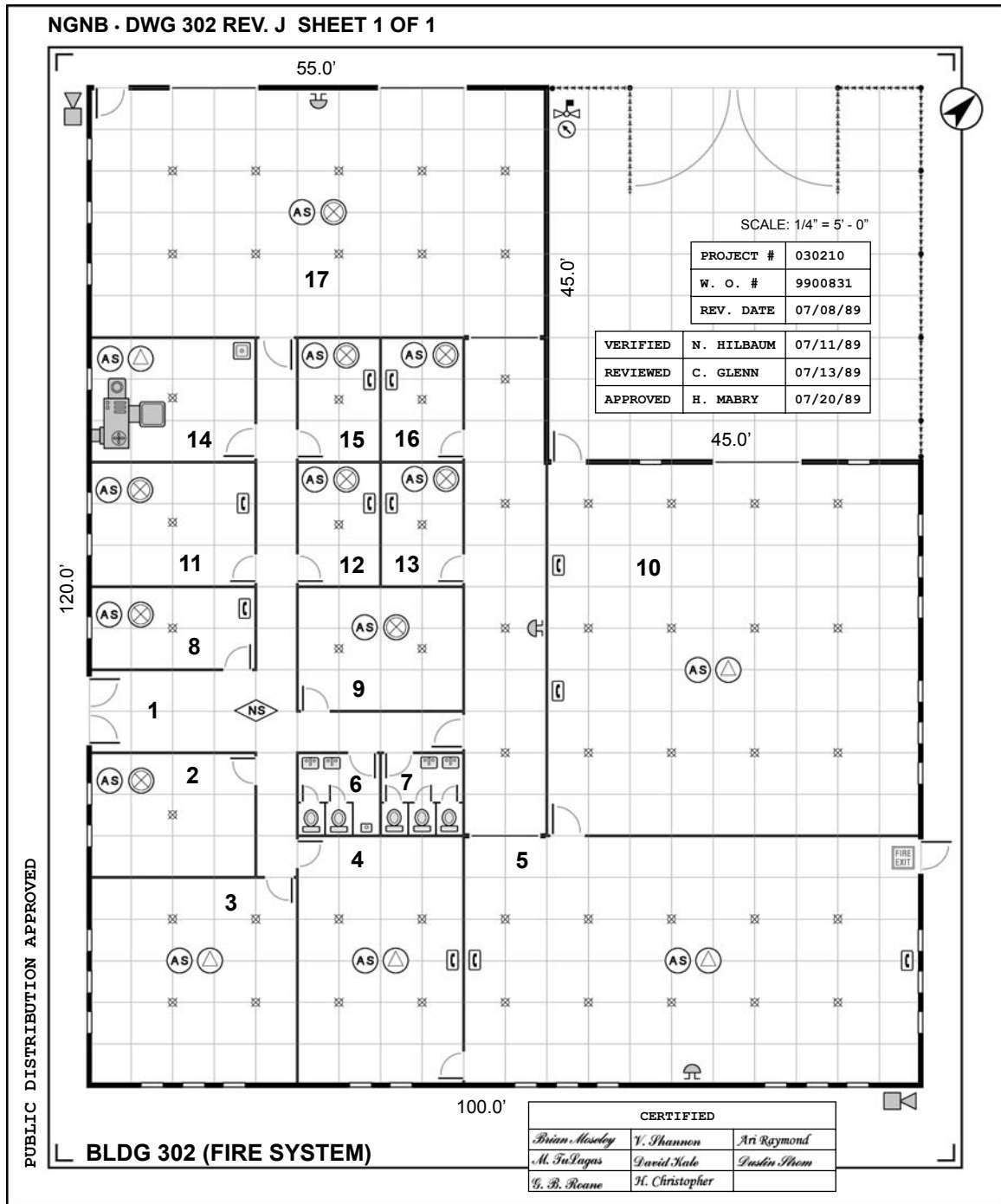
permits access to the roof.

301.17 - 301.18: Isolation Panel Rooms # 1 - # 2. These contain long rows of electrical power panels, the last stage in the building's power distribution network. Each of the isolation panels has rows of clearly labeled circuit breakers that will shut off power to one or more buildings on the base.

301.19: Shipping and Receiving. This has a 12' x 18' rollup freight door that opens onto the loading dock. An electric forklift (3,500lb capacity) is parked here, and is small enough to pass through the building's interior rollup freight doors. An eyewash station is located against the north wall, and the battery charger for the forklift is against the south wall.

301.20: High Voltage Bay # 1 - # 2. Originally intended for shipping and receiving, this now houses two dark green cabinets within padlocked (Disable Device DC 25) chain link fences. DANGER HIGH VOLTAGE placards are attached to both cabinets. These are old high voltage electrical stations that distribute electrical power to substations A - D.

301.21: High Voltage Bay # 3 - # 6. This bay has two 7' x 12' rollup freight doors; one in the west wall, and one in the interior north wall. Four large white cabinets outfitted with multiple pull-open and sliding doors are spaced throughout this bay. Each is contained within a padlocked (Disable Device DC 25) chain link fence that has white and red "DANGER





+3, Will +2; AP 0; Rep +1; Str 15, Dex 14, Con 12, Int 14, Wis 8, Cha 10.

Occupation: Military (bonus skills: Move Silently, Survival).

Skills: Climb +6, Drive +7, Hide +8, Knowledge (Tactics) +8, Move Silently +8, Profession +10, Swim +7, Survival +5, Tumble +7.

Feats: Armor Proficiency (Light), Combat Martial Arts, Dodge, Personal Firearms Proficiency, Simple Weapons Proficiency, Weapon Focus: Beretta 92F autoloader.

Possessions: Beretta 92F autoloader, 50 rounds 9mm ammunition, undercover vest, various gear and personal possessions.

Warren Kurst is a tall, muscular black man in his early thirties. He is completely devoted to the Marine Corps and his family. ATWU-215 is his first command position, and he is determined to excel. Kurst harbors a quiet dislike of CDR Noah, though he sees LCDR Trenton as a kindred spirit. He is also on good terms with SCPO Kessler.

Kurst is unaware of Captain Mackelby's illegal activities. Should he discover the weapons smuggling operation, his love of the Corps will temporarily cloud his judgment. His instinctive reaction will be to confront Mackelby directly and bring him to justice.

Captain Douglas Mackelby, ATWU-215 Executive Officer (Fast Ordinary 3/Tough Ordinary 2)

CR 4; Medium-size human; HD 3d8+6 plus 2d10+4; hp 41; Mas 14; Init +2; Spd 30 ft.; Defense 21, touch 18, flat-footed 19 (+2 Dex, +6 class, +3 undercover vest); BAB +3; Grap +5; Atk +5 melee (1d4+2 nonlethal, unarmed strike), or +5 ranged (2d6 Beretta 92F autoloader); Full Atk +5 melee (1d4+2 nonlethal, unarmed strike), or +5 ranged (2d6 Beretta 92F autoloader); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Ethical Philosophy: Chaotic Outlook; SV Fort +3, Ref +2, Will +2; AP 0; Rep +1; Str 14, Dex 15, Con 14, Int 12, Wis 8, Cha 10.

Occupation: Military (bonus skills: Demolitions, Drive).



MICKEY FRANKS

Skills: Demolitions +6, Drive +6, Hide +8, Move Silently +8, Profession +5, Spot +4, Survival +4, Tumble +6.

Feats: Combat Martial Arts, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Stealthy.

Possessions: Beretta 92F autoloader, 50 rounds 9mm ammunition, undercover vest, various gear and personal possessions.

David Mackelby is a young man, enthusiastic about the Marine Corps and his role in ATWU 215. He joined the Marines to hone his skills, which he plans to use as an independent soldier of fortune. Mackelby is self-absorbed, opportunistic, and headstrong. Above all, he has his own interests at heart. Mackelby has organized a weapons smuggling operation to sell old military firearms on the black market, and is carefully stashing away a large cache of cash for when he leaves the Marines.

Mackelby has sold a number of weapons to Marco Serra, owner of the Fool's Gold Pawn Shop. He does not know that Serra is fully aware of his identity, nor does he know that Hugo Giarde is collecting information on his activities – information that will be used to blackmail the Marine captain.

CIVILIAN COMMUNITY

Michael "Mickey" Franks: Staff reporter, Daily Journal (Dedicated Ordinary 7)

CR 6; Medium-size human; HD 7d6+6; hp 38; Mas 12; Init +0; Spd 30 ft.; Defense 13, touch 13, flat-footed 13 (+3 class); BAB +5; Grap +7; Atk +7 melee (1d8-1 nonlethal, unarmed strike); Full Atk +7 melee (1d8-1 nonlethal, unarmed strike) or +5 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; AL Organization: *Daily Journal* Newspaper, Ethical Philosophy: Lawful; SV Fort +4, Ref +2. Will +6; AP 0; Rep +2; Str 9, Dex 11, Con 12, Int 16, Wis 16, Cha 9.

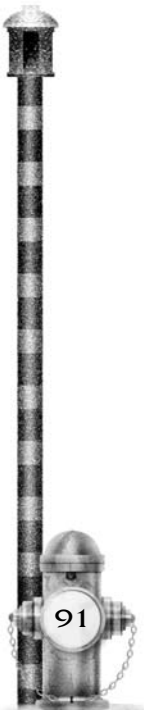
Occupation: Investigative Reporter (bonus skills: Gather Information, Research).

Skills: Craft (Writing) +10, Gather Information +8, Investigate +7, Knowledge (Business) +11, Knowledge (Current Events) +12, Knowledge (Popular Culture) +11, Knowledge (Streetwise) +12, Profession +13, Research +11, Sense Motive +10.

Feats: Brawl, Confident, Educated (Knowledge [Business] and Knowledge [Current Events]), Educated (Knowledge [Popular Culture] and Knowledge [Streetwise]), Improved Brawl, Simple Weapons Proficiency.

Possessions: various gear and personal possessions.

Mickey Franks never wanted to be anything other than a newspaper reporter, and he has the broken marriages to prove it. According to his ex-wives, Mickey lives to work, eat, drink, and smoke. Franks is past fifty, and his broad waistline,





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Urban Designs: New Glory Naval Base (DF6001)
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