



THE WORLD OF



TOM CLANCY'S

THE **DIVISION**

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# THE DIVISION



DARK HORSE BOOKS

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Published by Dark Horse Books

A division of Dark Horse Comics LLC

10956 SE Main Street

Milwaukie, OR 97222

[DarkHorse.com](http://DarkHorse.com) | [Ubisoft.com](http://Ubisoft.com) | [Massive.se](http://Massive.se)

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Advertising Sales: (503) 905-2315

To find a comics shop in your area, visit [comicshoplocator.com](http://comicshoplocator.com)

First edition: March 2019 | ISBN 978-1-50671-104-1

Limited edition: March 2019 | ISBN 978-1-50671-331-1

Digital ISBN:

978-1-50671-103-4

Library of Congress Control Number: 2018954204

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# FOREWORD

“Civilization is never more than three days of missed meals away from anarchy.”

## ANCIENT ROMAN EXPRESSION

As the Romans came to understand, the more advanced a society, the more fragile and vulnerable it can become—an unsettling hypothesis confirmed once again by the grim events of the past year. Before the *Variola chimera* pandemic was unleashed in New York City, our technological modernity had created a complex, interconnected world. As it turns out, we'd also created a state of denial.

Before the outbreak, the following facts were true:


- Grocery stores typically carry at most a three-day supply of food for surrounding communities.
- Hospital stocks also depend on “just in time” production, and have a limited autonomy of 3 to 8 days, depending on the specialty and the size of the hospital.
- Production of an established vaccine generally takes between 6 and 36 months.
- A flu virus can remain alive on a dollar bill for seventeen days,

Today, one man's megalomania combined with another's expertise in virology

has forced major cities to their knees, crippled our federal government, and sent shockwaves of fear around the world. The situations in New York and Washington D.C. are the stuff of disaster genre films. Civil society has collapsed with terrifying speed.

But going forward, it is important to consider the bigger picture.

Our species, historically resilient and adaptive, sits at the apex of hundreds of millions of years of evolution. For the length of that epoch, multicellular life has been under assault by viral infectious agents literally every single day. Intelligent life has survived innumerable waves of contagion. We will survive this one as well. One reason is the Strategic Homeland Division.

This handbook presents a thorough overview of that agency, including many classified aspects of its internal structure and training protocols. Be assured that today the Division is deployed to ensure the survival of civil society, and to save what remains. 





# **PREFACE**

## **SITUATION REPORTS & TIMELINE**



## SITUATION REPORT

# NEW YORK CITY

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**NOTE** The outbreak within the U.S. resulted in other countries closing their borders to the U.S. to delay spreading of the disease, having significant impact on overseas commerce, military missions, and the movements of American citizens.

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*With a population of 8.5 million, New York City is the most populous city in the United States. Comprised of five separate administrative units called "boroughs"—Manhattan, Brooklyn, Queens, the Bronx, and Staten Island—the city has long been a global epicenter of finance, commerce, and culture.*

But in recent decades, this status has made New York City a target of bitter resentment and retaliation by international terrorist organizations. To date, America's showcase city has been Ground Zero in the two most devastating terrorist strikes in

modern American history: Al Qaeda's commercial jet attacks of September 11, 2001, and last December's devastating "Green Poison" bioweapon attack.

Quarantined after the initial surge of smallpox outbreak, New York quickly shut down its bridges and tunnels, and ushered in federal troops to help city police quell growing panic. With their airspace closed and a naval blockade cutting off all waterways, New Yorkers soon felt isolated, trapped, even abandoned. Civil unrest began to spiral out of control.





SITUATION REPORT

## WASHINGTON D.C.

*Washington D.C. is an ethnically diverse, cosmopolitan, mid-size capital city. Before the outbreak it had a native population of seven hundred thousand, although commuters from the surrounding Virginia and Maryland suburbs would swell the D.C. population to well more than a million inhabitants during the workweek.*

Since the Green Poison pandemic swept through the federal district last year, the

population has plummeted. After the initial outbreak, CERA set up refugee camps to house the large tourist population stranded in D.C. with nowhere to go. But smallpox and mob violence has slashed the number of residents and refugees by at least two-thirds. Many surviving civilians banded together to build small settlements that held together despite power outages, predatory raiders, and bouts of malnutrition.



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**CURRENT SITUATION** Citywide, D.C.'s infrastructure continues to collapse. Neighborhoods overrun by militias and other hostile factions have fallen into anarchy. Civilian settlements are being systematically overrun by criminal mobs.

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SITUATION REPORT

# THE UNITED STATES

**CURRENT SITUATION**

Nationwide, the *Variola chimera* virus is emerging in far-flung areas, but CERA's first-rate rapid response teams have kept a lid on the contagion and limited the panic. Shelter-in-place restrictions are proving quite effective in less urban areas. Despite this fact, local militias and vigilante groups are rising up to "protect" many rural and even suburban communities. Some of these crews are imposing strict, authoritarian agendas. A new kind of terror is spreading.

*The amount of travel in and out of New York City means many major American cities suffered some exposure to the smallpox virus. However, other than Washington D.C., none have been afflicted on the same scale as New York . . . yet. Smaller cities and rural communities on the Eastern Seaboard have reported sporadic outbreaks, but overall, the contagion has been largely contained.*

Nationwide, however, fear is spreading faster than the virus. With a national state of emergency declared and federal travel bans in effect, martial law and mandatory curfews are now the norm almost everywhere. Infected citizens must report to temporary field clinics to keep existing hospitals clean and open for other medical emergencies. Lethal force has been authorized to maintain quarantine lines.

**CATASTROPHIC EMERGENCY RESPONSE AGENCY**

## VACCINATION PROCEDURES

1. REGISTER YOUR WITH YOUR SOCIAL SECURITY NUMBER AND NAME AT CHECK IN.
2. DISCLOSE MEDICAL HISTORY TO THE CERA MEDICAL STAFF TO AVOID SIDE EFFECTS.
3. GET IN LINE FOR YOUR SHOT. CERA STAFF WILL DECIDE WHICH LINE YOU ARE TO STAND IN.
4. KIDS, ELDERLY AND PEOPLE WITH CHRONIC DISEASES WILL GO THRU THE QUICK LINE.
5. SHOT WILL BE INJECTED BY THE CERA MEDICAL STAFF.
6. GAUZE AND ADHESIVE TAPE WILL COVER THE VACCINATION SITE - DO NOT REMOVE.
7. EDUCATION TO THE VACCINEES ABOUT HOW TO CARE FOR VACCINATION SITE.
8. DOME - COME BACK IN 5 DAYS FOR EVALUATION OF VACCINATION SITE.

*If any major side effects should occur, report to your closest CERA center.*

**HELP PREVENT THE SPREAD  
BE AWARE OF THE SYMPTOMS**

INITIAL SYMPTOMS ARE FEVER-LIKE IN NATURE, FOLLOWED BY RASHES AND PUSTULES

**CERA**

But even with local police working closely with U.S. Army and National Guard units, protection is spread thin. Social unrest is growing. Rigorous enforcement of travel restrictions has resulted in the establishment of refugee displacement camps for people unable to return to their homes. Such camps have become natural hotbeds of turmoil.

## SITUATION REPORT:

# GLOBAL

*Cases of Green Poison smallpox have emerged all over the world. Some countries are struggling to quarantine their hotspots due to local factors like population density, climate, culture, and geography.*

Most regions outside the United States received enough advanced warning to coordinate with WHO (World Health Organization) and other international emergency-aid groups to fashion a relatively effective response. Global contagion control efforts are ongoing, and news that a vaccine soon may be available is a heartening development. But the imminent collapse of the United States federal government has the rest of the world on edge.



**CURRENT SITUATION** With command and control of more than four thousand nuclear weapons at stake, the emergency reclamations of New York City and especially Washington D.C. have the global community watching the efforts with bated breath.



TIMELINE OF KEY EVENTS

## THE OUTBREAK

**NOVEMBER 23** Banknotes coated with *Variola chimera*—a highly contagious smallpox strain now called “the Green Poison”—circulate in New York City on Black Friday, the day after Thanksgiving and the biggest shopping day of the year. Packed

crowds moving in frenetic, wide-ranging patterns spread the infection quickly. With a seven-day incubation period, the deadly virus remains undetected as shoppers, tourists, and other travelers carry it away from Ground Zero





## CAUGHT DIRTY-HANDED?



**A single hand wash makes a difference.**

Most harmful bacterial diseases can be erased with a single hand wash. Common diseases can also be wiped. Use anti-bacterial wash to get rid of harmful germs.



**DECEMBER 1-5** Disease symptoms begin to emerge, and within days a first wave of the contagion rages across the city's populace. The initial surge of cases quickly swamps local medical facilities. As a result, the federal government's Disease Control Division (DCD) and other federal authorities step in quickly and declare a state of emergency.

But the spread is so fast that containment is impossible. The National Guard is summoned, and New York City is locked down. Troops and local authorities block roads, suspend public transport, and prohibit crosstown travel. The populace is ordered to shelter in place and stay in their homes. All businesses close. The next day, New Yorkers awaken to an eerily silent city.

**DECEMBER 6-10** U.S. President Lawrence Waller orders U.S. military forces to surround and seal off New York City, including all waterways via naval blockade.

The Catastrophic Emergency Response Agency (CERA) begins mass vaccinations using existing stockpiles. The initial focus is on first responders in the primary contagion vectors. But soon health workers are inoculating the public at large at clinics, workplaces, parking lots . . . wherever CERA can reach people.

In this strange calm, city life seems to shift back toward normal. Stores reopen for limited periods, with people allowed back on the streets between strictly enforced curfew hours. CERA establishes field clinics throughout the city, distributing supplies, antiviral medications, and personal protective equipment.

CERA also sets up a mass treatment facility for advanced smallpox cases inside a central section of Midtown Manhattan—a sealed-off “sick zone” inside the quarantined borough. A number of Manhattan’s most iconic landmarks inhabit this neighborhood: Carnegie Hall, the Empire State Building, the Plaza Hotel, Rockefeller Center, Radio City Music Hall, and Trump Tower. Medical personnel begin to round up and bus infected citizens into this sector. Construction of a reinforced perimeter wall begins.

Within days, two sad truths become clear. First, the existing smallpox vaccine does not work against the new strain of the virus. And second, the relaxation of movement restrictions has allowed the disease to spread faster and farther. Thousands of new cases spring up—and the first horrifying wave of deaths sweeps across the city.

CERA CATASTROPHIC EMERGENCY RESPONSE AGENCY

# NOTICE OF VACCINATION

**If you have not been vaccinated, read this flyer for instructions.**

## SHELTER IN PLACE

Vaccination teams will be going door-to-door in your neighborhood on 12/6. They will not be returning after this date. You must be present when the teams arrive to receive the vaccine.

- ✗ **DO NOT** seek the vaccine at CERA checkpoints or staging areas. It will not be available there. Vaccine stocks are extremely limited.
- ✗ **DO NOT** attempt to schedule an appointment via phone, email, or the CERA website.
- ✗ **DO NOT** interfere with CERA vaccination teams during their operations.
- ✓ **IF YOU ARE A DISPLACED PERSON**, consult the CERA vaccination team when it arrives at your temporary location.

Vaccine will be distributed without regard to race, color, gender, religion, country of origin, age, disability, English proficiency, or economic status.

# CERA RELIEF CAMP



## ATTENTION

FORM AN ORDERLY  
LINE AND BE PREPARED  
TO CHECK IN

ALL CITIZENS MUST BE AUTHORIZED BY  
CERA STAFF TO ENTER THE CAMP

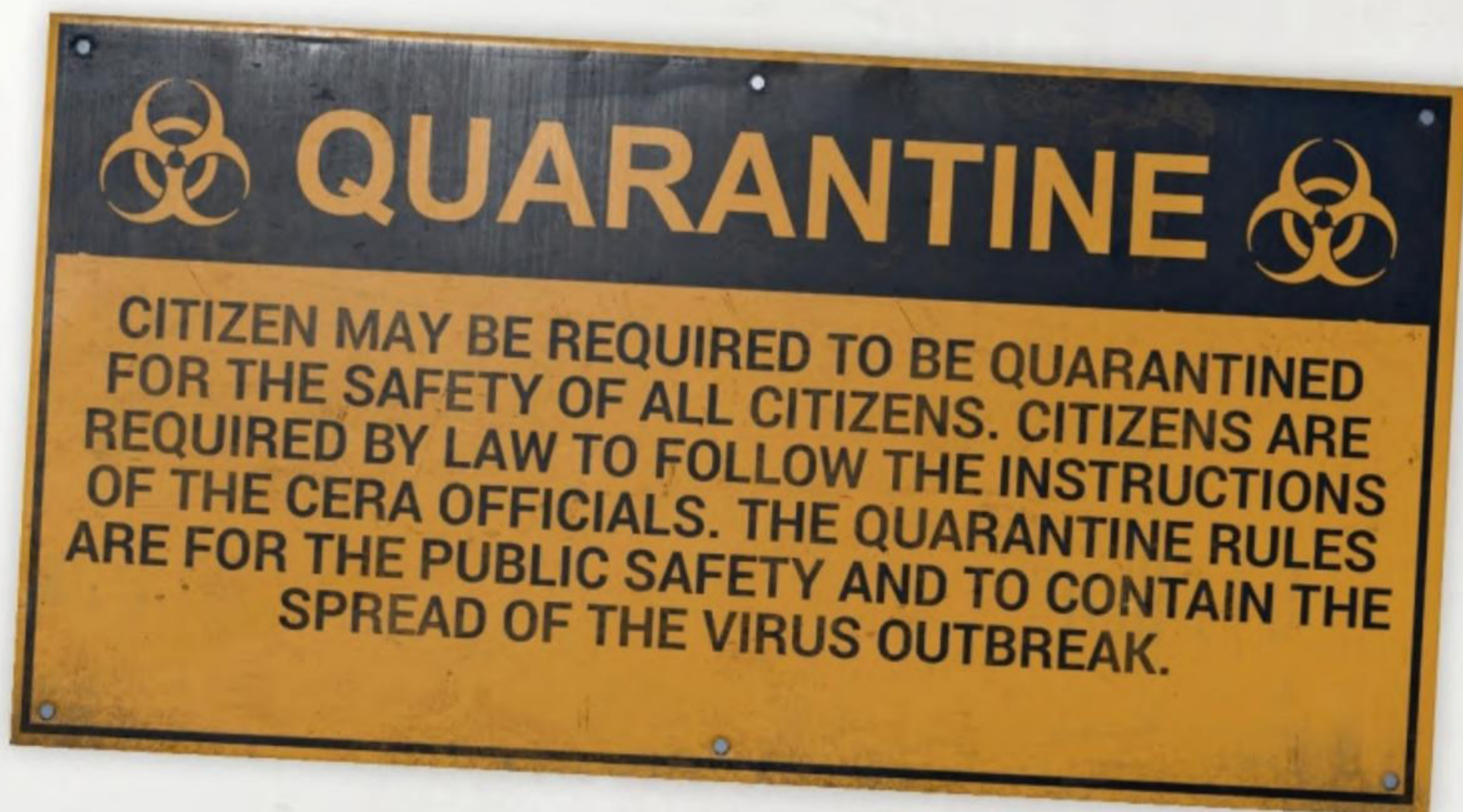
**DECEMBER 11-14** The World Health Organization (WHO) officially declares the outbreak a pandemic. The president invokes martial law nationwide.

In New York, food and supplies begin to run low. Black markets and smugglers begin to flourish. The first signs of civil unrest appear: looters break curfews and threaten hospitals and stores. Fear and anarchy start to spread like a new contagion. Panicked New Yorkers, trying to escape the city, clash with troops enforcing the quarantine lines. Streets grow increasingly lawless.

Heavily outnumbered and rattled by mob violence, security teams begin to withdraw from certain chaotic neighborhoods. Surviving police and military units consolidate to form the Joint Task Force (JTF).

The JTF locks down all five boroughs and restricts travel between them. Although this makes citywide safety management easier, it also puts immense pressure on teams operating in the densest and hardest hit borough: Manhattan.

The pandemic reaches Washington D.C. and spreads quickly. Lurid media coverage of New York City chaos spurs D.C. residents to react with panic, and civil unrest spreads almost overnight. Public services break down within seventy-two hours.

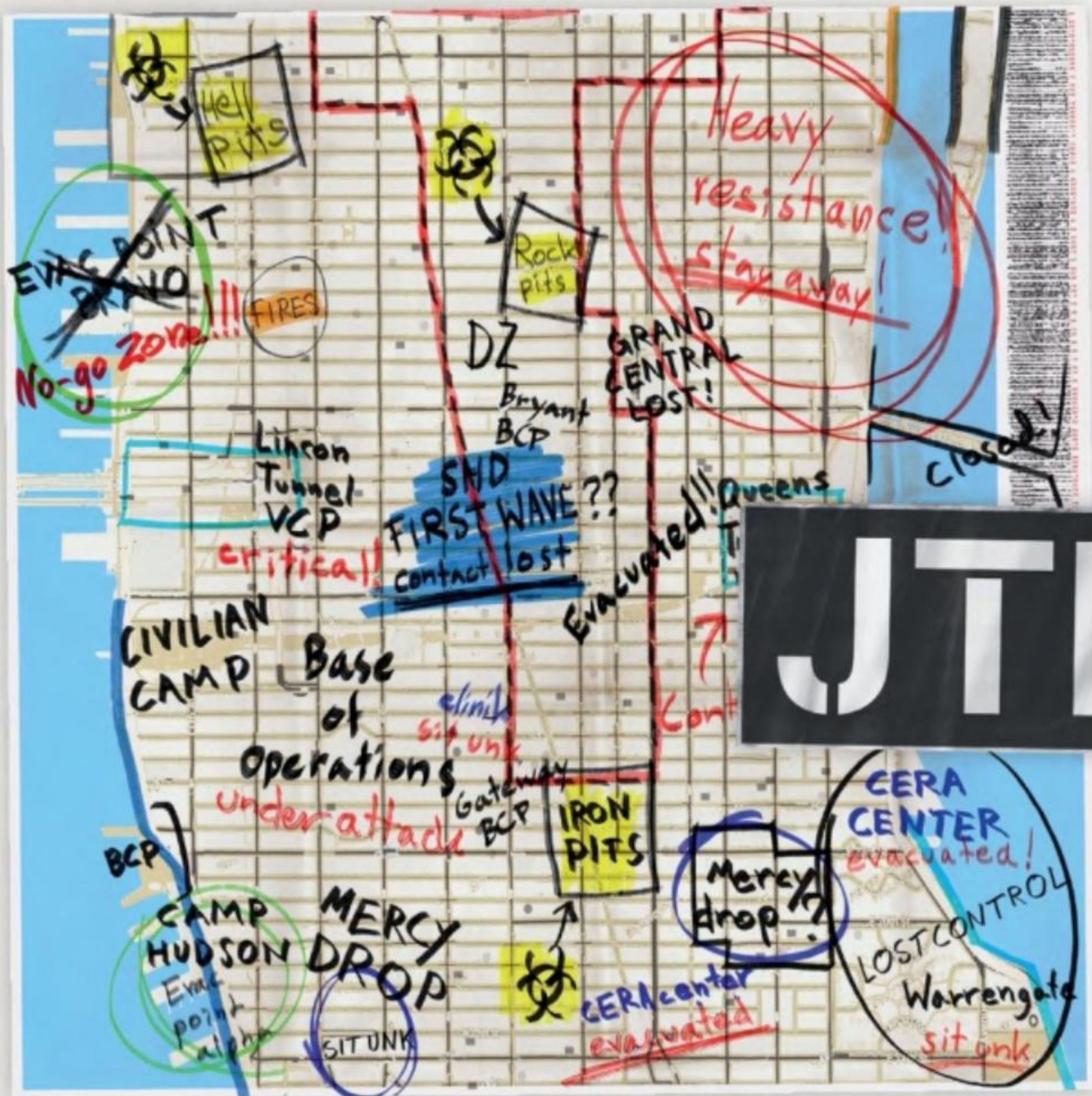


**NOTE ON D.C. NATIONAL GUARD** When DCNG assistance is needed, the mayor, or the HSEMA director acting as the mayor's agent, must coordinate the request through the commanding general of the DCNG. The commanding general notifies the under secretary of the army of the request and its nature. The under secretary consults with the attorney general and the secretary of defense on the request. The attorney general establishes policies to be observed by military forces in the event they are used for military support to civil authorities in the District. If approved by the under secretary of the army, the commanding general advises the mayor of the decision and commits resources as necessary to assist within the parameters established by the under secretary and the attorney general. If advance coordination is possible, HSEMA will coordinate with the DCNG military support officer.

**DECEMBER 15-17** Federal authorities designate new containment zones in Manhattan to control crowd migration across the island. Military engineers begin erecting makeshift perimeter barriers called Dividing Lines at 14th Street and 58th Street. These split the borough into three distinct sections: Lower, Midtown, and Upper.

The sealed-off central Midtown "sick zone," where CERA has been busing and detaining smallpox victims, is becoming increasingly dangerous. Raging mobs, violent escape attempts, and other lawless activities are getting worse. As JTF units suffer heavier losses, they begin to leave entire blocks unpatrolled.

In Washington D.C., the U.S. Capitol Police and Metro Police lock down the entire District of Columbia. National Guard units are summoned to provide extra protection for federal workers and government officials.



**DECEMBER 18-20** President Waller invokes National Security Presidential Directive 51 to ensure continuity of the federal government in the face of growing crisis. Boarding Marine One, POTUS is evacuated from the White House to Camp David in Maryland along with his family, cabinet and senior staff.

The president immediately activates the first wave of Strategic Homeland Division agents embedded in New York City.

Two days later, a rolling blackout strikes the sealed-off Midtown "sick zone." The sector—now a death trap filled with piles

of infected corpses, fires burning unchecked, and predatory gangs—soon acquires a new name: The Dark Zone. At night, the streets turn into a grim "no man's land" of disease, death, and feral savagery.

Within twenty-four hours, the JTTF and all medical personnel are forced to abandon the Dark Zone's mass treatment facilities and beat a hasty retreat south. They pull back to the James Farley Post Office in Midtown Manhattan, a massive building that occupies two full city blocks (eight acres) and serves as a critical base of operations for both CERA and the JTTF.



**LATE DECEMBER** The first wave of Division agents deploys into the Dark Zone to set up an outpost, seeking to quell the violence and restore order. Their disturbing reports suggest an almost unimaginable level of chaos, more primitive than anywhere else in the city.

Over the next several days, JTF base dispatchers gradually lose contact with the entire Division team. None return. Meanwhile, rioters threaten to overrun the James Farley Post Office.

As the New Year approaches, New York City is in the vise grip of an unprecedented humanitarian disaster. Preliminary counts suggest more than two hundred thousand citizens have succumbed to the contagion and violence. Many more have been displaced and linger in shelters or clinics. All basic civic services have shut down.

A mass breakout from Rikers Island, the New York City Department of Correction's four hundred-acre jail complex on the East River, releases thousands of violent, desperate criminals into the diseased cityscape. Many convicts band together to form a powerful gang called the "Rikers." Like urban warlords, they start taking brutal control of neighborhoods.



**JANUARY 1-5** The president activates Division agents in the District of Columbia, where food and gas shortages combined with widespread power outages have triggered large-scale rioting and looting. High level government officials begin to relocate to secure sites around the country.

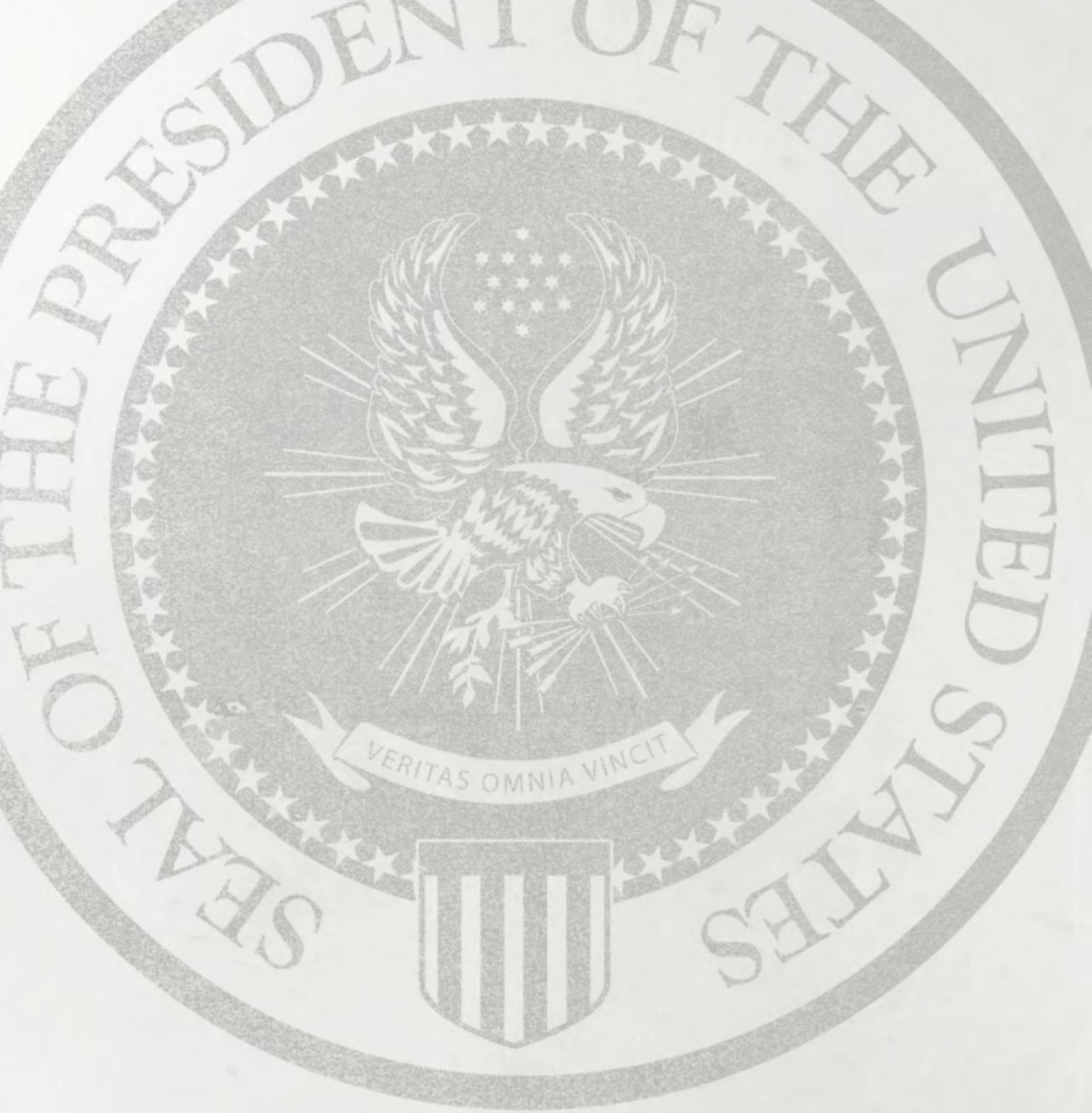
Following the precedent set in New York City, all military and the law enforcement agencies in Washington D.C. are combined under a single command called the Joint Task Force.

The National Park Service helps CERA establish a quarantine zone for D.C.-area infected patients on Theodore Roosevelt Island, the 88.5-acre national memorial site on the Potomac River.

CERA also establishes a sizeable refugee camp inside the Smithsonian Castle on the National Mall. Known as “the Castle,” the camp is created as a safe haven for out-of-towners stranded in southern D.C. after the early evacuations.

**JANUARY 6** POTUS activates a second wave of Division agents in New York City. Despite suffering key losses during the airlift into Manhattan’s harbor district, the new team moves swiftly to dispel rioters and lift the siege of the James Farley Post Office.

Once the Manhattan operational hub is secured, the JTF (with heavy Division support) begins to expand its presence across the stricken borough, block by block.



**JANUARY 7** President Waller dies from cardiac arrest. Rumors spread that he succumbed to the virus, triggering a new shockwave of panic. Vice President Thomas Eliezer Mendez is sworn in as POTUS. He refuses to leave D.C. for a remote location.



**JANUARY 10** The Joint Task Force promotes the head of the Maryland National Guard, Colonel Antwon Ridgeway, to JTF field commander, Southeast Region, with the new rank of general. Ridgeway begins a merciless crackdown on mob violence in the capital.

**LATE JANUARY** Civilian communications in Washington D.C. go mostly offline as the city's infrastructure crisis continues.

Sizeable National Guard camps and field distribution centers help maintain order in the southern part of the district. But continuing gas shortages trigger riots north of Pennsylvania Avenue, and fierce gang fighting spreads across the northern neighborhoods.

**EARLY FEBRUARY** As the situation in Washington D.C. worsens, the U.S. military is thrown into crisis. Many units are crippled after suffering from a broken chain of command, a rash of desertions, and widespread deaths—both to smallpox and the attrition from multiple uprisings in metropolitan areas.

International trade shuts down, knocking local economies across the globe into a

tailspin. This exacerbates the food and security crises that are arising as a result of the contagion as it inevitably spreads from region to region.

**FEBRUARY 14** In D.C., several major criminal gangs fighting viciously for control of the region north of Pennsylvania Avenue call a truce and form a council. This meeting unites the murderous factions into a loose confederation called the Hyenas who employ insurgent-style tactics.

**LATE FEBRUARY** General Ridgeway's overzealous and increasingly lethal measures in support of the forced quarantine leads to reprimands and eventually arrest, a court martial, and incarceration. But loyal members of his JTF unit break him out. Under Ridgeway's leadership, the renegade force forms a highly trained and well-equipped militia known as the True Sons. Their aim: to establish territory and dominate the populace.

Military and paramilitary operatives are suddenly recalled from their deployments worldwide, and are quietly installed into quarantined areas within the U.S.



**EARLY MARCH** Spring eases some emergency situations that were worsened by winter weather, and communities nationwide begin adapting to the new reality. But in Washington D.C., the collapse and withdrawal of the JTF cedes much of the city to gang control.

Bitter survivors of a forced quarantine on Theodore Roosevelt Island in the Potomac River overthrow the camp to form a vengeful faction calling themselves the Outcasts. Led by the charismatic Emeline Shaw, the faction sets up its stronghold in the Potomac Event Center and starts pushing eastward from the Potomac.

A CERA refugee center in the University Yard at The George Washington University just west of the White House begins to achieve self-reliance and self-defense. Residents build the area into a settlement community known as the Campus.

In the east, General Ridgeway's True Sons militia seizes control of the U.S. Capitol Building and establishes its headquarters there: a powerful symbolic victory.

**LATE MARCH** Desperate civilians seeking refuge from savage street fighting in northeast D.C. continue to gather in historic Ford's Theater. Led by former Division agent Odessa Sawyer after the death of the settlement's previous leader, the residents fortify the structure and build a self-sufficient settlement referred to simply as "the Theater."



**APRIL 9** Just three months after being sworn in, President Mendez dies from an apparent suicide, however the circumstances surrounding his death indicate that the Secret Service may be compromised. Holed up in NORAD HQ with other members of Congress, Speaker of the House Andrew Ellis is sworn in as the new POTUS.

**EARLY MAY** Anti-air missiles strike Air Force One as it returns President Ellis from NORAD to Washington D.C. The plane crash-lands near the Capitol. Ellis survives, but is captured and held hostage by the Hyenas.

The SHD Network mysteriously goes down. Division operatives, cut off from each other, enact their operational guidelines which lead them back to the nation's capital. Over the following days and weeks, agents arrive from various points across the United States to find the agency's White House base of operations besieged by hostile factions.

**LATE MAY** The three surviving Washington D.C. settlements—the Castle, the Campus, and the Theater—come under increasing pressure from local aggressors—the True Sons, the Outcasts, and the Hyenas. With the Division's main base reeling from

devastating attacks as well, agency teams are forced to spread their limited resources ever thinner as they defend the settlements, hoping to expand the city's network of safe areas and resource trading.

**EARLY JUNE** The True Sons launch a chemical attack on the settlement in the old Smithsonian Castle. The Castle's defenses fall almost immediately. Most residents are either killed in the fighting or executed upon surrender, but a handful are extracted to safety.

**LATE JUNE** Black Tusk—the organization revealed to be responsible for the SHD network sabotage—advances on D.C. President Ellis is extracted from the World Bank by Division agents and holds a speech at the White House.


**JULY** After a mission to the Capitol, Division agents recover a briefcase that is required to access the location of a potential broad-spectrum antiviral. Ellis disappears without a trace as Black Tusk invade D.C. and put the city under siege. They capture key locations across the city and breach an underground facility, seizing the broad-spectrum antivirals before the Division has a chance to intervene.





# CHAPTER 1

## WHAT IS THE DIVISION?

The Strategic Homeland Division (SHD)—better known simply as “the Division”—is a decentralized, autonomous entity endowed with executive powers and rules of engagement unfettered by legal constraints. Trained to operate in deadly CBRN (Chemical, Biological, Radiological, Nuclear) environments, the Division is mandated to bring order, stability and justice to communities shattered by catastrophic events. The agency also pledges active support to classified Continuity of Government plans should a widespread national disaster cripple normal governing functions. 



## ORIGINS

The core concept of the Strategic Homeland Division—i.e., embedding highly trained sleeper agents in local communities, ready to rise up in times of disaster or invasion—has deep roots in modern history.

**WORLD WAR II** In 1940, the German blitzkrieg swept across the countries of western Europe in just six weeks. Hitler established a military administration to rule over the occupied territories, and then turned his sights across the English Channel. The British government, fully anticipating a German assault, created a corps of covert fighters called GHQ Auxiliary Units—the first organized resistance movement ever formed. In the event of invasion, these

units were ordered to resist by whatever means necessary.

Embedding secret operatives behind lines in a country's own territory was called "stay-behind operations." Recruited from all walks of life, British GHQ agents trained rigorously in the arts of "irregular warfare"—assassination, sabotage, demolition, unarmed combat, and propaganda. In the event of a German invasion, GHQ service was considered so dangerous that the projected life expectancy of an Auxiliary Unit member was just twelve days. If capture by occupying forces seemed likely, GHQ operatives were ordered to either shoot each other or, preferably, use explosives to kill themselves along with their would-be captors.



**THE COLD WAR** After World War II ended, the North Atlantic Treaty Organization (NATO) and the U.S. Central Intelligence Agency (CIA) adopted and refined the “stay-behind” doctrine during the subsequent rivalry with the Soviet Union and the Warsaw Pact. With the deadly new specter of nuclear holocaust looming over international affairs, the United States developed secret plans to ensure “Continuity of Government” (COG)—the ability to conduct essential operations in the event of a catastrophic event like a nuclear exchange. Measures included national martial law, underground reserve governments, and other highly classified measures.





**THE AGE OF TERRORISM AND NON-STATE ACTORS** In 2001, two important events triggered further refinement of the Continuity of Government concept in the United States. In June of that year, federal agencies conducted a high-level simulation called Operation Dark Winter to test the nation's ability to respond to a widespread bioterrorist attack. The exercise featured a mock release of smallpox virus targeting Oklahoma City and two other locations in Georgia and Pennsylvania. The purpose was to evaluate national-emergency response protocols and the U.S. healthcare infrastructure in the face of such a lethal threat.

The results were sobering. Decision makers at all levels were remarkably unprepared. Woefully inadequate "surge capacity" in the healthcare system meant hospitals were quickly overwhelmed. According to the official post-exercise report, Dark Winter also exposed major "fault lines" between local, state, and

federal authorities, as well as between public and private sector responders. Key agencies such as the National Security Council failed to determine the origin of the attack or contain the spread of the virus. Response times were too long, with a complex web of legal concerns slowing down logistics. Poor messaging and coordination with media outlets accelerated the panic, speeding the simulated transmission of the virus.

Such failures would likely produce devastating real-world consequences. The outcome scenarios included massive civilian casualties, large-scale breakdown of basic services, and widespread mob violence.

Again, Dark Winter was just a simulation. But on September 11, 2001, a small band of armed terrorists with an improbable plan executed attacks that killed thousands of Americans, paralyzed the U.S. government, shut down the country's aviation grid for days, and deeply rattled

the national psyche. As the 9/11 attacks unfolded, U.S. President George W. Bush, fearing additional attacks, initiated COG measures and activated the old Cold War protocols. A reserve government, hidden in a secret location, was on constant readiness in case a decapitating strike wiped out federal leadership.

**EXECUTIVE RESPONSE:**

**PRESIDENTIAL DIRECTIVE 51** On May 4, 2007, President Bush signed National Security Presidential Directive 51 (NSPD 51). This mandate claimed the executive power to invoke and direct Continuity of Government procedures in the event of catastrophic emergency. NSPD 51 construes such an emergency as “any incident, regardless of location, that results in extraordinary levels of mass casualties, damage, or disruption severely affecting the U.S. population, infrastructure, environment, economy, or government functions.”

The unclassified portion of the directive was posted on May 9 to the White House website with little fanfare and no press briefing. But NSPD 51 also included a set of highly classified continuity annexes, undisclosed to Congress or the general public for what the executive branch deemed “national security reasons.” One of those annexes ordered the establishment of the Strategic Homeland Division.

Created as a direct response to the Operation Dark Winter findings, the Division reports directly to the president and is tasked with maintaining order in extreme CBRN (Chemical, Biological, Radiological and Nuclear) environments in accordance with Continuity of Government plans. Once Directive 51 has been invoked, the president can activate the Division’s highly trained corps of sleeper agents embedded across the nation and immediately commence operations.

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**NOTE** The lack of mainstream media coverage of NSPD 51 was shocking and somewhat unexpected, given that the directive allows the executive branch to define what constitutes a “catastrophic emergency” and then bypass Congress and the Supreme Court to speed up decision making during the self-declared crisis.

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The nonclassified elements of Directive 51 specify that, in the event of a catastrophic emergency, all governmental power will be transferred to the president, top advisers and a committee including:

- **Vice President**
- **National Security Advisor:** senior aide in the executive office of the president, serving as the chief in-house adviser to the president on national security issues
- **National Continuity Coordinator (NCC):** the directive specifies that the assistant to the president for Homeland Security and Counterterrorism will be designated

as the national continuity coordinator (NCC—currently Thomas P. Bossert). The NCC would be tasked with ensuring the continuity of all “national essential functions” (federal, local, territorial, and tribal governments, as well as private sector organizations) through a National Continuity Implementation Plan (NCIP).

- **Continuity Policy Coordination Committee (CPCC):** the CPCC is to be responsible for coordinating the NCC’s NICIP. It’s to be chaired by a senior director from the Homeland Security Council staff, designated by the NCD.



**CENTRALIZATION OF POWER** Prior to Directive 51, a catastrophic emergency would have been handled according to the National Emergencies Act (NEA). The NEA allowed the president to declare a state of emergency, but also gave Congress the power to “modify, rescind, or render dormant such delegated emergency authority,” if it deemed that he’d acted inappropriately.

However, Directive 51 effectively supersedes the NEA, through the appointment of the NCC, without any specific act of Congress authorizing the position. It also negates any requirement that the president submit to

Congress a determination that a national emergency exists.

Furthermore, the U.S. Constitution states that the three main branches of the federal government (executive, legislative and judicial) must be kept equal and separate, with no single branch coordinating the others. Under Directive 51, the executive branch effectively takes a leading role, coordinated by the president.



**EBOLA 2014** In late 2014, an Ebola outbreak created a significant scare in Dallas, Texas. Misstatements on travel documents, misdiagnoses, and other mistakes led to two deaths and a rash of lawsuits. Breathless news reports fanned fears not just in Dallas but nationwide. The incident highlighted the fact that, despite more than \$60 billion invested in bioterrorism readiness since 2002, the United States government still struggled to handle a small-scale viral outbreak . . . and was remarkably ill-prepared to handle

a mass-contagion scenario. Also on stark display in the media coverage: how thin and precarious is the line that separates a well-informed public from mass hysteria.

In response to the Dallas events, the executive branch tapped into its top-secret “black budget” (estimated to be \$80 billion per year) and reallocated significant funds to increase the operational readiness of the Strategic Homeland Division. In turn, the Division ramped up its covert recruitment and training activities.



## MISSION

*The SHD's mission is to protect the populace and secure the continuation of the United States of America in times of catastrophic emergency, no matter the cost. Acting as the extension of the president, we will assist federal and state actors by providing a unified picture of any national crisis and guide them to decisions that are in the best interest of*

*the people. Our mandate is to take action wherever and whenever needed; to fight rising threats against the security of the nation and its people; to seize back control; and to do whatever it takes to save what remains.*

**Official mission statement,  
Strategic Homeland Division**



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**NOTE** The Dark Winter summary report concluded that an actual bioweapon attack would likely trigger institutional collapse, civil disorder, a rapid breakdown of essential services, and massive civilian casualties. As it turns out, this conclusion was remarkably accurate.

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The Division's overarching mission arises directly from the disturbing post-mortem analysis of the Operation Dark Winter exercise of 2001. Conventional, measured responses to the simulated contagion proved woefully inadequate. The official summary report made several key findings, including four points directly related to the Division's mission:

"Political leadership is largely unfamiliar with the character of bioterrorist attacks, available policy options, and their consequences."

"Federal, state, and local priorities may be unclear, differ, or conflict; authorities may be uncertain; and constitutional or other legal issues may arise."

"To end a disease outbreak after a bioterrorist attack, decision makers need ongoing expert advice and extensive field intelligence."

"The individual actions of U.S. citizens will be critical to ending the spread of contagious disease; leaders must gain the trust and sustained cooperation of the citizenry."

#### **PRINCIPLE OF PROXIMITY: LOCAL PROBLEMS, LOCAL SOLUTIONS**

One cornerstone of the Division's mission is the "local solutions" concept at the heart of the stay-behind movement. Example: The D.C. National Guard (DCNG) is the first military responder in the District of Columbia with the responsibility for coordinating and employing all National Guard assets and coordinating with all other uniformed forces operating to support the District.

But Division agents are embedded within their communities. Drawn from many professions with a wide variety of skillsets, they hold regular jobs, use local services, cultivate local relationships, and participate whenever possible in local events and activities. They shop locally, eat locally, and master the local transportation grid.

Intimate familiarity with local customs, institutions, infrastructure, and geography will prove invaluable if and when a call to action comes. Once activated, Division agents can move with speed and confidence through neighborhoods they know well.



## STRUCTURE

On the organizational chart of the U.S. federal government, the Strategic Homeland Division is formally listed as part of the Department of Homeland Security. However, the Division reports directly to—and only to—the president of the United States. The Division may commence field operations only when activated by the president pursuant to National Security Presidential Directive 51.

**OPERATIONAL CORES** Led by a board of directors, the Division's internal organization is decentralized, based on the assumption that a major disaster or attack could neutralize a single central facility. To avoid such

a decapitating strike, the "Rule of Three" is applied: the agency's headquarters are housed in three identical and independently operated bunkers called "Cores." Located in Texas, Kansas, and South Dakota, these Cores are deliberately redundant and distributed across the nation's heartland to better ensure survivability in case of catastrophe.

Each Core is configured to handle routine management and administrative duties during peacetime but can transition instantly after a Directive 51 activation to coordinate intelligence and logistics across the Division network. Each Core is managed by a director with a seat on the board.



**DEPARTMENTS** The Division features three separate departments: Research & Development, Support, and Operations.

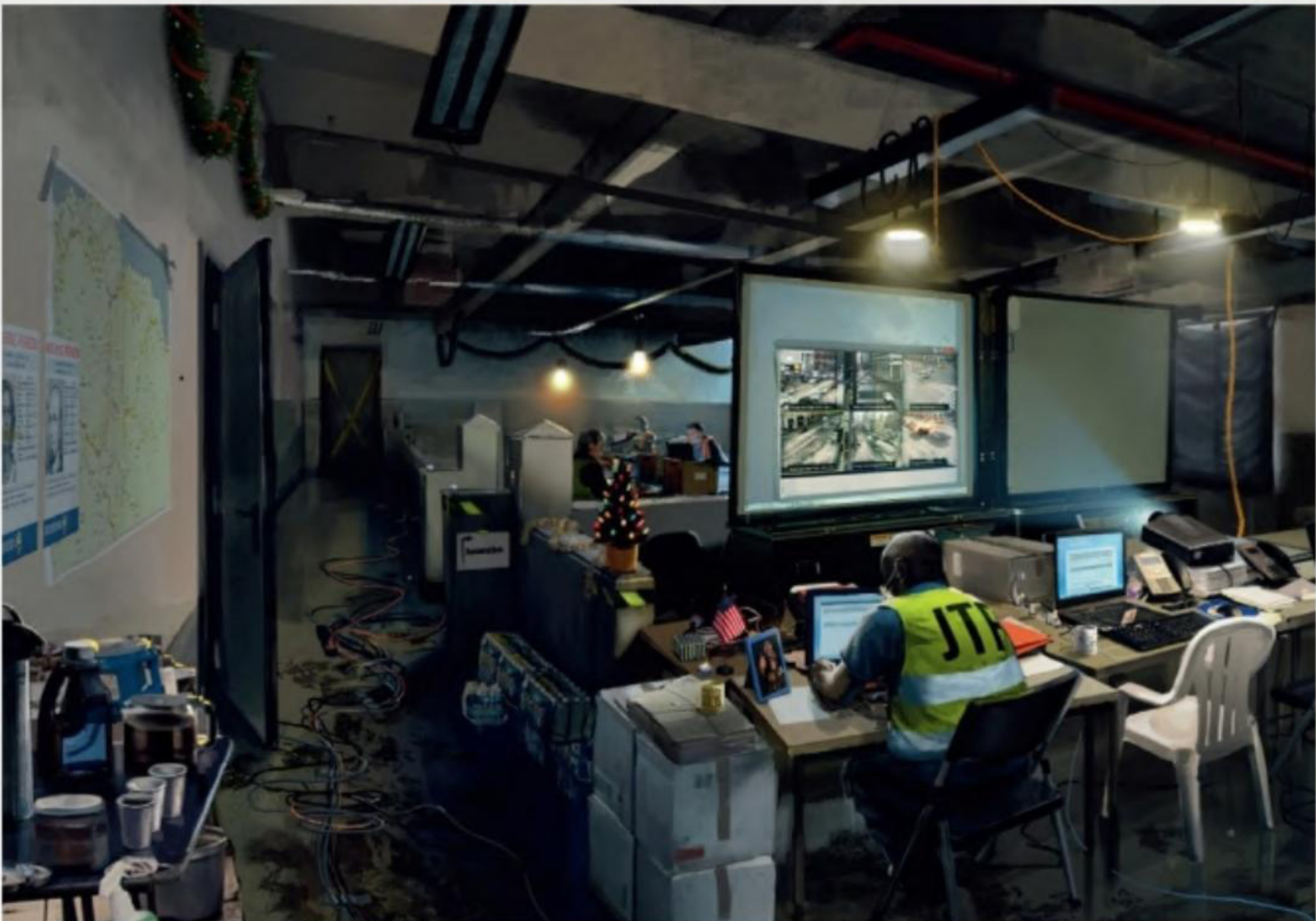
**Research & Development (R&D)** The Division's R&D department builds and supports high-level technical solutions for all agency field personnel. Responsible for the development of proprietary SHD technology—internally referred to as “Shade Tech”—the R&D group also maintains the agency's arsenal of weapons, field equipment, and custom tac-ops gear. To retain its covert status (and avoid intrusive political oversight), Division R&D operates out of a consortium of dummy companies. This branch is always active.

**Support** The Division's Support group handles routine tasks related to organizational management such as communications, finance, and human resources. However,

Support also performs key mission-critical functions such as intelligence analysis and logistical planning. Basic office administration functions are always active, whereas mission support activity ramps up only after a Directive 51 invocation.

**Operations** The Operations department coordinates the deployment and field work of its cadre of highly-trained sleeper operatives known as “agents.” Division agents are embedded in civilian communities across the United States. Other than top-secret covert training exercises, agents do not engage in field work until Directive 51 is invoked and the president of the United States activates them.

Operations is divided into three branches: *Internal Affairs*, *Strategic*, and *Tactical* (more on these later).





## ACTIVATION

When the president invokes Directive 51 and activates the Division, a first wave of agents emerges from sleeper status. This alpha team mobilizes at a designated rally point for insertion into the hot zone.

Once activated and deployed, a Division agent formally outranks all other tactical units in the field. This superseding authority lets Division teams cut through red-tape and bypass policy restrictions, laws, regulations, and jurisdictional boundaries as needed. Agents can freely organize local assets, civilian or military, to address local needs.

Once activated, the Division's primary task list includes the following:

- Restore civil order and prevent societal collapse.
- Facilitate restoration of basic services such as power, water, communications, and medical care.
- Interdict acts of insurrection, rebellion, or lawlessness.
- Provide tactical direction and support for local police and military units.
- Collect field intelligence for key decision makers.
- Rescue, protect, and/or provide safe escort for high-priority individuals.
- Procure, protect, and disburse critical supplies: food, water, fuel, medical, and military.
- Conduct robust counterterrorism operations.
- Coercive operations against certain actors of violence.
- Operations to control violence toward other actors who are not identified and can oppose a search for a solution.
- Humanitarian operations in favor of the populations.

For more on the responsibilities and tasks of agents, see *Chapter 2: Division Agents*.

# COLLABORATIVE FEDERAL AGENCIES

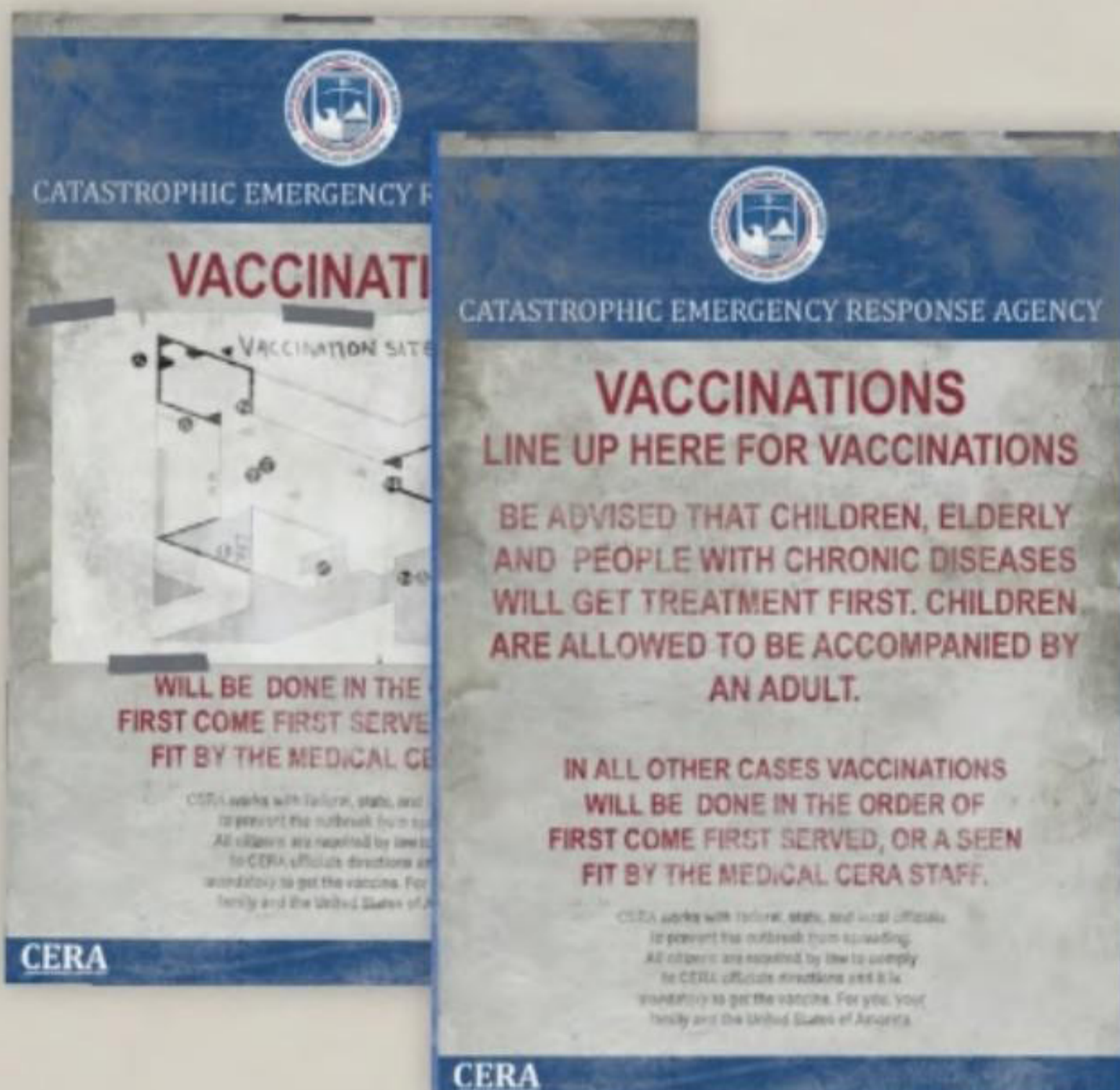
**DISEASE CONTROL DIVISION** The federal Disease Control Division (DCD) protects the nation's health security by finding and treating new and emerging disease threats. First, DCD scientists serve as "disease detectives," hunting down the sources of infectious outbreaks. Second, DCD medical personnel deploy directly into identified contagion zones to halt their spread. And third, DCD lab research teams evaluate infectious agents and seek cures or vaccines.

In these three roles, the DCD is the nation's first line of defense against bioterrorism attack. In 2001, for example, a DCD field team responded swiftly and decisively to the anthrax attacks in Washington D.C. Today, the agency confronts global disease threats like the Green Poison smallpox virus by enhancing its lab work with advanced computing and big-data analysis to quickly find solutions.

## CATASTROPHIC EMERGENCY RESPONSE

**AGENCY** The Catastrophic Emergency Response Agency (CERA) is the federal bureau created to deal with large-scale natural and manmade disasters: hurricanes and other destructive weather events, earthquakes, wildfires, or widespread contagious disease. As an agency of the U.S. Department of Homeland Security, CERA's primary purpose is to coordinate the response to any disaster that overwhelms the resources of local and state authorities.

In the case of a pandemic, CERA deploys directly into contagion hot zones to establish quarantines and set up medical facilities, supply distribution centers, and safe confinement camps for the infected to protect the wider population.





**JOINT TASK FORCE** As the civil unrest and chaos escalated in New York City's Manhattan borough following the Green Poison attack, desertions from military, law-enforcement, and other first responder units became common. The shocking street savagery combined with concern for loved ones motivated many deserters to evacuate the city.

Out of necessity, all remaining security teams (National Guard, NYPD, CERA) banded


together to form a single command center calling itself the Joint Task Force (JTF). Led by Captain Roy Benitez, a veteran NYPD narcotics officer and one of the first responders to the 2001 9/11 attacks, the JTF is slowly pushing back the curtain of anarchy in New York. Their mission is to take back neighborhoods block by block, with the Division providing strategic leadership and tactical support.





# CHAPTER 2

## DIVISION AGENTS

Agents of the Strategic Homeland Division are fully autonomous field operatives trained to restore order to communities suffering from catastrophic events, institutional collapse, and societal breakdown. Division agents are embedded in society, leading ordinary lives until they are activated. The Division is not an elite unit in the traditional military sense. They are a civilian agency whose members do not train or deploy like military units. Elite military forces are trained for specific tasks with a completely different mission specification than that of the Division. The Division is made unique by its connection to Directive 51 and its interconnected but autonomous networked organization. It is the Division as a whole that is special, not necessarily each individual agent. 



# REQUIREMENTS



The ultimate Division agent is loyal, versatile, able, and fit. A good immune system, a proven ability to think on your feet, and the mental fortitude to make the tough calls are essential.

They are pragmatic and direct, capable problem solvers with a natural curiosity and ability to take action.

Every Division agent is expected to possess a self-sacrificing, “first responder” mindset, one that places community above self. To this end, candidates typically have some background in community-oriented or protective services: healthcare, military, or law enforcement; security, rescue

or intelligence work; or some combination thereof. But beyond this service preference, the Strategic Homeland Division seeks agents who come from all walks of life.

Field agents of the Division execute a wide range of tasks, both civilian and military in nature. They must be creative, versatile, independent, and capable of operating outside standard rules of engagement. As autonomous operatives, they are free to determine their mission priorities, operational posture, and level of visibility. Agents are bound only by their oath of service and regulated only by the Internal Affairs branch of the Division’s Operations group.



## RECRUITMENT

The Division is granted priority access to a vast reservoir of restricted data on citizens collected by the United States intelligence community. This access lets Division recruiters identify a sizable pool of prospective agents with suitable backgrounds for service. Candidates are drawn from all aspects of society and are not limited to a specific skill set or profession.

Once a candidate has been targeted, a highly classified vetting process begins. Internal Affairs conducts a background check, including comprehensive financial and medical profiles, work history, and online tracking, followed by extensive active surveillance of the candidate and his/her social network. If the target's portfolio survives this meticulous preview phase, a seasoned Division agent finally makes contact to set up a preliminary interview.

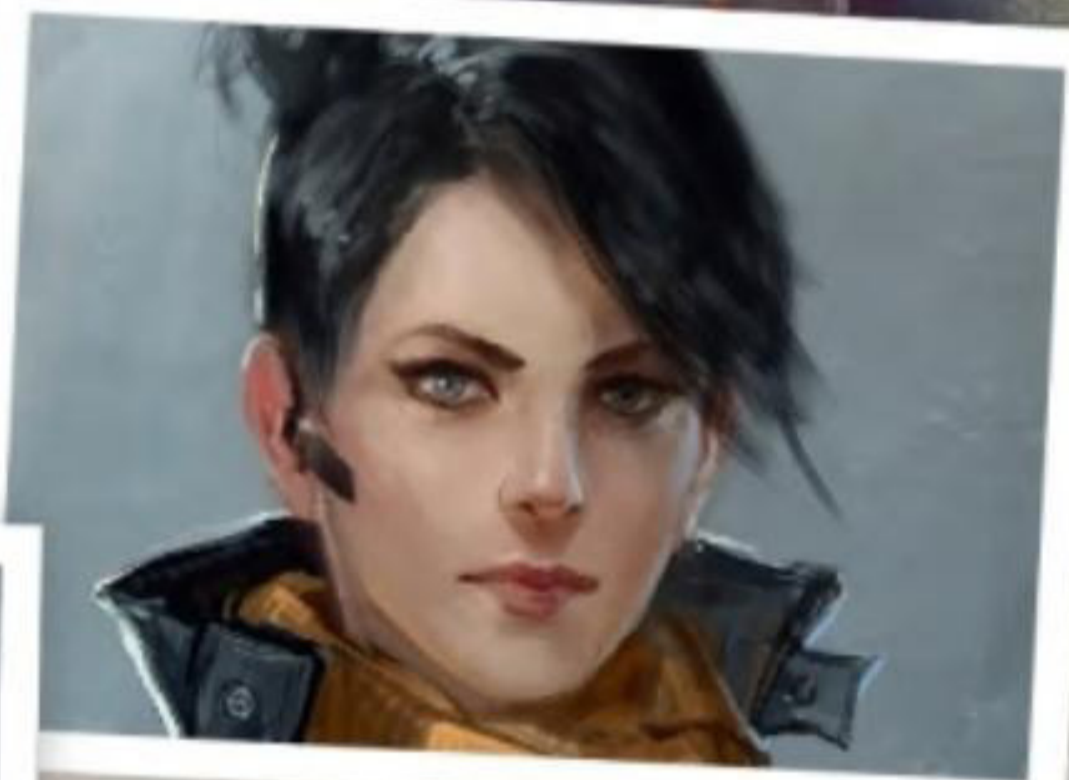


At this point, the candidate must display a keen interest in national service and a willingness to accept absolute restrictions of secrecy—i.e., no one, not even spouse or family, can know about the Division. Then comes a rigorous round of follow-up assessments (see the next section, “Pre-Testing,” for more on these assessments). Only when this pre-testing is successfully completed can the candidate finally be considered an official “recruit.”





## PRE-TESTING



Once a qualified and willing agent candidate is found, Division recruiters move to the next phase, called pre-testing. Agency psychologists conduct intensive personal interviews, administer cognitive and psychological assessments, and closely monitor performances in VR mission simulators that assess reactions to a wide variety of Directive 51 scenarios.



Based on the results of this testing, recruiters develop a comprehensive Candidate Evaluation Report for every prospective agent. On this report, recruiters measure the candidate's core skills by generating achievement scores for the following essential categories:

- Loyalty
- Mental resilience
- Judgement and decision making
- Field leadership
- Adaptability

- Problem solving and ability to improvise
- Technical skills/aptitude
- Commitment to peak physical fitness
- Immune-system health
- Raw survival instincts

Mental strength is even more important than physical strength because at the end of the day, survival and crisis management is a mind game. While not all candidates have actual combat experience, every agent must exhibit the aptitude to train and prepare for the worst case imaginable.



## TRAINING

Recruits who pass pre-testing begin full physical and technical readiness training. Bringing a new Division agent up to mission-ready status can be a tricky endeavor, however, given the agency's secrecy requirements. The process is intensive and highly demanding, yet it must not put trainees in situations that arouse suspicion or threaten to compromise their cover. Therefore, most training activities are folded into a recruit's day-to-day life, cleverly disguised as common civilian pursuits.

**TRAINING COVER** Examples: Unarmed lethal combat instruction may be billed as an exclusive "black-belt-only class" at a neighborhood martial arts studio. Fitness regimens may be high-intensity "gold-level workouts" at a local cross-training gym with special instructors (who happen to be Division trainers). Agents might register for advanced firearms classes at a nondescript shooting range, or enroll in "continuing education" technology courses at their local community college—again, all taught by Division experts and attended only by other recruits or active agents. The Division works with every agent to develop effective, credible cover stories for these activities.



**INITIATION PHASE** To further protect the Division's clandestine status, new agents are brought into the Division's fold slowly. During the first six months of training, each recruit is reevaluated weekly for progress, including mental strength and psychological stability. Most recruits train under top-tier operatives for nearly a full year before becoming privy to the Division's true purpose and mandate.

**ONGOING TRAINING** Successful trainees eventually earn top security clearance, and are certified by Internal Affairs as active field agents. However, training continues year-round for the entire length of

an agent's service in the Division. During peace time, all agents maintain and improve basic skills—survival, combat, CBRN—knowledge, intelligence gathering—through regular practice and exercise. The principle behind this concept of service has active members devoting non-work hours to training and preparation.

To this end, the Division's Support department contracts civilian instructors to provide specialist training and conduct advanced group exercises of varied scope each year. In addition, each local cell of sleeper agents is encouraged to coordinate and conduct regular, self-directed exercises and training sessions as they see fit.



## EMBEDDING

### SECURITY CLASSIFICATION

Status as a Division agent is considered a state secret, classified at the very highest level. Agent identities and training protocols are available only to the most senior members of the executive branch and the Pentagon. In fact, all Division personnel, specifications, and operational matters are classified as top secret to all outsiders including high-ranking government officials.


Once the initial training is complete, new Division operatives simply continue on with their daily lives, functioning as normal members of society. Adapted from the concept of the “stay-behind” project enacted by the CIA during the Cold War, agents live where they will operate once activated, negating the need for centralized mobilization and redeployment.

Since Division agents are drawn directly from and embedded into the society they will protect, they can be spread out across the country. Until activated, agents work in a wide variety of regular civilian jobs—police, paramedic, software engineer, lawyer, teacher, corporate manager—jobs that give them local insight and inform their tactical decisions in a crisis. They could be your neighbor, your office co-worker, your doctor, or your yoga instructor.



Being “embedded” this way can be a challenging experience, particularly for any agent with a close network of family and friends. Again, both the Division’s existence and the agent’s status must remain ironclad secrets, kept even from loved ones. As noted, this is made trickier by the agency’s requirements for ongoing training and personal development.

## AGENT PROFILE FAYE LAU

	<b>BIOGRAPHICAL INFORMATION</b>			
	<b>SHD-ID</b>	N/A		
	<b>AGE</b>	32	<b>GENDER</b>	Female
	<b>ETHNICITY</b>	Asian American		
	<b>OCCUPATION</b>	Analyst		
<b>RESIDENCE</b>	Midtown Manhattan, New York City, NY			
<b>EDUCATION/TRAINING</b>	BA in Economics, City College of New York MA in Strategic Studies, Naval War College			
<b>RELIGION</b>	Christian (non observant)			
<b>AGENCY ROLE</b>	Acting Commander, Northeast Section			

**CAREER HISTORY** While enrolled at City College, Lau joined the school's ROTC (Reserve Officers' Training Corps). She used her service as a springboard to a series of appointments in military intelligence and eventually the NSA (National Security Agency), where she worked on the support staff of the director of national intelligence. Soon after Presidential Directive 51 was signed, Lau moved laterally into the newly formed SHD (Strategic Homeland Division) as a senior field officer reporting directly to the northeast section Division commander, Louis Chang.

After the first wave of Division agents disappeared during the Green Poison bioweapon contagion, President Waller activated a second wave of agents into New York City, ordering Commander Chang to personally lead the team's insertion and operations. Agent Lau was activated to serve as Chang's second in command and senior field officer. When their helicopter was destroyed, Commander Chang was killed and Lau seriously wounded.

Barred from field work due to her injuries, Agent Lau has served as acting Division commander for the region, working from the NYC base of operations located inside the James Farley Post Office in Pennsylvania Plaza. Her current role is primary contact and "handler" for all Division agents active in the New York City area.

**PERSONAL NOTES** When Agent Lau was seventeen, her Chinese immigrant parents both died in an automobile accident. As a result, Lau took on the task of raising a younger sister, Heather Lau. Internal Affairs personnel records indicate that the trauma triggered significant attachment/intimacy issues. These in turn spawned behavioral traits that have enhanced Lau's leadership skills at the expense of her personal relationships.

## SPECIAL REPORT

### ROGUE AGENTS: A DIVISION WITHIN THE DIVISION?

When a top-secret continuity annex attached to Presidential Directive 51 decreed the creation of the Strategic Homeland Division in 2007, certain voices within the executive branch raised legitimate questions:

Regardless of Loyalty Index scores, is it wise to bestow so much field authority and firepower on such highly trained operatives, especially ones with intimate knowledge of COG protocols?

Do we want a lethal force operating independently, with open rules of engagement, during the chaos of a catastrophic event . . . especially if that event threatens the very existence of the federal government?

What happens to the SHD's murky chain of command if all hell breaks loose?

History would determine those concerns to be well-founded.

When President Waller activated the first wave of SHD agents in the wake of last year's Green Poison bioweapon attack on New York City, the team quickly deployed into Manhattan's brutal, hellish Dark Zone. Some of the finest agents in the Division went in, established an outpost, and set about bringing order to the grisly anarchy raging all around them on the Midtown streets.


By all accounts, this wave of agents had every intention of carrying out its mandate, deploying in support of Joint Task Force units suffering grievous losses in the streets. But when the JTF, suddenly and without warning, withdrew from the Dark Zone, it left the Division team stranded—in some cases, even trapped. In response, a small cadre of agents led by Agent Aaron Keener felt betrayed and openly questioned the mission. In fact, Agent Keener decided that new mandates—survival, power, utter dominance, even a ruthless culling of the weak—should guide their actions in the zone.

This new Darwinian creed led Keener's band of traitors to form alliances of convenience with other factions (some quite extremist) in the city. It also turned them against fellow first-wave Division operatives who refused to join their rebellion, as well as the second-wave agents entering the Dark Zone.

Thus, it appears there is a rift in the Division. No longer are all SHD operatives dedicated to the task of ensuring the Continuity of Government. Some seem determined to turn the original mandate on its head.



## AGENT PROFILE AARON KEENER

	BIOGRAPHICAL INFORMATION			
	SHD-ID	6675012398		
	AGE	34	GENDER	Male
	ETHNICITY	Caucasian		
	OCCUPATION	Futures Trader		
RESIDENCE	Ridgewood, NJ			
EDUCATION/TRAINING	The Citadel			
RELIGION	Baptist			
AGENCY ROLE	First Wave Agent, Northeast Section			



**MISSION DEBRIEF** When the first wave of Division agents was activated, Agent Keener found himself in the anarchic Midtown death pit known as the Dark Zone. As violence raged on the streets, Keener and his fellow agents followed mission protocols, determined to preserve order and maintain the quarantine. But the JTF decided to cut their losses and pull out.

At this point, Division intelligence reports indicate that Agent Keener felt betrayed by leadership and determined that the contagion had created a new reality—one that affected not just the Dark Zone or New York City or the United States, but the entire history of the human species. With no vaccine or cure in sight, ninety percent of the global population would soon die as the contagion spread.

Thus, Keener posited a bigger picture: If Division agents could band together—superbly trained individuals with unmatched tactical skills and state of the art gear—they'd form an unstoppable force. It would be a force perfectly suited to seize control of the emergent New World—a patchwork of allegiances and affiliations where the old rules of a civil/legal society no longer apply.

**CURRENT STATUS** To this perverse end, Agent Keener began to recruit any agents who would follow him and eliminate those who would not. Soon he gathered a small, lethal team who disavowed the Division's mission and pledged loyalty to Keener and his postapocalyptic vision. Like their leader, these rogue operatives view smallpox-ravaged Manhattan as a dark utopia where only the strong and ruthless should survive.



TY  
YORK

HAPPY HOLIDAYS

QUARANTINE  
AREA  
BY OR REMOVAL  
BY CHECKING  
PERSONS C  
WILL BE DETAINED


SHD



# CHAPTER 3

## ACTIVATION & DEPLOYMENT

The official “call to action” for Strategic Homeland Division agents unfolds in two phases: activation and deployment. Once activated and deployed into the field, Division operatives answer directly to the president of the United States (as mandated by NSPD 51) and outrank all other federal and state actors.

Their primary tasks are to observe the effects of the crisis; relay those observations to key decision makers in the federal command structure; protect what remains of civilized society, including social institutions as well as physical infrastructure; and prevent additional damage by engaging rising threats. 



## WHAT TRIGGERS AN SHD ACTIVATION?

According to Presidential Directive 51, the president of the United States can mandate activation of the Strategic Homeland Division in the event of any catastrophic emergency. As mentioned in Chapter 1, NSPD 51 officially defines such an emergency as “any incident, regardless of location, that results in extraordinary levels of mass casualties, damage, or disruption severely affecting the U.S. population, infrastructure, environment, economy, or government functions.”

The Catastrophic Emergency Response Agency, or CERA, defines a catastrophic emergency this way: “A large-scale event with complex, far-reaching consequences that persist over the long term. Societal

infrastructure is damaged or destroyed.” The agency goes on to characterize such an event with a list of specific effects:

- Most or all community structures are affected, including emergency response facilities.
- Local response is compromised or fails due to the loss of personnel and/or facilities.
- Aid to the region is not possible because all neighboring areas are affected.
- Everyday community functions are totally interrupted.
- Destruction of local and regional infrastructure means national government must take charge—if it is still intact and able to do so.



Most scenarios that fall under this definition of catastrophic emergency are straightforward in nature:

- Nuclear attack
- Invasion by a foreign power
- Large-scale terror event—e.g., bioweapon or radiological attack in alpha-level city
- Natural disaster
- Pandemic
- Overthrow or seizure of the state apparatus by coup d'état

These categories certainly cover most events that typically would be considered

“catastrophic”: a major earthquake or hurricane; an ocean-basin tsunami (rated as “devastating” at 9 or higher on the 12-point intensity scale); a nuclear exchange; a killer flu pandemic; a “dirty bomb” detonation; a full-scale foreign invasion; or a military coup triggering a widespread breakdown of institutional authority.

In the case of the Green Poison attack on Black Friday, the catastrophe marks the convergence of two scenarios: a terror event (category A bioweapon) that expands into a widespread smallpox pandemic.



## HOW ARE DIVISION AGENTS ACTIVATED?



**NOTE** A Division agent's orange-lit SmartWatch often serves as an informal rank identifier to all local and federal field personnel.

Activation can roll out in two ways: either as an incremental effort, where the response is gradually ramped up in waves over time as a crisis intensifies; or it can be a synchronized call-to-arms, summoning all available operational assets at once.

**THE ACTIVATION SIGNAL** Every Division agent recruit who successfully completes field training and achieves active-duty status is issued an SHD SmartWatch. The wearable device is a touchscreen PDA (personal digital assistant) and communications relay linked to a powerful transceiver worn on the agent's backpack. This digital gerset connects the agent to the Division's encrypted, satellite-based worldwide network.

When catastrophe strikes, the Division rallies its embedded forces via the network. The global-matrix SHD Network features guaranteed, instant and ubiquitous access to all SmartWatch devices. No matter where

they are, Division agents receive their activation orders as a coded emergency signal that lights up their watches orange. The watch retains this orange glow until after the agent is killed or deactivated.

**ACTIVATION PROTOCOL** Activated agents gain immediate access to high-tech equipment and advanced weaponry stashed securely in secret local caches. When activation is signaled, agents must drop whatever personal task is at hand and proceed immediately to the nearest Division armory to gear up.

Once fully equipped, Division agents head to either a predetermined rendezvous site or a tactical location designated in the activation orders. In either case, the agent's SmartWatch guides him/her to the targeted location via augmented reality (AR) markers seen in the heads-up display (HUD) in the agent's special ScanTek contact lenses.

# A.N.S.W.E.R.

**A**CTIVATION The number of Division assets activated is based on the nature of the disaster and its current status. When activated, agents may receive further direct orders. But in most cases, they are expected to assess the situation and then either proceed to the next step of the A.N.S.W.E.R. protocol or take initiative and follow an autonomous course of action.

**N**ETWORK The Division's first and foremost postactivation task is to secure its SHD Network, the lifeline that allows all Division echelons to share critical information for long-term operations. While Tactical Division agents establish the network's functionality and generate the raw field intelligence, a highly trained team of Strategic SHD analysts process and present a daily briefing to key individuals within the government. Big-city mayors, state governors, on up to the president and his cabinet—all key elected officials and decision makers rely on Division intel to make sure all operational responses are based on a true and shared picture, as reported live in the field.

**S**ECURE Once the SHD Network is operational and intelligence is flowing, the deployed Division team typically takes up a defensive posture to secure the immediate area and establish a safe and stable base of operations. Once a base is in place, the Division can more easily interdict ongoing hostile activity and safeguard what remains of the locality's key assets.

This includes protecting critical infrastructure (bridges, roads, tunnels, water supply, electrical grid), evacuating endangered officials and civilians, and clearing out hazardous areas. Again, the freedom and power provided by Directive 51 means that agents can move about unhindered and outrank all other officials in the field.

**W**ATCH & EXPLORE Once the local civilian population, leadership, and public infrastructure is secured, Division agents may then push out further into the field. Standard procedure is to explore the scope of the disaster, observe the extent of social disruption, and formulate offensive operations against predatory or hostile groups.

**E**NGAGE In situations where laws, jurisdictional matters, or rules of engagement might hold back other law enforcement entities, Division agents are authorized to resolve problems directly and, if necessary, with extreme prejudice. As soon as a threat to the nation or its people is detected, the Division may engage without hesitation or restraint.

**R**ECOVERY Once an area is secured, recovery efforts begin. The Division coordinates intelligence, security, and advisory aspects of this work while leaving the hard labor to other departments and agencies.

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**NOTE** Once Division agents arrive at their designated destination, the first objective is to resolve local aspects of the catastrophic crisis scenario. Every field agent is always green-lighted to operate with full autonomy, free to prioritize urgent needs according to their training and rules of engagement. But agents typically look to seize the initiative in accordance with the Division's flexible deployment plan. This plan is called A.N.S.W.E.R., an acronym that stands for the following:

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~~South end of the traffic island in Times Square, every day at noon, no questions asked.~~  
in front of the Joe Strummer mural, 7<sup>th</sup> & A  
If you take it off my dead body.

I hope it helps.

SPOTLIGHT ON

## NEW YORK COLLAPSE

Although activated agents have received complete survival training and are capable of surviving under extreme conditions, most civilians do not enjoy similar resources. For a significant portion of the population of New York City, owning a survival guide became a tremendous asset after the virus continued to spread. One particular volume, *New York Collapse*, soon became the most valuable and widely read title of its kind. The guide is packed with expert tips to aid readers in preparing for and surviving a pandemic in the city of New York. In point of fact, author Warren Merchant so accurately predicts the challenges hypothetically posed by an engineered virus, that some have come to suspiciously question how indeed he was able to write so prophetically.

In its eleven chapters, *New York Collapse* first provides an overview of the imminent threats that could lead to the downfall of the city, and then provides essential survival information such as:

- What to pack in one's go-bag
- Field first aid
- Where to procure or cultivate food
- How to purify water

*New York Collapse* has reportedly become a coveted black-market item. One heavily annotated copy recovered in Manhattan's Midtown quarantine area—the infamous Dark Zone—belonged to a civilian named April Kelleher. After witnessing the murder of her husband, Bill, Ms. Kelleher began her own investigation into the cause of the outbreak, simultaneously working to uncover who had ordered her husband's assassination. Kelleher turned her copy of the guide into a riveting, highly detailed chronicle of the Green Poison catastrophe as perceived from the ground level. By adding extensive handwritten notes, April contextualized the guide's instructions to her own experience, sharing specific anecdotes related to the published content therein. Akin to a diary, she recounted her personal thoughts and chronicled her perplexity with regard to her husband's demise, and also her struggle to understand how and why New York City fell. Little by little, April managed to decipher key messages encrypted in the text by the author of the book. Those clues led April into the Dark Zone to meet Warren Merchant, hoping to find more answers to the questions that had been plaguing her. April was last spotted leaving Manhattan, and it is rumored that she went to investigate leads to a possible treatment for the Green Poison.

Dear Diary: It's December 3rd and you're not a diary and I'm stuck in Manhattan with a dead husband and no phone and suddenly I'm feeling lucky that I have good shoes and a TABLE OF CONTENTS pen and a friend I can crash with tonight. I think. If I can find her. This is really bad, Diary. Getting worse. Talking about it doesn't help, but INTRODUCTION. maybe writing about it will. Bill is dead. Not from the bug - someone killed him. For his work, I'm sure. I'm going to find out why. —Merch knows why.

Are they ever...

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I asked to talk to a detective and after waiting on hold forever, I got one. Nina DiGiovanni. I explained to her that investigators had loaded the dead man from the car into Start a Fire ..... a coroner's van, and two uniformed officers

had been there taking off the crime scene. I watched the whole thing. I make a report. She said they didn't have any report of a homicide or that location. I hung up. I stood there on the street staring for a while, but there were signs all over the subway entrance

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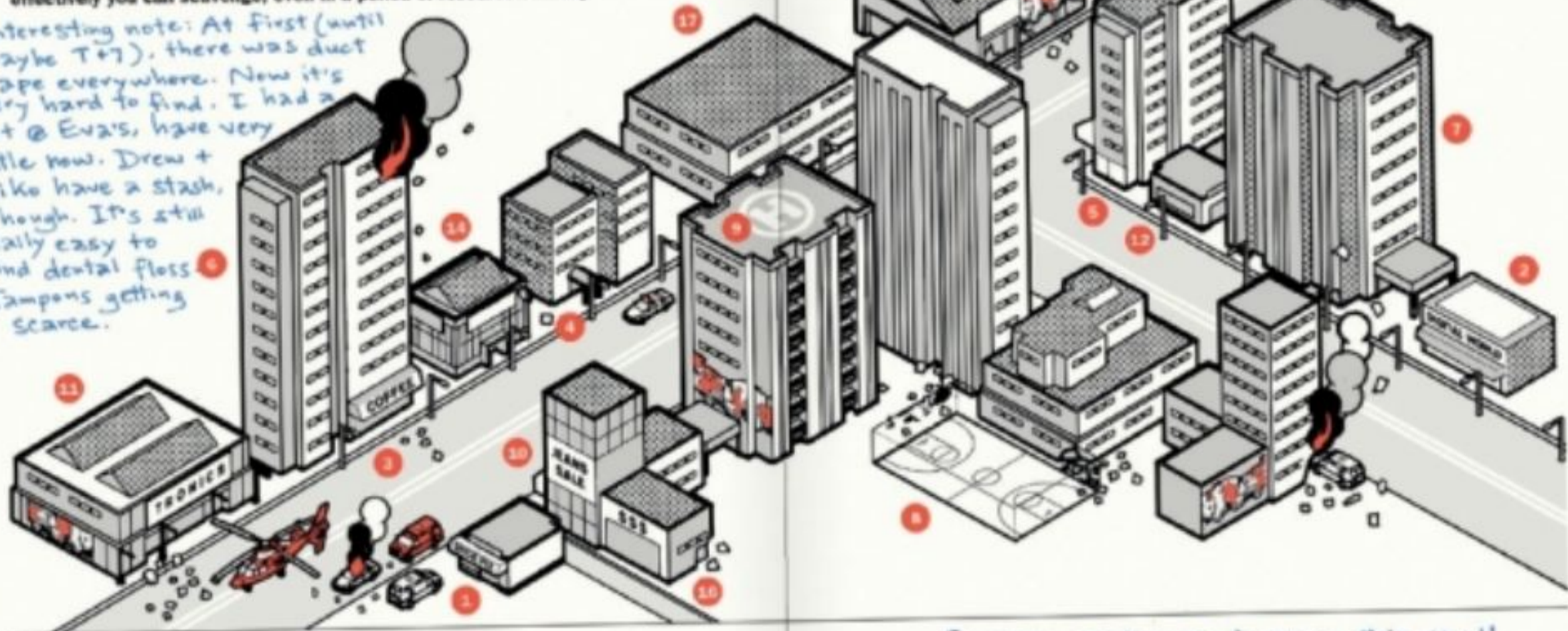
Command post over by Jarvis. People coming in. CEBA is setting up a mobile deployed to help CEBA and the rest of the government. They're all already. I think that.

Last thought for 12/18: Also I'm still thinking about the message Bill left for me. I wish there was someone I could tell, but no. In fact I think I might have to burn the drawing. Just to be sure. Am I getting paranoid? Or is this what it feels like to find out about a real conspiracy?

**OTHER RESOURCES**

Here's a thought experiment: Consider the average block of a commercial street. We'll list some of the most common businesses you might find on an average New York block and the useful things you might find in those businesses. You might be surprised at how effectively you can scavenge, even in a period of resource scarcity.

Interesting note: At first (until maybe T+7), there was duct tape everywhere. Now it's very hard to find. I had a lot @ Evans, have very little now. Drew + Mike have a stash, though. It's still really easy to find dental floss. Tampons getting scarce.



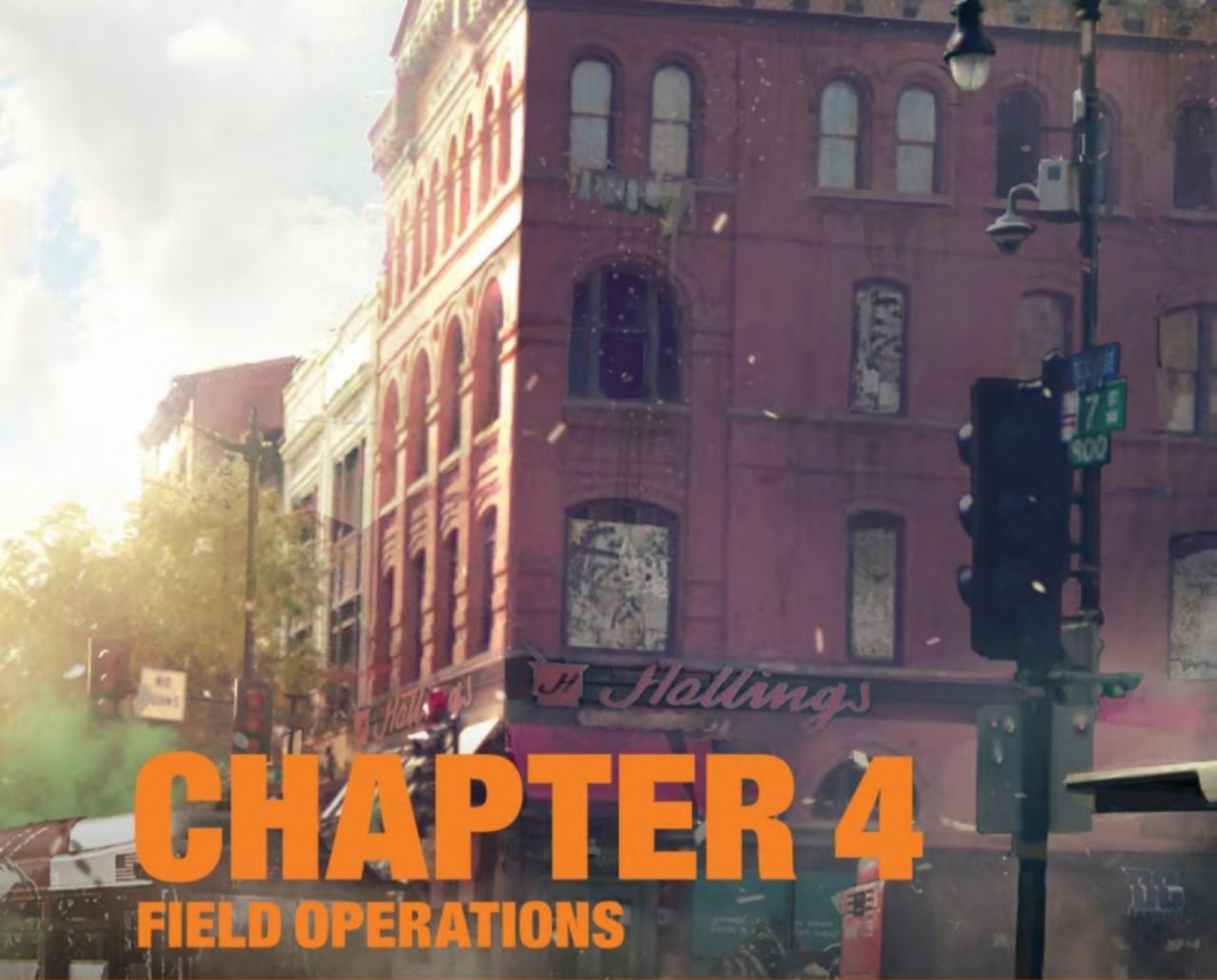
- 1 Shoe repair: Heavy needle and thread, adhesives, shoelaces
- 2 Computer repair: Small tools, batteries, wire
- 3 Coffee shop: Plastic tubing
- 4 Bar: Soda syrup bags, CO, cassettes, matches, lighters, bleach
- 5 Restaurant: Knives, bleach, plastic tubing, food staples (rice, flour)
- 6 Law/real estate/accountant office: Scissors, vending-machine and break-room food, personal items in desks
- 7 Government building: Vending-machine and break-room food, emergency and first-aid supplies, tools, maintenance supplies
- 8 School: Cleaning supplies, first-aid kits, children's clothing in lost and found

Never thought I'd say this, but thank God I don't have children

So many vending machines in this city !!


- 9 Medical clinic: First-aid supplies, blankets, antibiotics, rubbing alcohol YES
  - 10 Clothing store: Outerwear, clean clothing, Velcro strips
  - 11 Electronics store: Wiring, small tools, hand-crank radio, hand-crank flashlight
  - 12 Laundromat: Detergent, bleach, vending-machine food
  - 13 Toy store: Compass, binoculars, TMS workbooks
  - 14 Gym: Towels, cleaning supplies, snack foods, energy drinks (also, swimming pools contain chlorinated but drink-able water)
  - 15 Marina (and boats): First-aid kits, fishing equipment, tools, all-weather gear
  - 16 Pawn shop: Everything
  - 17 Storage facility: Everything
- Or you can get a hand-cranked radio from your dead friend
- Haven't been able to get close to a marina. Pawn shops are weird. People tend to burn them after they go through, like they have a personal grudge.
- No storage facilities anywhere I've been able to get to.





# CHAPTER 4

## FIELD OPERATIONS

The Strategic Homeland Division's organizing principles on the ground are flexible and modular. Agency field tactics are based on the core doctrine of "autonomous action"—that is, every Division agent is trained to operate independently in worst-case-scenario environments with little or no direct support. However, agents also receive extensive training in small-group tactics, and often deploy in teams. A cooperative team of agents is referred to as a "cell." 

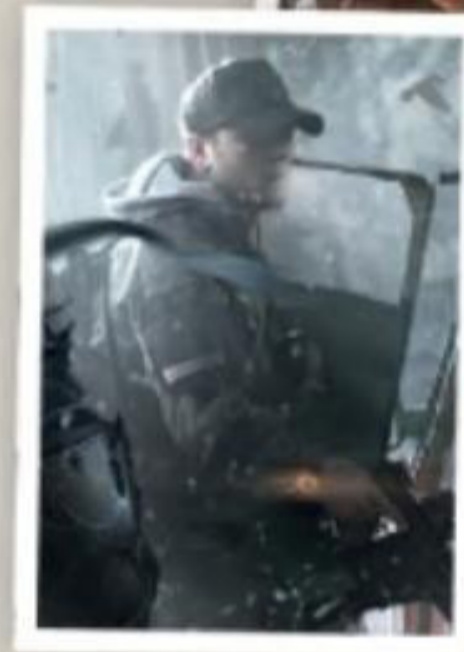


# CELLS

When working cooperatively, agents typically deploy in cells of up to four members, often supported by a remote-operated drone. Cellmates know each other well. They tend to train together and even socialize in their civilian life; they're familiar with one another's tactical and personal tendencies.

As always, the underlying strength of any cell is the fact that it lives in the area where it operates. Not only are cell members already in place when the disaster strikes, but they're familiar with the local utilities grid, know the lay of the land, and have a good take on people, places, and potential problems.

However, cells generally have limited awareness of other agents or cells operating in the field, even in the immediate area. Maintaining such strict unit compartmentalization may seem counterproductive, but preserving tactical autonomy in this way helps keep the Division resilient and less sensitive to outside disruption.



**TEAM ROLES** No predetermined rules dictate how cells self-organize and operate. Some choose to assign complementary roles—e.g., forward recon units supported by suppressive fire and a medical expert; or close-range specialists wielding shotguns supported by long-range marksmen with sniper rifles. Other cells feature more flexible roles, with members switching functions on the fly as new situations dictate.

In a crisis expected to be fluid and unpredictable, tactical decisions like this are left to each cell based on its mix of expertise, training, temperament and wits.





## I.S.A.C. AND THE NETWORK



Access to the SHD Network is one of the most important tactical tools in any Division agent's toolset. Every field operative is linked via his/her personal Intelligent System Analytic Computer (ISAC) to the agency's powerful distributed computing network. System output is routed globally through an array of dedicated, hardened intel satellites in geostationary orbit. Thus, lack of network access is rarely a problem.

These sophisticated networked systems automatically track and record every Division agent's progress, logging every encounter and generating field data to create a shared picture for informed analysis at all levels of the COG decision-making apparatus.

**FRIEND-OR-FOE RECOGNITION** One of the SHD Network's most critically important tactical functions is to provide Division agents with timely identification of units during field encounters. Linked via SmartWatch to the agent's ScanTek contact lenses, ISAC draws from network databases to generate a nearly flawless, color-coded Friend or Foe (FoF) recognition system. This system displays the affiliation and current status of units directly onto the agent's HUD. In the rare instance when the network goes dark and the FoF system does not work, agents are reminded to proceed with extreme caution.



## RULES OF ENGAGEMENT

The Strategic Homeland Division's directives specifying the circumstances and limitations under which its field teams may compel compliance by unwilling or resisting subjects, interdict actions by destabilizing players, or engage outright hostile organized forces in combat are broad by design and purposely nonrestrictive.

Division agents are not bound by any local use-of-force continuum or policy. They cannot be held accountable by local, state, or even federal laws or authorities

based on any legal standards other than those delineated in the continuity annex of Directive 51. In other words, nobody has the authority to stop or interfere with a Division agent in the field other than another Division agent.

While agents may compel assistance, coordinate joint response efforts, resolve conflicts or jurisdictional disputes between law enforcement and/or military entities, and demand free passage, they cannot usurp control of entire agencies or functions.



## BASE OF OPERATIONS

In military terms, “logistics” is the organized movement, housing, and supply of units and equipment. NSPD 51’s mandate that Strategic Homeland Division operatives be “independent and autonomous” means that agents must be prepared to conduct field operations without even basic logistical support.

If there is no functional administrative infrastructure or safe zone in the designated operational area—including such fundamental survival priorities as reliable water sources, food, shelter from weather, or safe supply storage—then Division agents must create one by establishing a base of operations.

This base is an area or facility with a secure perimeter, caches of supplies and weapons, and (if local forces are available) a defensive garrison. Civilian, technical, and medical personnel can also be included in the base to facilitate an efficient response. It can include a field hospital, helipad, machine shop, or other facilities, and can be expanded and upgraded to address local needs.

**BASE TYPES** Overall, the base’s logistical posture can vary depending on its location, situation and resources available. The site can serve as a base of operations (BOO), defined as a strategic, permanently



manned, well protected facility with multiple structures or nodes used to support deployed forces, often with robust sea and/or air access. An example would be the James Farley Post Office complex in Midtown Manhattan during the Green Poison crisis.

Or a site can serve as a forward operating base (FOB), a contingency tactical location that is less secure but provides improved reaction time to local hotspots. A typical FOB has a fortified entry control point (ECP) plus a mixed assembly of concrete barriers, barbed wire, bunkers, watchtowers, or other force-protection infrastructure.

**SAFE HOUSES** Beyond constructing larger bases, Division field agents also actively seek to establish a network of designated safe houses throughout unsecured areas. These facilitate not only Division field operations but also provide support for Joint Task Force missions as well as CERA and (in cases of pandemic) DCD outreach efforts.



**NOTE** These safe houses are often set up by and available to civilians.



## TACTICS

Tactics are the individual actions undertaken to achieve a specific objective. This is distinct from the term “strategy,” which refers to an overarching plan or roadmap. A common explanation of the difference is that strategy focuses on a long-term goal while tactics are the short-term steps you take to achieve that goal.

Example: Terrorists seize control of the Diablo Canyon nuclear power plant in California and shut down the core coolant systems in both reactors. This knocks out the regional power grid and threatens to trigger a catastrophic meltdown that will spew deadly radiation plumes over the entire southland region.

Your Division cell’s “strategy” is to infiltrate the plant and get it back online. Your “tactics” are the specific moves made to accomplish each objective—flank and neutralize enemy snipers overlooking the entrance; infiltrate a utility room full of hostages via ceiling ventilation ducts; toss flash-bang grenades to distract the hostage-takers then free the plant engineering team; escort the team to the main power control room; disarm a terrorist booby trap on the control console; and finally, set up a crossfire kill-zone to hold off hostile reinforcements as the engineers get the reactor coolant towers operational again.



**FLEXIBLE STANCE** The Division's approach to tactical execution is unique in that its philosophy and training methodologies offer no standard operating procedures in this regard. Tactics vary greatly from cell to cell, depending on team composition and skillsets, equipment available, and objectives. Initiative, flexibility, and improvisation are often the only common denominators between cells and their tactics.


That said, Division agents traditionally focus on developing expertise in all three basic tactical postures: offensive, defensive, and support. But after developing baseline skills in each posture, most agents begin to specialize in one area. When a local cell forms, the agents' various skillsets are often blended into a unique tactical team orientation. This gives the Division an evolutionary resilience as its cells respond to catastrophic situations.





# CHAPTER 5

## DIVISION GEAR

Strategic Homeland Division agents are carefully selected, highly trained, and endowed with the statutory authority to operate essentially unchecked by other agencies in the field. But any enforcement agency seeking to restore order amidst catastrophic disruption also needs the best equipment that modern technology can provide. The Division may be small in terms of manpower, but its arsenal of custom-crafted firepower, anti-ballistic body armor, and networking technology is a significant force multiplier in any hostile arena. A fully equipped Division agent is a fearsome, self-contained combat unit, battle ready. 



## THE GO-BAG

Preactivation, Division agents go about their normal civilian lives. But when the Directive 51 call to duty comes, every activated agent has a two-hour window to report to his/her designated rally point. This puts a critical emphasis on readiness, both physical and psychological. Division agents spend months preparing to move very, very quickly at a moment's notice.

The first important component of readiness is the diligent maintenance of a "go-bag." Every agent must keep a Division-issue, armor-lined backpack stocked with a small arsenal of weapons and enough basic supplies to last a minimum of seventy-two hours in the field. This includes food, water, medical items, ammunition, protective equipment, tools, gas mask, Mylar space blanket, and other basic mission-essential equipment.

During training, Division agents develop an individualized expertise in determining

their own needs, and tailor the content of their go-bags accordingly. Agents also learn to keep a sharp eye out for loose materials in the field that can help them craft upgraded weapons and equipment (see Field Procurement below). Generally, anything (wire, duct tape, electronic parts, even bits of fabric) that can help an agent make, repair, or customize equipment in an emergency environment is good for the go-bag.

After activation, the go-bag is the agent's lifeline, kept close at all times. Much of the gear in the bag is multi-purpose, intended for extended use, and designed to enhance mobility and autonomous movement. For example, instead of stocking bottles of water, most go-bags include water purification tablets and a purification bottle or straw. This lets the agent consume water in the field without adding significant carry weight or relying on logistical resupply.



### FIELD MEDS AND "THE COCKTAIL"

One critically important go-bag item, particularly in a pandemic environment, is the agent's supply of field medications. All Division agents undergo a full regimen of vaccinations, referred to as "the Cocktail," upon officially joining the agency. The composition of this regimen can vary, depending on previous inoculations. For example, former military personnel who've served abroad have received much of the Cocktail already and need only a few booster shots.

But the Division's field teams also gain priority access to the latest antiviral medications. Combined with protections from the Cocktail, these cutting-edge field meds make agents considerably more resistant to new diseases—even ones like the weaponized *Variola chimera* virus that have no functional vaccine or cure yet discovered.

**DISTRIBUTION ITEMS** Every Division agent is encouraged to carry extra water, food, medical kits, and other survival items in their go-bag for disbursement to civilians in need. Distributing supplies in this manner is proven to be one of the most effective population control methods in a catastrophic emergency.



### FIELD PROCUREMENT: KEEPING THE GO-BAG FULL

Part of every Division agent's operational efficacy within a chaotic emergency environment is the ability to function in a fully independent manner—that is, to deploy into hotspots with no reliance on backup or logistical support. To support this radical autonomy, Directive 51's continuity annex grants every Division agent the freedom to procure any item from any location, without restriction, as long as said item is not currently in the direct physical possession of a civilian or friendly unit.

This legal right of procurement overrides all local anti-looting laws. No restrictions related to the collection of private property shall apply to Division agents, no matter the jurisdiction. Given this dispensation, all Division agents are trained to seek, recognize, and procure valuable operational items from the field. This includes clothing items; the refreshment of an agent's wardrobe has great hygienic value in an infectious environment—much like how soldiers regularly don clean socks on the battlefield to mitigate various immersion foot syndromes (such as trench foot) and other diseases.



## WEAPONS

Every Division field agent carries an inventory of weapons, typically with three firearms secured externally for quick access in tactical engagements: one holstered sidearm (pistol, revolver, or sawed-off shotgun) plus one primary and one secondary weapon (rifle, shotgun, or submachine gun). An agent's selected weapons must be easy to carry, powerful, and adaptable to a wide range of scenarios.

It is important to note that the Division is not a "regular" fighting force. Division agents do not carry standardized weapons like their

counterparts in law enforcement and the military. Their weapons are highly customized, modified by each individual agent to their exact personal specifications. For group tactics, Division field teams often coordinate their arsenals internally for optimal use, but beyond that, anything goes.

**FIREARMS** The Division's arsenal is divided into six classes of firearms: sidearms, assault rifles, shotguns, submachine guns, light machine guns, and marksman rifles.



**SIDEARMS** A sidearm is a handgun worn in a holster for quick access. Typically used as backup or last resort weapons, sidearms are very accurate at short range (less than 20 meters) but feature a wide range of controllability (against recoil) and rates of fire, and also inflict varying amounts of ballistic trauma.

- Semi-automatic pistols are the sidearms most commonly used by Division agents. These handguns are reloaded via magazines that automatically feed single rounds into the chamber, firing one shot per trigger pull. Semi-automatics typically have the best range and stability amongst sidearm weapons but inflict lower ballistic trauma to targets.
- Revolvers are more powerful repeating handguns with revolving chambers (hence the name) on a cylinder that spins ammo up to the single barrel to fire one bullet per trigger pull. Revolvers have less range and stability but pack a bigger punch per hit.
- Sawed-off shotguns are break-action double-barreled shotguns that have been modified to significantly truncate their overall length, shortening the barrels and reshaping the stock into a simple pistol grip. While difficult to control, they are extremely deadly at close range.

---

**NOTE** A small handful of agents choose to wield the unique 93R, the only Division-issue pistol with a three-round burst per trigger pull.

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**ASSAULT RIFLES** An assault rifle is defined as a mid-range, rapid-fire, magazine-fed military rifle. First introduced in World War II, the gun rapidly replaced the old bolt-action, single-shot rifle and became the standard weapon of infantry soldiers everywhere. The standard version has an effective range of about three hundred meters and typically uses intermediate-power cartridges supplied from a detachable box magazine.

Most Division assault rifles feature fully-automatic mode—i.e., continuous fire while the trigger is pulled and the magazine still has ammo. Some models such as the Urban MDR offer semi-automatic mode (one round fired per trigger pull) and the SA-58 variants employ a burst mode (three rounds fired per trigger pull). Assault rifle fire provides good body-armor penetration, and headshots inflict particularly lethal damage to targets.



**SHOTGUNS** These weapons inflict extremely heavy damage at short range. Each shotgun blast fires a shell that spews buckshot (small spherical pellets) in a widening spread that can strike multiple targets at once. Shotguns are particularly valuable in the brutal, close-quarters environments common to urban combat. It also serves well as a defensive or support weapon. The multiple entry channels of a point-blank defensive shotgun blast are more likely to inflict immediately disabling wounds than a handgun or a rifle.

Enemies struck by shotgun pellets (or the heavy slug fired by the Medved, a variant of the Tactical SASG-12 K shotgun) tend to stagger and flinch, disrupting their ability to return fire. The Division's store of shotguns includes a variety of options such as (from slowest to fastest firing) breech-loading, pump-action, semi-automatic, and automatic.



**SUBMACHINE GUNS (SMGS)** The SMG is a magazine-fed, rapid-firing weapon. In fully automatic mode, it spews a nonstop stream of bullets while the trigger is depressed and ammo is available. This high rate of fire combined with easy handling (due to low recoil and high stability) make the SMG an excellent close-range option. Note that some models, like the MP5, feature variants with a burst mode that fires three bullets per trigger pull.

However, the rapid-firing feature is somewhat offset by the low damage that its small caliber pistol round inflicts; SMGs generally have trouble penetrating the body armor of well-equipped foes. SMG accuracy also drops precipitously over distance.



**LIGHT MACHINE GUNS (LMGS)** Designed as a high-powered, fully functioning machine gun that can be carried and fired by a single gunner, the light machine gun is the classic infantry support weapon, designed to keep enemy units pinned down with suppressive fire at mid-to-long range. Although the LMG has a large reservoir of ammunition and can be fired on the move, its low stability and accuracy make it difficult to handle when the gunner is not stationary. However, if foes can be caught out of cover, the LMG will wreak fearsome damage on them.

LMGs can be fed ammo in two ways:

- Belt-fed LMGs have a large ammo capacity and fire large-caliber rounds at a significant rate, but suffer from long reload time, high recoil, and low mobility. As a result, they're best used for support purposes, providing suppression fire for allies.
- Magazine-fed LMGs are easier to wield and fire faster, making them good mobile assault guns, especially against clustered foes. But their magazines hold less ammo, and their rounds inflict less ballistic trauma per hit.



**MARKSMAN RIFLES** Used for pinpoint accuracy and greater lethality versus long-range targets, the marksman rifle class offers a selection of high-powered sniper rifles to Division field agents. These slow-firing weapons require patience to aim, as the scope takes a moment to zoom in and focus. For maximum accuracy, marksman rifles should be fired from a stationary position—if the shooter moves while aiming, the scope zooms back out, eliminating the sighting advantage. The powerful punch of a single large-caliber bullet—especially when striking a target’s head—gives these weapons their characteristically high stopping power.

Two types of marksman rifle are available from weapon vendors or found in the field:

- The bolt-action version makes up for its low rate of fire and small magazine (usually just five to seven cartridges) by maintaining good stability and inflicting significantly large, lethal wound channels on distant targets.
- The semi-automatic variant has a quicker reload time and rate of fire, with cartridges fed via magazines holding ten to fifteen rounds. This rifle has less power and shorter range than the bolt-action models.



**GRENADES** Grenades are hand-tossed explosive devices that can inflict lethal physical damage via shrapnel or incendiary agents, or disable humans or electronic equipment using electric shock, tear gas or electromagnetic pulse (EMP). Division agents undergo significant training in grenade delivery methods.

Division armories typically stock only the basic fragmentation grenade. Called “frag grenades” for short, these explode and eject deadly shrapnel that inflicts serious damage in a radius outward from the point of detonation. Frag grenades are available in ready supply to all agents, and are usually well-stocked in resupply boxes at safe houses or other locations.

Alert agents can find several more types of grenades available for pickup in the field:

- Shock. When detonated, these specialty grenades discharge a localized burst of electricity that can temporarily paralyze anyone caught in the blast radius.
- Incendiary. Detonation of an incendiary grenade expels a blistering field of flame that will burn in place for a short time.
- Tear Gas. These grenades spew a localized cloud of debilitating tear gas that lingers briefly. The gas disorients anyone caught in the blast or who wanders into the lingering cloud (including the agent who tossed the grenade).
- Flashbang. Flashbang grenades explode in a loud, intense flash of light that temporarily blinds and deafens anyone within the blast radius.
- Electromagnetic Pulse (EMP). This specialty grenade emits an electromagnetic pulse that temporarily disables anyone caught with the blast radius. An EMP detonation tends to disrupt any victim’s specialized equipment, hampering any unique or enhanced skills for a short time.

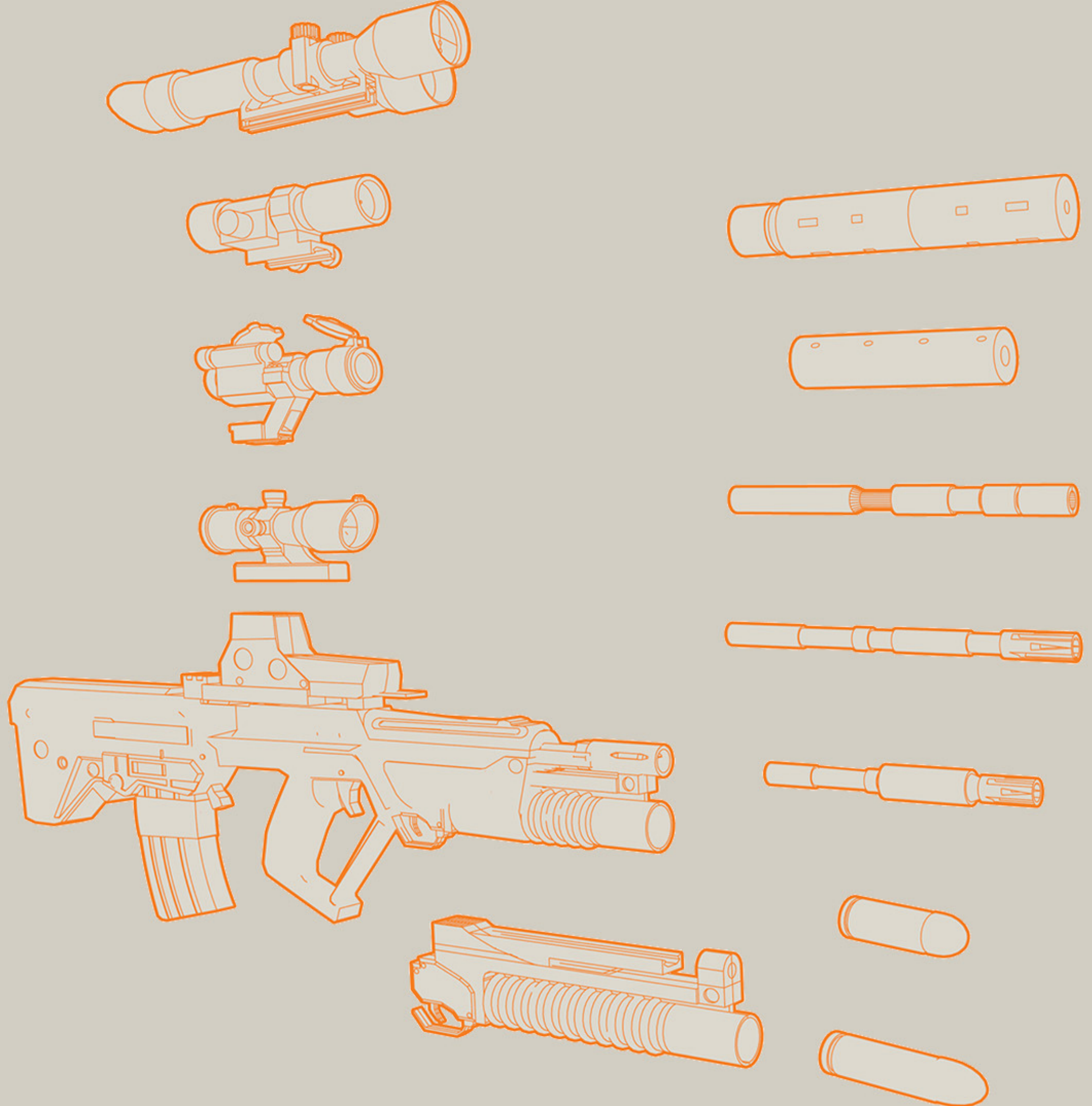


## WEAPON MODIFICATIONS

The modern weapons industry is constantly advancing the leading edge of weapon technology and engineering. Thus, Division operatives are trained to identify and confiscate a wide array of innovative weapon modifications and attachments during their field forays. Alert agents seek commercial firearms products in four key categories: optics, magazine, muzzle, and underbarrel. These items can enhance weapons to meet and even exceed the Division's demanding field specifications.

The goal: In any tactical engagement, Division agents wield the most potent weapons in the combat zone.

**OPTICS** Optics attachments provide magnified sighting, enhanced stability, increased optimal range, and better overall targeting accuracy to most firearms available in agency weapon inventories. These attachments include a variety of scopes, holographic and red-dot laser sights, and aftermarket iron sights.



**UNDERBARREL** Custom underbarrel attachments lock onto the bottom of rifles and SMGs. These include angled and vertical grips for reduced recoil and increased stability, various handstops for better aiming accuracy, and laser pointers to highlight targets and improve hip-fire accuracy.

**MUZZLE** Muzzle attachments can affect a number of weapon characteristics. Compensators reduce horizontal recoil and muzzle brakes reduce vertical recoil; vent brakes increase optimal range; suppressors dampen your weapon's report so enemies pay less attention to you; and a flash hider reduces visible firing effects and improves accuracy.

**MAGAZINE** Ammunition magazine characteristics can affect weapons in a number of ways. Extended magazines increase ammo capacity; compact or quick release magazines accelerate reload speeds. Adding a high-velocity magazine gives the weapon a better chance to inflict debilitating hits on targets.



## PROTECTIVE EQUIPMENT

Every Division field-operations team must be able to absorb damage as well as inflict it. Whether a team's tactical maneuvers are offensive or defensive in nature, aggressive or conservative, the odds are good that at least one agent will take a bullet at some point during a given mission. To ensure survivability in hostile emergency situations, the Division issues a basic set of rugged protective wearables. However, agents are also trained to scour every environment for items that can be used to upgrade or outright replace their current equipment selections.

Depending on an agent's background and preferred method of engagement, the nature of protection chosen and its purpose can vary. All agents carry some form of mask for protection against dust and CBRN contaminants. Most agents wear some type of body armor, plus protective gloves and kneepads. Some carry advanced ballistic or melee protection shields, or deployable cover. They also carry means to identify themselves as government officials—to avoid trouble with other agencies and departments.



**BODY ARMOR** Agents can wear a variety of antiballistic body armor that reduces damage from incoming fire. These range from light vests to rugged laminate or graphene-plate vests and high-end, coated-plate armor. Some armor vests can provide increased ammo capacity or additional slots for weapon mods as well as defensive protection.

**KNEE PADS** The Division armory offers agents a wide range of protective knee pad equipment. Available inventory includes pads that not only reduce environmental damage but also provide the wearer with added resistance against disabling nonimpact attacks like electrical shock.

**GLOVES** Agents may choose from a selection of protective gloves that shield the hands. Some types of gloves provide additional benefits such as better grip on certain weapon types (LMG, shotgun, marksman rifle) increasing damage inflicted on targets with those firearms.

**MASKS** Every Division agent must carry a protective mask, especially when activated into a CBRN environment. All masks protect the face and filter out killer pathogens, debilitating gases, or radioactive dust. Some also help agents be more efficient in combat situations. They protect against disorienting or burning attacks, or increase an agent's stamina by keeping the airway clear.

**BACKPACKS** As mentioned earlier, every agent's go-bag provides a certain amount of armored protection to the wearer. Better backpacks can also increase one's inventory and ammo capacity, provide better resistance to fire, and even enhance stability when aiming weapons.

**HOLSTERS** Special holsters can provide added protection as well as upgrades to sidearms.



## SHD TECH

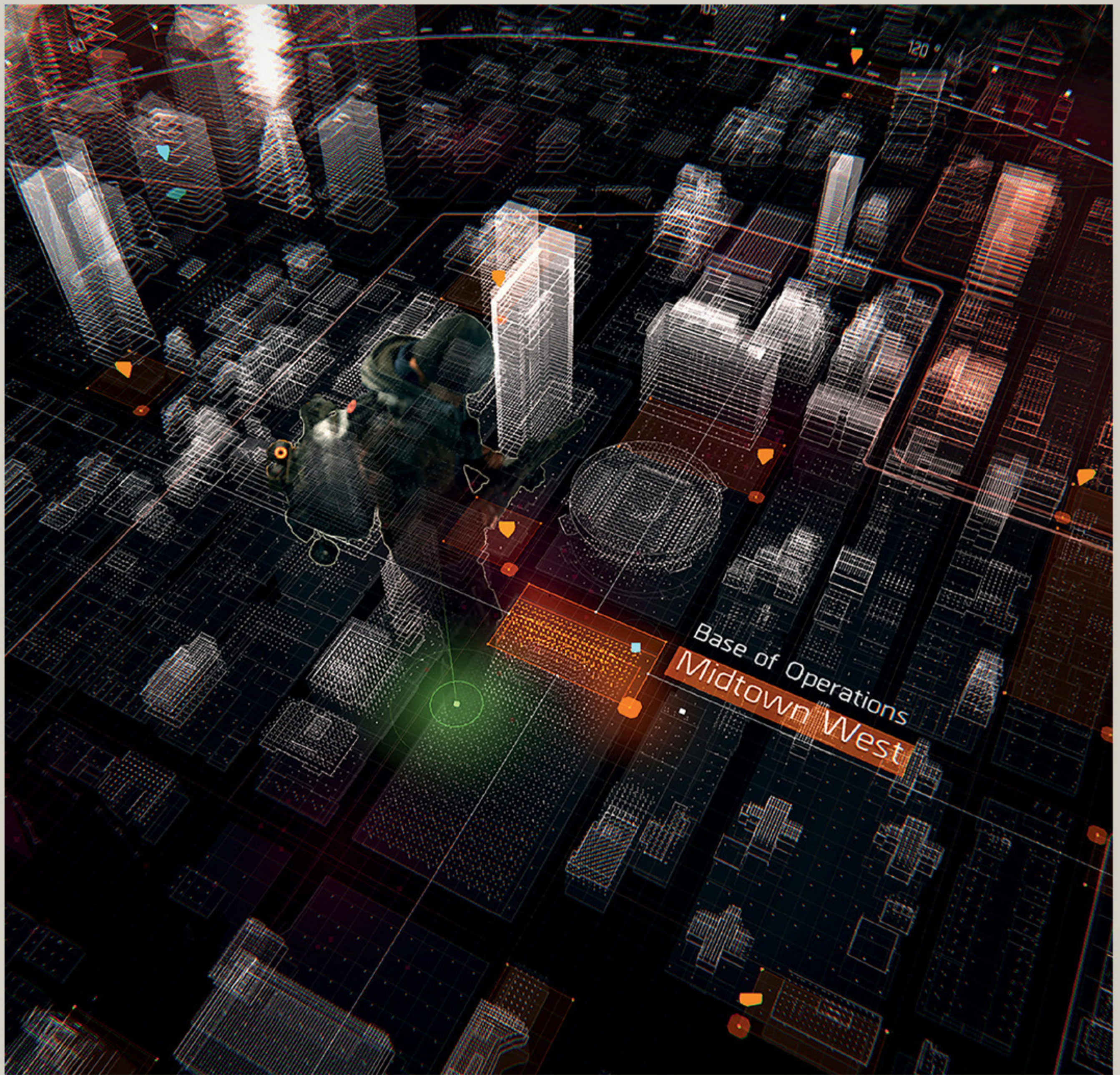
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**NOTE:** SHD Tech has a unique electronic signature, recognized by other SHD Tech-driven devices. Thus, Division agents can tell when another agent is in the vicinity.

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One of the Strategic Homeland Division's biggest advantages in the field is its revolutionary smart technology. Linked together into an intelligent grid by the SHD global satellite network, SHD Tech (colloquially referred to as "Shade Tech") provides high-value, real-time intelligence for Division agents engaged in field operations.

Developed either exclusively by the Division's Research & Development department or adapted from military or commercial technological prototypes, SHD Tech is actually a catch-all term for all proprietary assets and systems employed exclusively by the Division and its agents. These include some of the most innovative augmented reality (AR) systems ever developed for policing or military actions: pod launchers, turrets, seeker mines and portable stations, to name a few.



**SHD NETWORK** The Division network is the agency's core technology. It links numerous dedicated assets directly controlled by the Division—drones and other unmanned aerial vehicles (UAVs), AWACS airplanes, and telecom satellites—and piggybacks their output onto existing civil, commercial, and military networking structures (cellphone towers, WiFi hotspots, NASA and GPS radionavigation satellites, and so on) to create a seamless global web of connectivity and data.

This redundancy ensures the SHD Network's reliability in case of catastrophic emergency. This reliability is crucial: the network connects agents in the field to Division HQ and to strategic government decision makers.



**ISAC (INTELLIGENT SYSTEM ANALYTIC COMPUTER)** ISAC is a highly advanced artificial intelligence (AI) entity available to all active Division agents equipped with an SHD Tech transceiver. Accessible via the SHD Network, ISAC serves as the critical backbone of all Division activities. ISAC's assimilative intelligence provides key field-operation services to every agent including but not limited to communications, real-time analytics, remote data collection and retrieval, weather telemetry, and interaction with assorted

other technologies. ISAC can sort and analyze field sensor information to provide tactical support; relay alerts and updates; identify human targets or contacts via biometric markers; and set waypoints to strategic objectives.

A note of origin: ISAC is the Division's advanced version of CALO (Cognitive Assistant that Learns and Organizes), a project developed by the Pentagon's famed DARPA unit (Defense Advanced Research Projects Agency) that eventually led to commercial applications such as various virtual assistants.



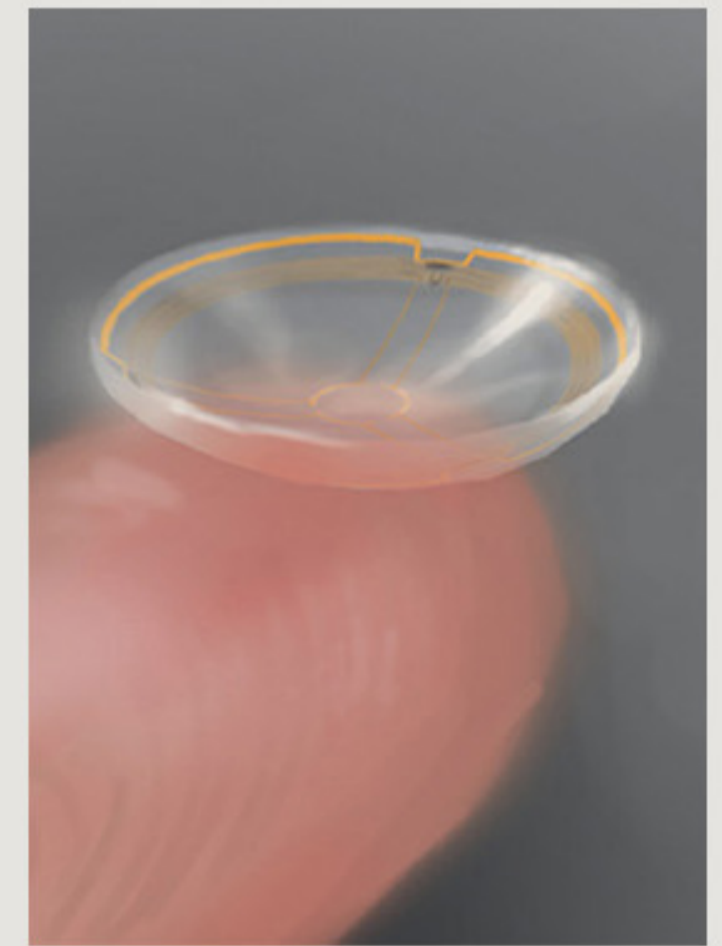
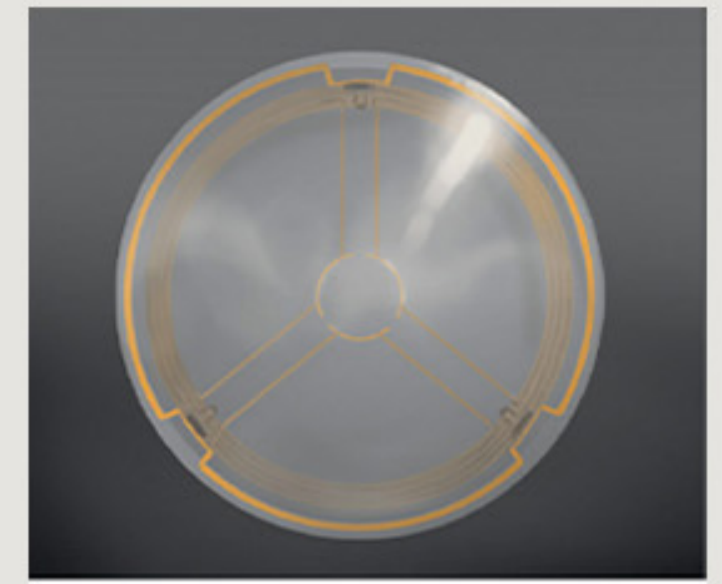
**SMARTWATCH PDA** Every Division agent wears a SmartWatch. This remarkable device serves as the hub of tactical field awareness. It has the basic functionality of a military-grade PDA plus much more. When linked to the powerful transceiver worn on the agent's backpack, the SmartWatch is the agent's direct pipeline to ISAC and the encrypted SHD Network.

A list of primary SmartWatch capabilities and linkages includes:

- Communication, peer-to-peer and wideband
- Data collection and analysis
- Enhanced situational awareness and AR enhancement
- Electronic Aggregation Pulse
- ScanTek contact lenses (see next page)
- Drone controller interfaces

This wrist-worn device gives Division agents the ability to communicate with fellow field agents and HQ; scan objects and identify field targets; hack communication systems, electronic locks, and computers; and scan themselves for injury with the watch's built-in Medical Evaluation app.

The SmartWatch's Autonomous Agent Technology suite contains a special sensor that measures physical, chemical, and biological elements in the environment. It also provides connectivity to large-scale Division assets and agency-wide systems such as the Long-Range Communication Array, the Advanced Super-Computing Unit, and the Emergency Medical Unit.



**SCANTEK LENSES** All Division agents wear Scan Tek contact lenses that let ISAC project an augmented reality heads-up display (AR-HUD) directly over the agent's field of vision. The AR-HUD is synched to the real-world environment, highlighting and identifying all relevant objects scanned by ISAC's field sensors. The sensors are calibrated to recognize threats and watch for a number of signal sources.

In this manner, much of the tactical field data processed through ISAC and the SmartWatch can be transformed into visual indicators and readouts. And since these indicators are projected directly over the scanned targets, the agent gets instant visual feedback. Hostile forces glow red; allies are marked by health-scan bars that glow green. AR directional markers are seen hovering in the air, leading to the next objective.

Connected wirelessly to ISAC via the agent's Smart Watch, the ScanTek lenses feature curved LED technology for the display surfaces. They also employ micro-piezoelectric sensors that generate power from the micromotions of saccadic eye movements. These tiny eye twitches charge the embedded energy storage module as needed. The associated AR processor conducts multisensor data fusion in order to display relevant yet clear data appropriate to the wearer's situation.

**AUDIOMETRIC EARPIECE** Every Division agent is custom fitted with a set of silicon-tipped earpieces to receive audio communications as well as ISAC's situational feedback. Audiometrically calibrated for each agent's hearing range, the auto charging buds come in different variants and designs, but all feature rubber guards to protect ears from flashbang damage or other loud noises. All earpieces are connected wirelessly to the SmartWatch core unit.



**ECHO (EVIDENCE CORRELATION HOLOGRAPHIC OVERLAY)** ISAC can collect and assemble data mined from local devices and sources such as smartphones, surveillance cameras, satellites, drones and computers. This data can then be rendered into a "point cloud" (a set of data points in space) that recreates events as 3D holographic images frozen in time and projected onto the agent's AR-HUD lenses. The images include audio of certain events, and sometimes identifying information about an event's participants.

This technique is called ECHO and lets agents not only gather intelligence but actually "see" critical evidence. The image segments replay in spectral orange hues and serve as useful resources in mapping out environments as well as tracing hostile movements, missing persons, or hidden caches of supplies and equipment.




# CHAPTER 6

## POPULATION CONTROL

Catastrophic events can incinerate homes and buildings, shatter infrastructure, and devastate landscapes. They can also move with silent, microscopic stealth, laying waste to entire communities. In any case, when the dust settles, what's left amongst the ruins is a population of frightened and sometimes desperate people.

In a civil society with a stable governing body, order can be restored, and rebuilding can proceed. But if legitimate authority and institutions collapse as well, recovery becomes difficult, if not impossible. Public safety is threatened. Dark forces of anarchy arise. Countering such forces is the founding purpose of the Strategic Homeland Division.

When activated, the Division's field agents disperse swiftly amongst the population, restoring order, spreading hope, and preventing total collapse. Every agent has one overriding directive: protect what remains. Once the bad actors are sorted out and basic services are restored, most communities tend to self-repair. History shows time and again that disaster-stricken communities display great resilience, altruism, heightened initiative, prosocial behavior, and a strengthening of social ties. 



## CIVILIANS

When Division agents are activated within a catastrophe hot zone, the vast majority of their encounters are with common civilians. Most of these are law-abiding people, even if frightened or injured, particularly in the early days of a crisis. But if civil order and basic services (power, water, food distribution, police protection, etc.) are not restored within several days, many disaster victims begin to panic.

Agents are trained to know that sometimes, just providing a simple relief item—a water bottle, food pouch, or medicine packet—can calm a frightened citizen, gain trust, and defuse tension in the streets. Of course, Division agents are also encouraged to forcefully intervene in street crime incidents. When civilians can count on safe streets, communities can begin to reform their social bond.

**PUBLIC WORKERS** Before the Black Friday bioweapon attack, the Division's threat recognition protocols instructed field agents to consider public workers as natural allies in a catastrophic emergency. The assumption: by training and temperament, state, city and county employees would be dedicated to the common good and work diligently to restore public services. This would include first responders (police, fire, and paramedic), transportation personnel, civil engineers, sanitation workers, and other government workers.

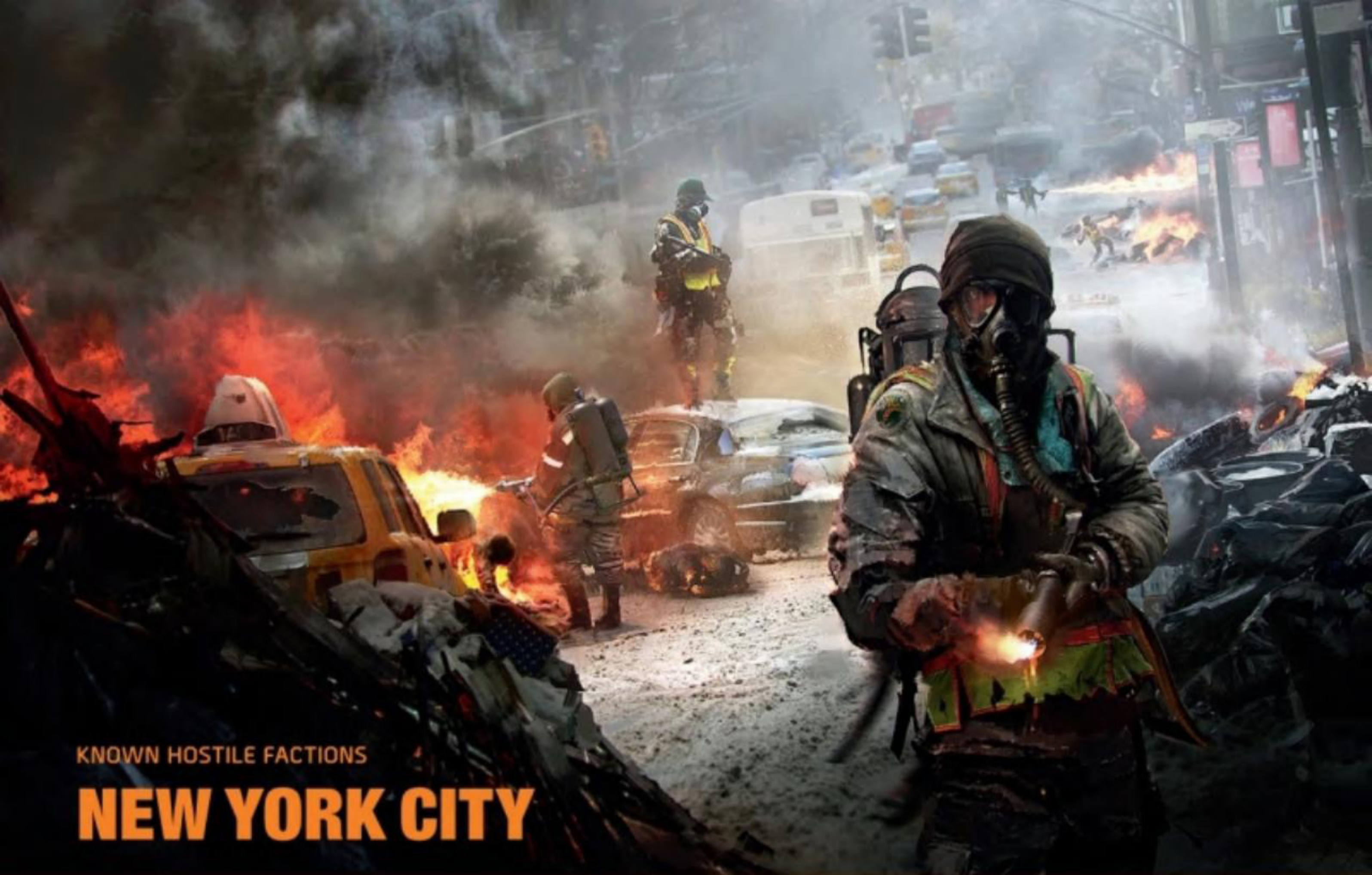
However, in the aftermath of the New York City smallpox attack, the protocol has been amended. Although many of the city's surviving public employees have worked tirelessly and selflessly to maintain basic services, some took advantage of their positions to engage in black market operations for personal gain. Others went a step further, forming ruthless vigilante gangs (see Cleaners below) and taking the law into their own hands.



**RIOTERS** Division rubric refers to civilians who've chosen a lawless path to survival as "Rioters." These are typically unorganized looters who roam the city in small packs, preying on the weak to survive. In response to growing scarcity and the declining presence of law enforcement, Rioters simply take what they want from those unable to defend themselves. This threat is exacerbated by the fact that, in the United States, military-grade firearms are so plentiful that Rioters are often heavily armed.

Most Rioters are simply opportunists—ordinary people of all stripes who've been pushed to criminal activity by panic and greed. Instead of signing on to the social compact and working in a cooperative manner for the betterment of all, Rioters victimize others. In such cases, the Division's task is to ensure serious negative consequences for choosing this route.

Rioters have few if any loyalties, and no organization to speak of. However, they do form loose associations with likeminded opportunists when it suits them, or out of necessity. But any alliance is short-lived; the only thing that matters for them is raw survival and the next meal.



KNOWN HOSTILE FACTIONS

## NEW YORK CITY

As the grim Green Poison virus spread across America's largest city, reaping thousands of victims daily, the vast majority of citizens bunkered in quiet desperation, waiting for help. Others took to the streets to scavenge and scrape for survival. Some of these banded into predatory clans. Here's a rundown of the major hostile factions encountered in the Manhattan quarantine zones by the Division and other law enforcement units.

**CLEANERS** The so-called Cleaners are former New York City sanitation workers—garbagemen, public facility janitors, park custodians, street cleaners, water treatment plant operators, etc.—whose jobs in better times were devoted to keeping neighborhoods and infrastructure clean. Many commuted to work from outside the

city but got trapped in the urban quarantine zones during the early days of the contagion. Others were inner-city dwellers who lost loved ones during the outbreak.

Responding to what they perceived as the shameful failure of local and federal authorities to protect their health and families, a number of these blue-collar city workers banded together to take matters into their own hands. Organized and led by Manhattan's sanitation supervisor, Joe Ferro, this self-proclaimed "cleaning crew" aimed to rid the city of the mutant smallpox virus. Their chosen method was brutal and elementary: donning flamethrowers fueled by napalm, the Cleaners incinerated anything and anyone suspected of carrying the disease. This often included perfectly healthy survivors merely exposed to the virus.

The fanatical faction was initially stymied by CERA's quarantine lines and checkpoints. But nobody knew the bowels of the borough—the sewers, drainage tunnels, and subway lines—like Joe Ferro and his followers. Armed with flamethrowers, fire axes, and firebombs, they traversed the city's underground passages, bypassing roadblocks and perimeter barricades with ease. Rising in unsuspecting districts to unleash their “cleansing” fire, the Cleaners burned anything deemed to be contaminated.

Their terror spread like unchecked flames, driven by Ferro's belief that “the sick are already dead.” One file recovered from the

Cleaners' headquarters site revealed grisly phone-video footage of a civilian captured and burnt alive by an emotionless Cleaner. All Division agents learned to proceed with extra caution in Cleaner-occupied territories, often identified by the presence of the faction's distinctive yellow garbage trucks.

Eventually, after the Division-led decimation of their ranks (including Joe Ferro) and the destruction of their napalm facility, the Cleaners no longer posed an existential threat to the JTF and citizenry of New York. But their blistering vision no doubt lives on in isolated pockets as disease and uncertainty linger in the city.





**RIKERS** When the Green Poison outbreak disrupted public services in New York City, a temporary citywide power outage engulfed all five boroughs, including the notorious 413-acre prison complex on Rikers Island. Taking advantage of the blackout, inmates overpowered the guards and a mass break-out sent dozens of dangerous felons pouring into Queens then over the East River bridges into Manhattan. Ironically, shortly after their arrival, the escapees found themselves essentially imprisoned on another island, this time by the CERA quarantine of the borough.

One of the most intimidating prisoners, Larae Barrett, organized the convicts into a gang she called the Rikers. Trapped in the Manhattan anarchy, this crew of hardened criminals viewed the city as a new Wild West where they could take whatever they wanted, including revenge on the law enforcement elements that put them in jail. Led by Barrett, the Rikers quickly filled the power vacuum left by

the JTF withdrawal from the streets, seizing control of entire neighborhoods and ruling like urban warlords.

The gang had a primary objective: Kill everyone in a uniform, especially the hated New York City Police, which had been folded into the Joint Task Force. Video recovered from police vehicle dashcams and other surveillance sources showed Rikers committing terrible atrocities against law enforcement personnel. The gang often stripped the corpses of murdered police officers and donned the uniforms themselves.

Since many Rikers Island inmates belonged to local New York gangs, the prison gang's ranks grew quickly as they attracted more local followers. The rapid growth led to occasional infighting, but Larae Barrett's iron-fisted leadership kept clan rivalries at bay. Known as much for her ruthlessness as her ability to plan, organize, and lead, Barrett proved to be a formidable adversary for Division cells.



**LAST MAN BATTALION (LMB)** The Last Man Battalion (known as LMB) is a private military company founded and led by Charles Bliss, a highly decorated former officer in the United States Army's Special Forces. Comprised almost entirely of former commandos from the army's elite 75th Ranger Division and the CIA's much feared Special Operations Group, the LMB employs some of the most highly trained and lethal mercenary soldiers in the world.

Just before the Green Poison outbreak, the company was deployed in classified black sites across Western Asia and North Africa, as well as numerous other sensitive locations. But after the bioweapon attack, several panicked Wall Street financial firms immediately hired the LMB to protect their servers and high-value physical assets stored onsite in their Lower Manhattan vaults. Worn and battle-weary, the rank and file soldiers found themselves recalled from hazardous overseas duty only to be diverted into the viral maelstrom of the deadliest urban catastrophe in modern history.

As panic in the Financial District spiraled further out of control, Bliss began to clash with local authorities. He considered them

pathetically weak and indecisive, hamstrung by ludicrous restrictions that had no place in an actual war zone. When the quarantine was established and the JTF pulled back to their main base in Midtown, the LMB found itself cut off and abandoned.

Several days of savage street fighting convinced Bliss that the only course of action left was to retake New York City himself, and establish a new martial order via brute force. After a fierce disagreement with an imperious JTF liaison, Bliss not only disobeyed the official's direct orders but executed the man.

Compared to other factions in the Manhattan quarantine zones, the LMB employed far more combat specialists with top-grade military gear and weapons, and their defensive positions were more heavily fortified. Convinced that not just the city but the entire nation would collapse in the atavistic wake of the pandemic, Bliss was determined that his LMB would survive the smallpox, seize full control of New York, and then use their newly created city-state as a base to usher in a new world order—one where only those with strength of will and character survive.




**A Rogue Alliance** A momentous meeting between Lt. Colonel Bliss and the rogue Division operative Aaron Keener led to a provisional alliance between the Last Man Battalion and dissident members of the Division's first wave into New York. The agreement was based on the idea that current political systems would be incapable of maintaining stable societies in a harsh postpandemic world. Keener shared Bliss's vision of a grim Darwinian future.

Afterward, several of Keener's crew actually became LMB captains. Working together, they orchestrated the rocket attack that killed the northeast section Division commander, Louis Chang. The Division soon came to consider the Last Man Battalion to be the most formidable hostile force operating in New York. Bliss also hammered out cooperative agreements with other factions, including the Cleaners and Rikers.

**The Battalion Collapses** Despite these ominous developments, the Division managed to shatter the mercenary company thanks to the efforts of its crack corps of second-wave agents. These cohorts proved to be highly resourceful, displaying remarkable adaptability to hostile, deteriorating urban environments. Setting new standards for Division field operations, their successes confirmed the efficacy of Division training and, in fact, of the entire concept of "stay-behind" operations.

After losing Charles Bliss and most of his commanding officers, the mercenary company collapsed. Any surviving LMB soldiers scattered and no longer posed a major threat. By the time the JTF began moving onto the Westside Piers, the LMB remnants had managed to broker peace between other factions. According to one audio log recovered by Division agents, the factions found common ground on a shared experience—shameless, contemptible betrayals by former Agent Keener.

## PROFILE JOSEPH "JOE" FERRO

	BIOGRAPHICAL INFORMATION			
	STATUS:	Deceased		
	AGE:	46	GENDER:	Male
	OCCUPATION:	Sanitation Supervisor, Manhattan Borough		
	MOST RECENT ROLE:	Founder/Leader, The Cleaners		

A former Manhattan sanitation systems expert, Joe Ferro founded the Cleaners faction and became its charismatic leader. Deeply respected by employees and peers, Ferro attracted devoted followers even as his vision darkened into a paranoid, barbarous cruelty. He was also on good terms with other union groups in the city: plumbers, pipefitters, construction crews, all willing to provide the scuttlebutt he needed to track enemies and identify targets. As the contagion crisis deepened, workers from these other professions began to supply additional volunteers to Ferro's cause.


**PERSONAL HISTORY** Before the Green Poison outbreak, Ferro resided with his wife Shawna in Manhattan where he worked for the city sanitation department. By all accounts, he lived a normal life as a hardworking baseball fan who liked to call in to radio talk shows. After Black Friday, Shawna was one of the first to succumb to the smallpox virus.

Consumed with rage at the government's emergency-response failures, Ferro decided to organize his own attack on the virus. Believing that the only way to destroy it was with fire, he founded the Cleaners and established its headquarters in an abandoned Midtown construction site. As the grim weeks of the contagion dragged on, Ferro's early conviction slowly twisted into a psychotic pyromania. His HQ was soon transformed into a napalm production facility to fuel the Cleaners' flamethrowers.

**DEMISE** Known for his custom yellow hazmat suit rigged with huge napalm tanks, Ferro stayed bunkered in at his napalm production site. Eventually, Division agents managed to storm his headquarters and terminate the threat.



## PROFILE LARAE BARRETT

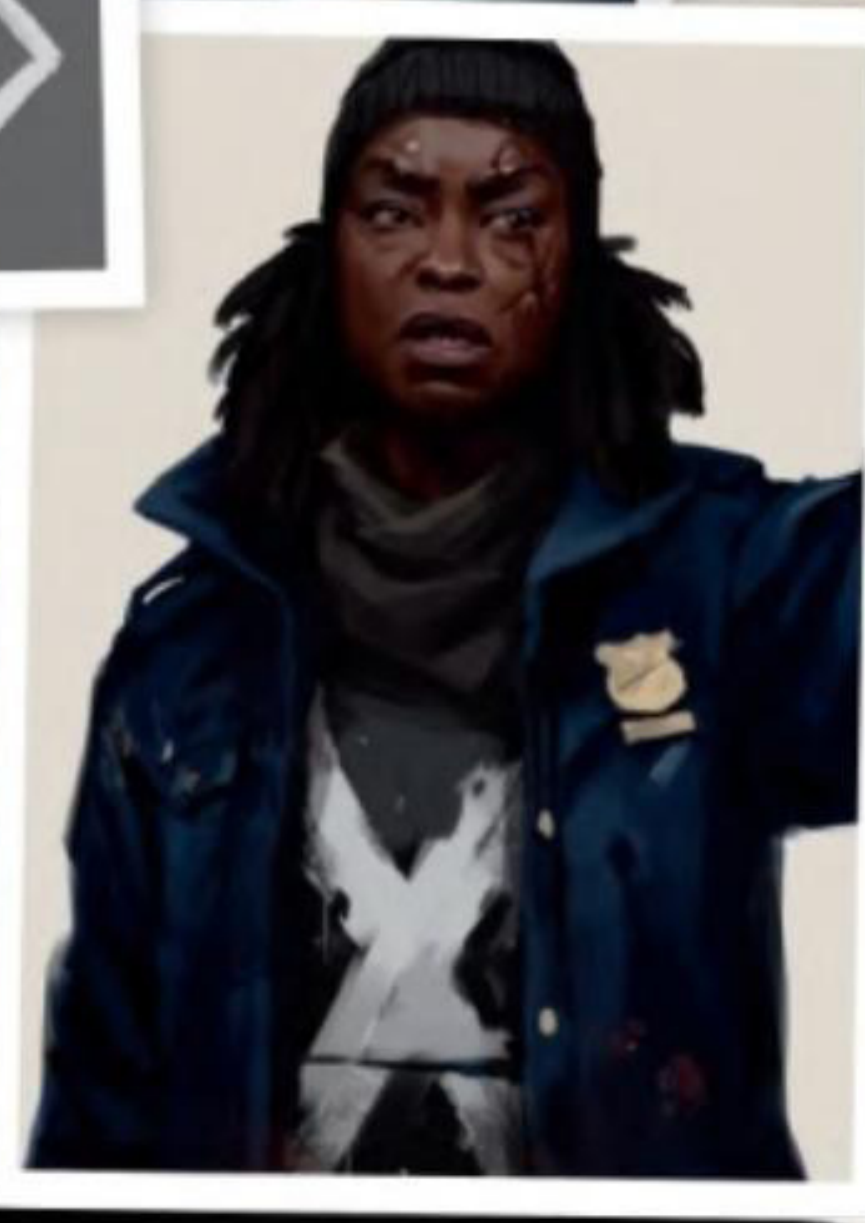
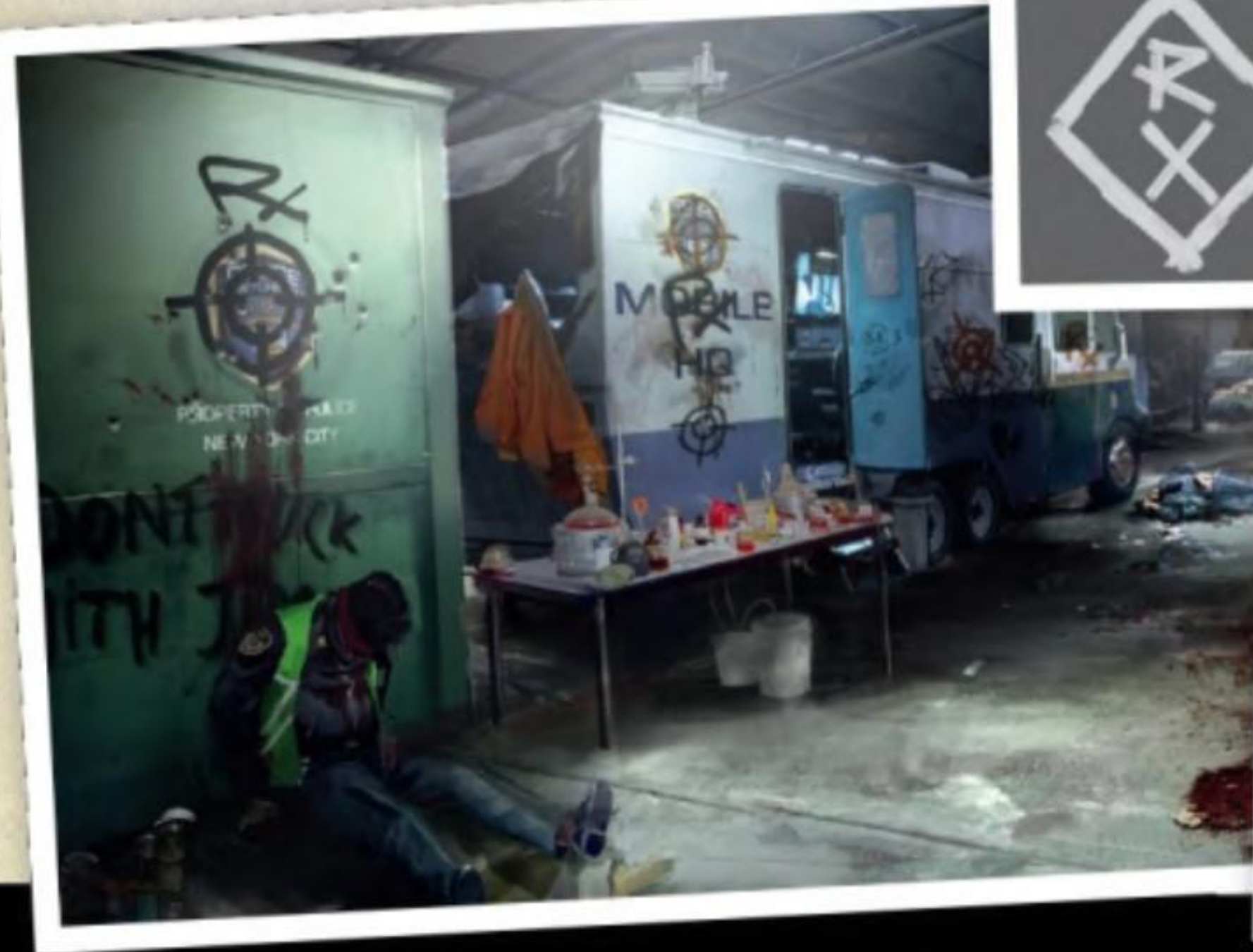
	AGE:	32	GENDER:	Female
	STATUS:	Deceased		
	CONVICTIONS:	Armed Robbery, Kidnapping, Reckless Endangerment, Felony Murder (Two Counts)		
	INCARCERATION:	Rikers Island, New York Department of Corrections		
	RECENT ROLE:	Gang Leader, The Rikers		

Larae Barrett was a brilliant hardcore criminal and leader of the Rikers gang. After the Black Friday Incident, she took advantage of the chaos to organize a jailbreak from Rikers Island (where she was incarcerated for double murder) and crossed the river into the Manhattan borough. Adept at smuggling and black-market dealings, Barrett managed to supply her Rikers gang with food, body armor, and advanced weaponry.


Described by both ally and foe as treacherous, murderous, and unforgiving, Barrett fostered a particular hatred for police, labeling anyone remotely connected to law enforcement (including Division agents) as a "pig." She was not above torturing cops, hostages, or seditious gangbangers as a sadistic means of entertainment.

According to post-mortem reports, Barrett accepted that the Rikers' time in control of New York streets would be just a short, violent interlude in the city's history. But she didn't care, claiming it was better to die fast living large than to rot slowly in a Rikers Island prison cell.

**DEMISE** Barrett was killed in her Rikers hideout at the Lexington Event Center during a raid conducted jointly by the Division and a JTF strike force. After her death, the Rikers scattered and fell into disorganization. Though Barrett is rarely mentioned since the raid, it's clear how deeply her death affected the gang.



## PROFILE CHARLES BLISS

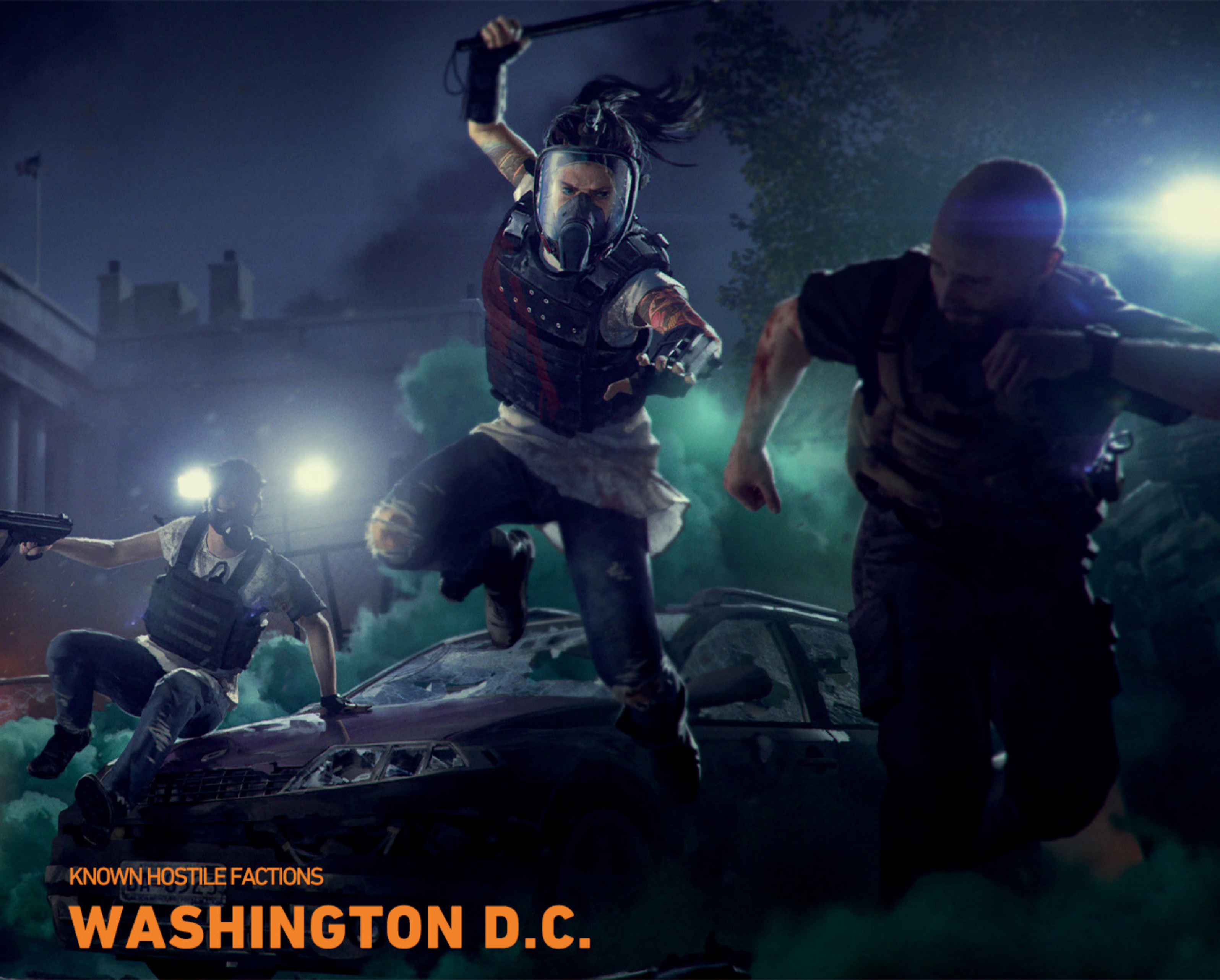
	AGE:	50	GENDER:	Male
	STATUS:	Deceased		
	RANK:	Lieutenant Colonel, U.S. Special Forces		
	RECENT OCCUPATION:	Founder & Commander, Last Man Battalion		

A former officer in the U.S. Army's 1st Special Forces Operational Detachment (the famous "Delta Force"), Lieutenant Colonel Charles Bliss retired from the military to work in the private security sector. He founded his own mercenary company called the Last Man Battalion, and hired some of the finest soldiers in the world. After the JTF abandoned his company in the quarantine zone, Bliss took matters into his own hands and started carving out New York for the LMB, promising to take the city back from the "degenerates, liars, and thieves."

Psychologically, Bliss had an uncompromising sensibility. Duty, honor, and "peace through strength" were his guiding principles. His deep love for his troops, both in the army and the LMB, inspired a fierce loyalty in return. Although Bliss was a man of his word and did not take breaking contracts lightly, he dumped his Wall Street clients when he realized their motivation was pure self-interest; he saw no greater good in risking his men's lives to guard the "dead server farms" of greedy financiers.

After Agent Keener betrayed Bliss, leaving him for dead as second-wave Division agents stormed the LMB base in the United Nations General Assembly, the Lieutenant Colonel was reportedly livid and consumed with thoughts of revenge. However, rather than pursue Keener, he chose to stay and join his soldiers in defending their territory. Bliss was killed when Division agents destroyed his attack helicopter during the assault. His death marked the collapse of the LMB, although it's possible that some surviving mercenaries have found new leadership.





## KNOWN HOSTILE FACTIONS

# WASHINGTON D.C.

As the Variola chimera contagion slowly recedes in New York City, it rises like a foul, blood-dimmed tide just down the coast in Washington D.C. The pandemic has paralyzed the nation's capital, including the federal government, and left a power vacuum across the district that several shadowy, violent factions have rushed in to fill. The Strategic Homeland Division and collaborative agencies have identified the following groups as primary enemy combatants in the region.

### HYENAS

**Goals** Survival, Decadence

**Tactics** Insurgency (Raids, Ambushes, Traps)

**Training/Organization** Low

**Stability** Volatile

The Hyenas are a loosely organized gang of hedonistic scavengers who rely on violence and intimidation to prey on struggling civilian encampments. These opportunistic raiders have no greater agenda other than to exploit weakness and vulnerability, and thrive by capitalizing on the misfortune of others.



**Goals** As civilized society collapsed in the greater metropolitan area of Washington D.C., citizens who gravitated to acts of depredation—stealing, plundering, raiding, pillaging, ambushing, double-dealing, etc.—to survive began to band together into gangs. Some named themselves and claimed turf, similar to how youth gangs operate. But most were amorphous groupings whose membership and leadership shifted from day to day.

As the brutal, anarchic winter turned into spring, six larger gangs rose to prominence in the shattered streets north of Constitution Avenue. For weeks, their vicious turf battles destabilized entire neighborhoods and terrorized the surviving citizenry. But in February, these six gangs called an interpack truce that led to the creation of a so-called “freedom council” with each gang represented (many lesser gangs exist but are not represented).

This council has declared a series of purposes that they’ve termed “freedoms”:

- The freedom to conduct “business” (plunder) within the gang’s sphere of influence without interference or consequence.
- The freedom to accumulate resources of value for the gang’s own consumption as well as for bartering opportunities.
- The freedom to prevent enemies (i.e., any organization not designated a party to the council agreement) from acquiring control of any turf within the northern district.

The council also made one final declaration: The leaders created an umbrella designation for all six gangs, calling themselves the Hyenas.



### TRUE SONS

**Goals** Territory, Population Control

**Tactics** Direct Military Action

**Taining/Organization** High

**Stability** High

This powerful, well-armed group of paramilitary soldiers is comprised of Joint Task Force deserters and mutineers now using their combat expertise and overwhelming firepower advantage to dominate enemies and expand their area of influence. Smart and organized, the True Sons consider

themselves a territorial entity with a legitimate army. They seek to expand their influence, consolidate power, and suppress all rivals in the region.

Led by a former JTF field commander named Antwon Ridgeway, the True Sons are typical of a warlord-led faction in a conflict zone or failed state. Their ruthlessness and combat prowess make them a formidable force in the field. All Division agents are advised to exercise extreme caution when undertaking unsupported actions against this adversary.



**Origins** The pandemic hit Washington D.C. hard, killing many civilians and security forces alike. Despite field inoculations and other immune-support antiviral medications, some JTF units suffered more than seventy-five percent attrition from the smallpox. This spawned discontent in the surviving ranks.

In early January, Colonel Antwon Ridgeway of the Maryland National Guard was promoted to JTF field commander, southeast region, and given the rank of general following the death of

his predecessor in a vehicular accident. Secretly disgusted with what he considered the excessive caution and timidity of JTF's chain of command—officers who issued orders from a disconnected bubble of safety within their fortified base of operations on the White House grounds—General Ridgeway started taking increasingly aggressive and often lethal measures against insurgents, looters and even relatively benign protest crowds inside quarantine zones. As a result, he earned repeated reprimands from JTF brass.

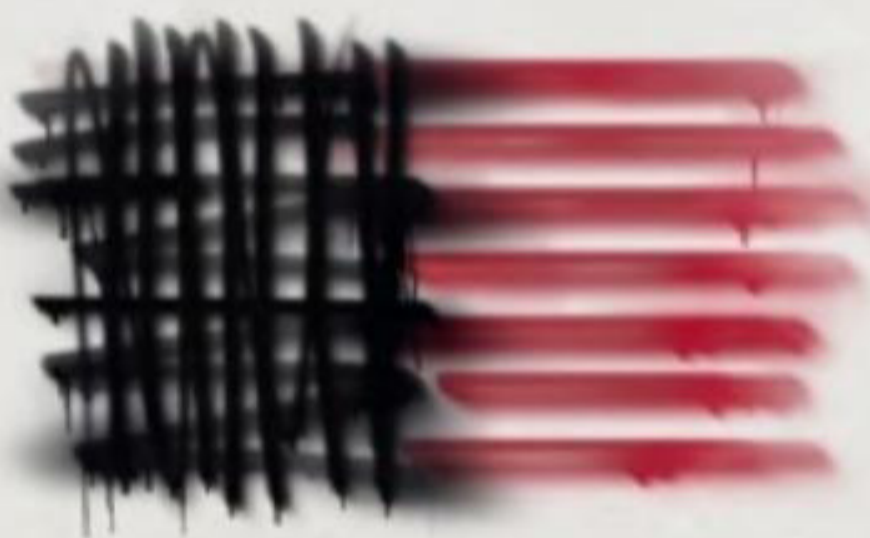


Eventually, Ridgeway's cruel and egregious maltreatment of detainees in "Roosevelt," the island quarantine encampment on the Potomac River, led to his downfall. Court martialed for insubordination, Ridgeway was stripped of his rank and imprisoned at JTF's makeshift detention area in the basement of the American History Museum. But after a short incarceration, he escaped (along with numerous other prisoners) thanks to help from loyal members of his former JTF unit.

This unit plus new followers freed from the stockade formed the core of a

new faction, initially christened the "True Sons of Liberty" but soon shortened to just True Sons. Their first order of business was to kidnap several of the senior JTF officers responsible for Ridgeway's arrest, convene a tribunal to try them, and then summarily execute them.

As the True Sons faction grew, other militia groups in the D.C. area were either assimilated or eradicated. Thanks in part to their formal counterinsurgency training and military-grade weapons and gear, the True Sons quickly rose to a dominant position within D.C. proper.

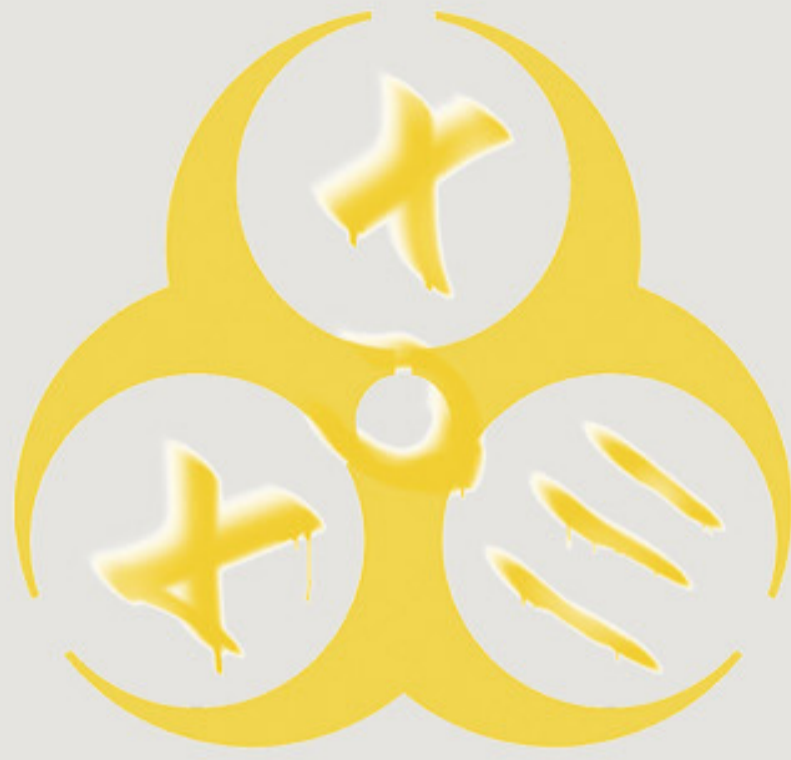


**Faction Profile** The True Sons currently sit at the top of the hostile faction “food chain” and are seeking to lock in their standing there. Division field intelligence indicates that the gang’s primary goals are as follows:

- Expand territorial control to include key strategic points, access corridors, and symbolic landmarks.
- Control critical infrastructure and local resources.
- Dominate and incorporate any remaining population clusters in the Washington D.C. metro area.
- Eliminate threats and rivals including other factions and groups as well as law enforcement elements like the Division and the JTF.

Overall, the True Sons appear to be disciplined and well-coordinated. Most members are trained in either police or military tactics, though few have been deployed overseas in conflict zones. The few True Sons who aren’t veterans or ex-cops come from violent crime backgrounds and, as a result, sometimes exhibit unconventional combat tactics. But General Ridgeway has built a regimen for his troops that includes standard military training to keep them battle-ready.

Behaviorally, True Sons tend to be oppressive and threatening in their interactions with civilians in their territories. To intimidate and control the local populace, they rely on casual cruelty and often dispense lethal punishment for randomly chosen violations.



## OUTCASTS

Goals Revenge

Tactics Terror, Indiscriminate Attacks,  
Biological Warfare

Training/Organization Low

Stability High



The Outcasts faction consists of the bitter survivors of a forced (and admittedly ill-advised) CERA quarantine on Theodore Roosevelt Island and adjoining areas along the Potomac River. This murderous crew is bent on revenge against the authorities who confined them on the island, and the society that stood by and let it happen. Comprised mostly of locals drawn from many walks of life, Outcasts embrace an extreme nihilism. This in turn fuels a grim fanaticism that drives them to fearless aggression.

**Origins** As the smallpox outbreak spread out of control in January, CERA and local D.C. authorities put a panicked, desperate plan for a forced quarantine into place. Soldiers cordoned off Theodore Roosevelt Island and sections of the eastern shore of the Potomac River (including the John F. Kennedy Center) from the rest of the city. Then JTF special units rounded up infected civilians from all hospitals and refugee camps and shipped them into the quarantine zone.

The zone's hastily erected facilities turned into a living nightmare for both the patients and medical staff. CERA established a triage center in the JFK Center, with the inpatient housing area isolated on the river island. The name "Roosevelt" quickly became synonymous with "death trap" as deceased pandemic victims piled up in the island's makeshift morgue.

Ultimately, not everyone quarantined was infected, and not all of the infected died. Many Roosevelt survivors were severely traumatized by the horrors they were forced to endure. One woman, Emeline Shaw, arose from their ranks and began to gather followers. Shaw, who had contracted the disease in quarantine and survived, was so consumed with rage that she organized a phalanx of "carriers"—people who, like her, had survived to become asymptomatic carriers of the smallpox virus. Her plan was to spread the disease to all as-yet-uninfected areas of the city.



According to intelligence reports, her exact words were: “None shall escape.”

**Faction Profile** Outcasts would do anything to spread the disease and, just as important to their designs, a paralyzing fear of the disease. Simply put, the cult seeks to terrify, infect and kill everyone in the district. Recently, a Division source acquired an internal declaration of the Outcasts’ primary objective:

“This city left us to die. We will not stop until everyone in it lies cold, sick, and dead: eradicated. Vengeance will be ours.”

Thus, the Camp Roosevelt Island survivors have their sights set on gutting the population of the nation’s capital—every citizen and public official, all law enforcement and military personnel, local or federal. This includes all competing factions in the region, particularly their crosstown rivals, the True Sons.

The Division’s intelligence wing has compiled the following analysis of Outcasts culture:

- They are vengeful fanatics who do not respond to reasoned negotiation.
- Because their beliefs are essentially nihilistic, they have nothing to lose, and they fight that way.
- Their seething sense of betrayal has spawned an intense hatred for every level of society. Hence, they operate without empathy.
- They kill ruthlessly, fervently, even joyfully.
- They favor inhumane methods of killing, especially burning.
- They are experimenting with biological warfare techniques: contaminating wells with the virus, and deploying “Typhoid Mary” sleeper agents to infect communities.



### BLACK TUSK

**Goals** Global Domination

**Tactics** Special Operations (Precision, Low-Exposure Actions)

**Taining/Organization** Very High

**Stability** Very Stable



The mysterious Black Tusk faction is the Division's most recently established nemesis, one that is still imperfectly understood. Known as a highly trained, well-equipped, and brutally efficient special operations unit, the Black Tusk appear to be seeking control of the United States federal government. But unlike other factions in both New York City and Washington D.C. who share the same goal, the Tusk seem to have high-level backing. They have unlimited funding support, eerily precise intel, and access to remarkably advanced and even experimental technology.

Are the Black Tusk merely the military muscle for a secret cabal of benefactors? Reports coming into Division headquarters suggest that under cover of the *Variola* pandemic's spreading disruption, Black Tusk operations have already secured key strategic locations around the country: military bases, power-grid and utilities infrastructure, media-communications hubs, internet server farms, certain financial institutions and high-tech corporate campuses, and so on. Now it appears they've been called to Washington D.C. to neutralize federal resistance and counter the Division activations mandated by Presidential Directive 51.

**Origins** Although its exact origins remain shrouded in mystery and what looks like deliberate misinformation, the Black Tusk group is comprised of both military and paramilitary units with a long history of working for shadowy elements of the United States government in conflict zones around the world. Black Tusk operatives have been active in everything from covert regime-change operations to on-the-ground counterinsurgency efforts in a wide array of hot spots in Latin America, the Middle East, Southeast Asia, and North Africa.



The group's current configuration is clearly recruited in direct response to the bioterror attack last December. Black Tusk units and equipment began shipping back to the United States in the very early hours of the outbreak—indeed, before the full extent of the crisis was even known, which suggests the disturbing possibility of foreknowledge. Intel intercepts since indicate a desire to “cleanse, pacify, and police the emerging New America.”


**Faction Profile** As mentioned above, the Black Tusk are extremely well equipped, supported by cutting-edge field technologies and military-grade spec-ops vehicles that can deploy troops rapidly anywhere: land, sea, or air. The group features a large force of veteran operatives with extensive experience in conflict zones, including some of the hottest hotspots in the world. And they have a very targeted set of goals:

- Eliminate all hostile factions and groups in Washington D.C.
- Ruthlessly suppress civil unrest.
- Disarm and control the settlements.
- Neutralize the Strategic Homeland Division and any armed forces allied to it.

Although the Black Tusk group is a private military company, it is not strictly work-for-hire like other companies of mercenary soldiers. Black Tusk are ideologically driven as well. They operate based on their chilling vision of a new world order, and they fervently believe in their role as the harbingers and military guardians of that order.

Belief in their vision's purity lets the Tusk terminate anything that threatens it—U.S. soldiers, national security operatives (like the Division), civil servants, civilians—without hesitation or remorse. Men, women, children, the elderly . . . nobody is an innocent bystander according to Black Tusk rules of engagement.


## PROFILE EMELINE SHAW

	AGE:	44	GENDER:	Female
	STATUS:	Alive		
	ROLE:	Leader of Outcasts		

Emeline was forcefully separated from her daughter Savannah during the quarantine, and she later learned that Savannah had died due to mistreatment. This trauma forms the foundation of Emeline's quest for vengeance against everyone responsible, and everyone who stood by and let it happen. Emeline is also an asymptomatic carrier of the disease, something in which she takes a certain perverse pride, as if she was spared so that she could enact her revenge on everyone else. Through strength of charisma she leads the Outcasts. It is her force of personality that helps drive them, and that sweeps up those in her path to become her willing warriors.



## PROFILE ANTWON RIDGEWAY

	AGE:	41	GENDER:	Male
	STATUS:	Alive		
	OCCUPATION:	Salesman, National Guard Colonel and leader of True Sons		

Ridgeway was once a top salesman as well as “weekend warrior” in the Maryland National Guard. Having financed his college studies through ROTC he went on to become a reserve officer and his effortless charm and dogged salesman’s perseverance won him early favor with his superiors. He was commanding a company of the Maryland National Guard as a colonel when the pandemic struck. As the National Guard was assimilated into the JTF, he became increasingly disgruntled with how things were run, and led his unit in a rebellion in early February, taking command to form the True Sons militia. After some infighting amongst the primary instigators, he emerged as the sole and undisputed leader of the True Sons and he has led them ever since, promoting himself to general, as he will never take orders again.





SETTLEMENTS

## WASHINGTON D.C.

The *Variola chimera* pathogen meandered slowly along its disease vectors from ground zero to Washington D.C. in early December. But once the virus finally hit the capital city, it hit hard. Within days, the blocks surrounding the nation's great monuments and museums turned into predator-filled urban jungles. In once-friendly neighborhoods, the corner

grocery mart or pharmacy became a nexus of armed plunder. One response to the chaos, if you had provisions and a good gun, was to bunker into your home and try to ride out the storm. Another was to brave the streets and scavenge whatever you could find.

Some D.C. communities made more communal attempts to broker survival.



People banded together into settlements, built fortified defenses, and shared resources and efforts. Many such havens popped up across the city during the early weeks of the contagion in December and January; some started as CERA refugee camps for out-of-town tourists caught in the quarantine. An informal network of barter and mutual defense

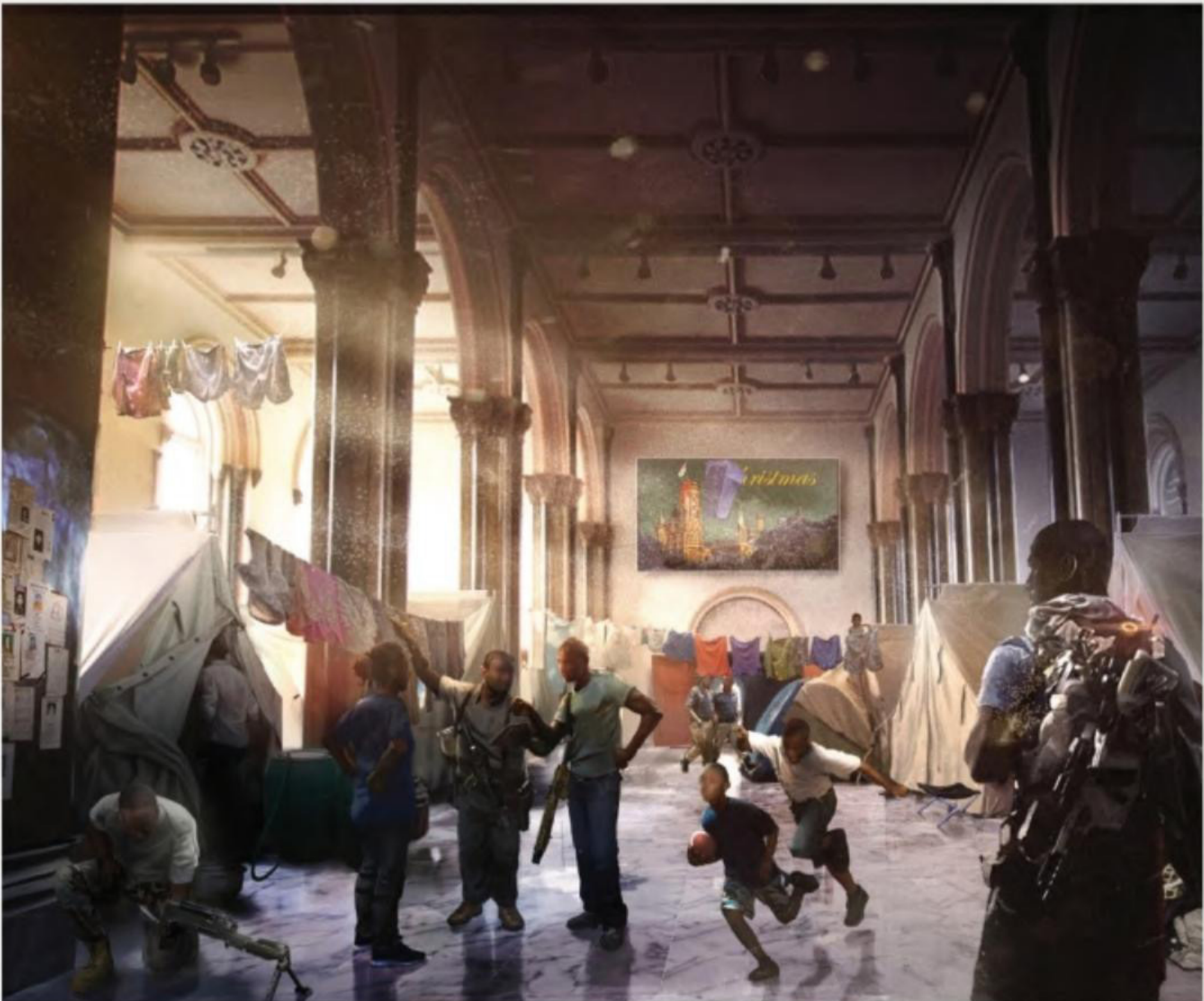
agreements between these scattered outposts kept the ravaged city somewhat intact.

By February, however, organized gangs of hostile raiders began to sweep through neighborhood blocks, tearing apart the smaller, weaker settlements. Only three larger settlements survived the spring: the Castle, the Campus, and the Theater.

**THE CASTLE** After the initial smallpox outbreak in December, CERA established one of its very first refugee camps in the Smithsonian Castle on the National Mall. This camp housed out-of-towners stranded in southern D.C. after the early evacuations. Over time, the Castle transformed into the first so-called "settlement" with communal resources, medical services, and an organized defense aided by the building's formidable structure. Despite heavy rioting and looting just to the north along Pennsylvania Avenue, the Castle remained a safe haven for refugees and local citizens looking to escape the mayhem of the streets.

But as winter turned to spring, the intensity of attacks grew as a powerful new faction, the True Sons, expanded westward down the Mall from their base in the United States Capitol building. By April the Castle was essentially surrounded by True Sons territory and the Tidal Basin flooding to the south, and cut off from the JTF base of operations in the White House to the north.

In early June, a True Sons assault finally managed to breach the Castle walls. After two days of fierce, desperate, and often heroic fighting, the settlers were wiped out. The True Sons now control the entire southeastern part of the city.





**THE CAMPUS** Shortly after the initial *Variola chimera* outbreak hit D.C. in December, CERA established a refugee center in a large open field on the campus of The George Washington University, just west of the White House. For more than a month, the tent camp in the University Yard focused on managing the contagion: providing patient care, housing tourists trapped in the city, and keeping the lid on simmering social unrest.

As the miserable winter dragged on, other refugee centers around the city began failing, one by one. Overrun with smallpox cases and armed thugs raiding their supplies, CERA began pulling healthcare workers out of the more dangerous camps, which quickly collapsed. By February, the University Yard camp, now called “The Campus,” was the only functioning refugee center remaining.

**A Settlement Is Born** Recognizing that both CERA and the JTF were staggered by the scope of the pandemic and on the verge of a total withdrawal from the field, Campus denizens began to take steps toward self-reliance and long-term subsistence. First, they erected rudimentary defenses against Hyena raiders who attempted random forays into the camp. Next, using green spaces around campus, they began to plant and cultivate food crops. Finally, the residents elected a leader named Henry Hayes to direct the reorganization of the camp into a fortified, self-sustaining settlement.

By March, all CERA field hospitals and redistribution centers in the greater D.C. area had folded. The only truly safe sanctuaries for refugees were the three large civilian-run settlements established in the city (including the Campus) plus the JTF/Division base of operations on the White House grounds.

**Campus Life** In its early days, the settlement was a busy but joyless place, with every waking moment devoted to basic survival tasks: procuring food and water, and maintaining shelter and security. Hayes also appointed committees to handle sanitation and medical issues. Settlement life settled into a hive-like routine of tasks. Hayes's guiding dictum was: "He that does not work, neither shall they eat."

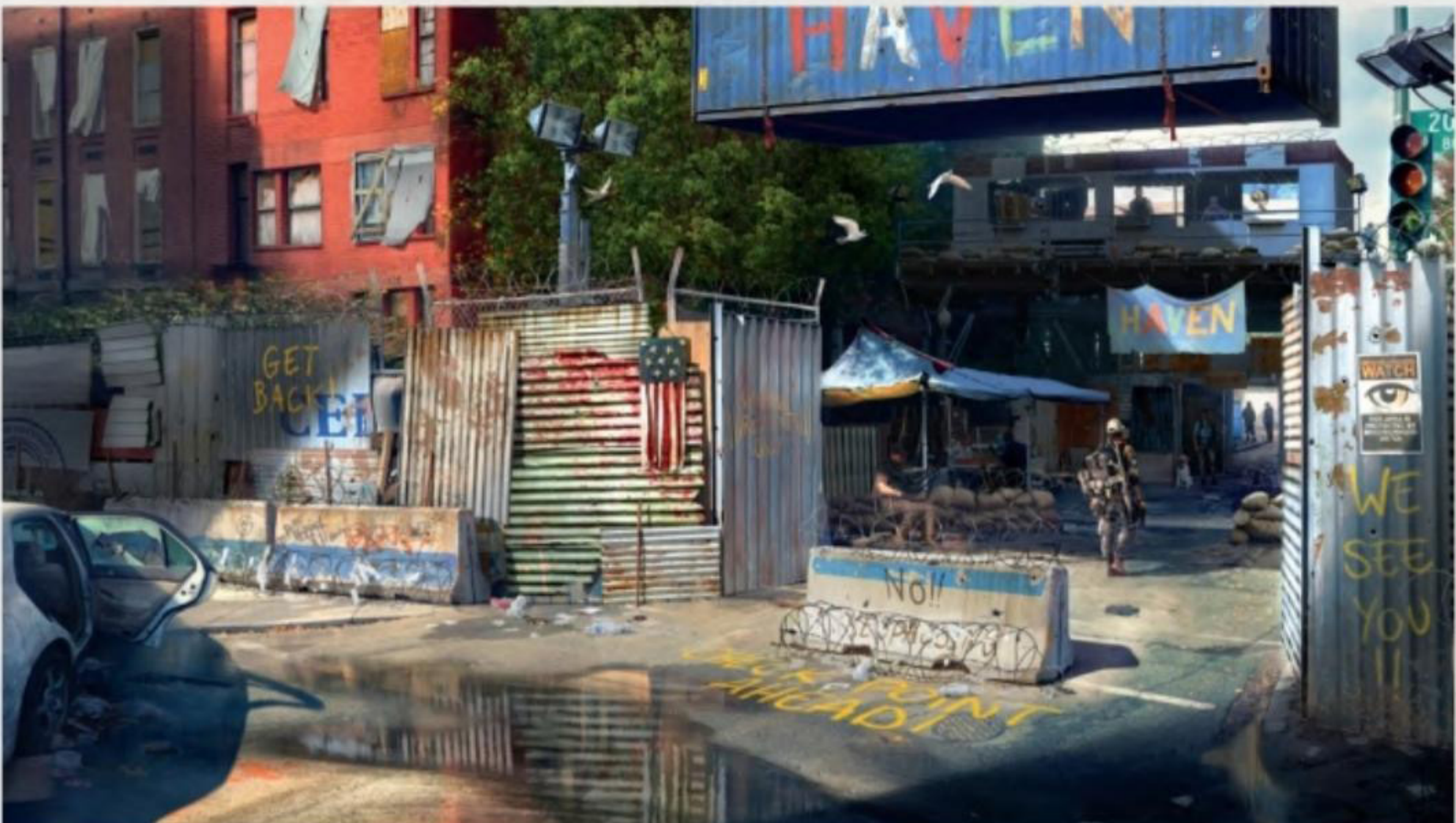
That spirit soon infused every aspect of existence. There was work, there was sleep . . . and precious little besides. Survival became the overarching imperative, and anything that detracted from labor toward that goal, even the smallest bit of levity, was unacceptable. A tone of puritanical severity began to hover over the settlement.

**Outcasts Encroachment** April brought some relief from the cold weather but also a new threat from the west. Parties of raiders calling themselves the Outcasts began a

series of hit-and-run strikes on the settlement's perimeter posts, and also harassed Campus foraging teams who regularly swept the nearby neighborhoods for supplies. A turf war was clearly brewing.

But worse than open war was the Outcasts' attempt to infiltrate the Campus with its nihilistic philosophy. Over the next few weeks, a number of prominent Campus residents became converts. Most notable was Henry Hayes's own wife, who had been made increasingly despondent by the situation and left the Campus for the Outcasts encampment.

In the wake of her departure, trust in Hayes waned and some called for him to step down. He angrily refused to do so, and his personal loss colored his hatred for the Outcasts even darker. By June, the hostile group had consolidated its control over the territory surrounding the Campus. Worse, it continued to attract converts to the Outcasts worldview.





**THE THEATER** The last major survivor settlement in the D.C. metro area was established in Ford's Theater on 10th Street, just half a block from the imposing edifice of the FBI Headquarters. Home of the infamous balcony where Abraham Lincoln was assassinated, the historic theater became an unlikely sanctuary for displaced civilians seeking shelter.


Ford's began filling up in March, as neighborhood dwellers sought refuge from the increasingly savage Hyena faction attacks in the blocks north of Pennsylvania Avenue. A unique aspect of the settlement's organization is that its founder and current leader is a former Division agent, Odessa Sawyer. A field operative wounded in the Division's first-wave activation in January, Sawyer has directed the fortification work and other measures taken to protect residents from the street violence raging around the Theater.

**Settlement Atmosphere** The Theater had a difficult start marked by security breaches

and other setbacks, which continue to affect morale. Although the settlement is now well organized, and its leadership has helped residents develop a better sense of physical safety, Division intel states that an angry, anxious attitude still pervades all levels of the camp. A number of settlers appear exhausted and suffering from a growing sense of hopelessness. This sensibility is no doubt exacerbated by the fact that the Theater is now almost completely surrounded by active Hyena territory.

Also noted in the reports are other indications of social problems: graffiti, refuse, vandalism, interresident theft, and incidents of substance abuse and even addiction. Although residents voluntarily selected a core governing council (headed by former agent Sawyer) to keep things running, the Theater group seems to lack an intrinsic sense of community. Some residents clearly feel alienated or isolated. Of course, it doesn't help that resources are scarce in the immediate vicinity, or that well-armed Hyenas are constantly howling at the door.


## PROFILE HENRY HAYES

	AGE:	43	GENDER:	Male
	STATUS:	Alive		
	POSITION	Settlement Leader, the Campus		

Henry Hayes is the dour, hardworking elected leader of the Campus settlement. While he excels at keeping the camp functioning and safe, he's far less effective at keeping his settlers happy and content. Hayes creates an atmosphere of stoic sacrifice in which personal leisure or fulfillment is viewed with suspicion or even hostility. The result is that the fierce, liberating nihilism of the Outcasts faction is becoming more attractive to some of his Campus residents.



## PROFILE ODESSA SAWYER

	AGE:	Late 30s	GENDER:	Female
	STATUS:	Alive		
	POSITION	Settlement Leader, the Theater		

Former agent Sawyer was born and raised in Washington D.C., so she has a great sense of local awareness. She's a tough, capable operative and field commander who wears a prosthetic leg after being wounded in combat during the Division's activation into D.C. in early March. She also lost her husband to the smallpox virus, a slow death also witnessed by her young daughter. As a direct result, Sawyer grapples with dark impulses, including severe anger and PTSD. These very likely contribute to the overall atmosphere of resentment and anxiety so prevalent in the Theater's environment.





A SPECIAL NOTE ON

## LAW ENFORCEMENT PARTNERS IN WASHINGTON D.C.

Presidential Directive 51 mandates that every Division agent automatically outranks all other authority—local, state, or federal—deployed in the field. However, smart Division agents typically consult and work closely with local law enforcement personnel for the best intel and results. This can be a challenge in larger localities like New York City, well-known for its potpourri of jurisdictional entities. But even New York’s complexity pales in comparison to the criss-crossing web of authorities that operate in the nation’s capital.

The Washington D.C. situation can be confusing because the area is not only a local municipality but also a federal district. Although all D.C. law enforcement agencies have been folded into the Joint Task Force, many still perform specialized functions in

the field that Division operatives would do well to understand and utilize. The following is a brief overview of the district’s primary jurisdictions.

### **METROPOLITAN POLICE DEPARTMENT OF THE DISTRICT OF COLUMBIA**

This is the primary law enforcement agency for the city of Washington D.C. Originally one of the ten largest police forces in the United States, its ranks were seriously depleted by the pandemic. The MPDC has over four thousand sworn and civilian members serving the city, which is divided into seven police districts, each of which is further subdivided into seven or more police service areas (PSAs). These cops know the D.C. streets better than anybody, so they can be valuable partners in any enforcement action.

### **METRO TRANSIT POLICE DEPARTMENT**

These officers provide security for the Metrorail and bus systems in the tri-state area that includes Maryland and Virginia. The Transit unit includes an antiterrorism team focused on the Metro systems with expanded chemical, biological, and radiological detection programs. These cops know the underground routes that link the district.

### **NATIONAL PARK SERVICE POLICE**

This unit of the Department of the Interior polices all national park areas such as the National Mall. Originally created back in 1791 by George Washington himself during his first term as president, the U.S. Park Police have faithfully served the nation's capital ever since. They traditionally patrol streets and parks surrounding the White House and assist the Secret Service in protecting the president and visiting dignitaries.

**SECRET SERVICE** The United States Secret Service has operated under the Department of Homeland Security since 2003. Before the Green Poison decimated its ranks, the agency employed thousands of special agents and uniformed officers. It was originally created in 1865 as a branch of the U.S. Treasury Department to interdict counterfeiting operations involving U.S. currency. But after President William McKinley was assassinated in 1901, the Secret Service switched its primary function to protecting the president and his family. Today, its services have expanded to protect visiting heads of foreign states and other distinguished visitors, as well as official envoys of the United States engaged in special missions abroad.

**U.S. CAPITOL POLICE** The United States Capitol Police force is a federal law agency created in 1828 to provide security services for the United States Capitol Building. Built to serve as seat of the legislative branch of the federal government, the Capitol Building is currently being commandeered as headquarters of a seditious paramilitary faction known as the True Sons. Note: The USCP also offers protection to the entire Congressional community including its buildings, parks, and thoroughfares as well as to Capitol visitors, employees, and members of Congress and their families.

**DC NATIONAL GUARD** Just like each of the fifty U.S. states, the District of Columbia has its own National Guard unit. Formed in 1802 by President Thomas Jefferson, the D.C. National Guard was tasked with defending the then-newly created district. Nationwide, the National Guard is a reserve military component of the United States Armed Forces; it operates under the dual control of the state and federal government, and it serves as part of the first-line defense for the United States. Like Division agents, most National Guard soldiers and airmen hold civilian jobs while serving part-time in the guard. And also like the Division, the D.C. National Guard unit is under the direct authority of the president of the United States.

**OTHER LOCAL AGENCIES** Washington D.C.'s unique national status and its structural organization—again, as both a local and federal entity—has spawned dozens of other small law enforcement agencies that protect specific buildings and governmental groups. Examples include the Amtrak Police, Zoo Police, Library of Congress Police, U.S. Mint Police, Pentagon Police, National Institutes of Health Police, and the Supreme Court of the United States Police.



ATTENTION:  
Do not disclose  
loose lips  
sink ships

So keep  
locations  
and missions  
secret.

CIVILIAN  
BUDGET  
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VICTIMS TO THE LOCAL CERA CENTERS.




DIRECTIVE 51



NSM  
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boo →

SHD W912356



D51 SHD W912356

Order of importance  
Green  
Yellow  
Orange  
Red  
Purple  
Pink



Map

GRAND FOR  
FREEDOM  
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to support WSH Code  
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US STATE ISSUE  
CIVIL ORDER 98779

DIRECTIVE 51  
June 2007  
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# APPENDICES



“The consequences of an attack with smallpox are potentially catastrophic, and such an attack is the only external threat to the continued existence of the United States other than a massive nuclear attack.”

CATO INSTITUTE REPORT FOR THE U.S. GOVERNMENT

The *Variola* virus, commonly referred to as smallpox, falls under the CBNR category of weapons—chemical, biological, radiological, and nuclear—which are highly restricted by international law. Biological weapons, often called the “poor man’s nuke,” are much cheaper and easier to procure, develop, and deploy compared to similarly devastating weapons. A widespread smallpox contagion can result in mass casualties, civil unrest, and a cascading failure of societal institutions. Since the disease no longer occurs naturally, a single confirmed case is cause for extreme alarm and will prompt implementation of federal and state smallpox response plans for surveillance and containment.

Smallpox has long (and secretly) been considered the worst of the CBNR weapons, partly because of its direct effects on the victims, but also because it is so difficult to combat. An invisible enemy, the virus spreads quickly using its victims’ normal daily movements. Population control is the first goal in any governmental effort to stop, slow, or limit the spread of a pandemic virus after it emerges. This means isolation, quarantine (voluntary preferably, or mandatory if necessary), and social

distancing—all methods that can be enforced only with martial law. The second priority is to develop a vaccine as quickly as possible. For individual civilians, it is essential to avoid contact with the contagion by wearing protective clothing and recognizing sources of infection.

The virus itself can only be eliminated by means of incineration or by exposure to broad-spectrum UV and UVC light. Extermination by UV light is only effective when the virus is not infecting a host body (while airborne, or on inanimate surfaces for example). Bodies must be incinerated immediately to prevent the spread of disease. If incineration is impossible, bodies must be buried a minimum of thirty meters from water supplies or human residences, and at least two meters deep to avoid being exhumed by wild animals.

In recent decades, mobilization exercises such as Operation Dark Winter (2001) and Operation Atlantic Storm (2005) have revealed the devastating power of a biological attack. These operations were instrumental in laying the groundwork for the current Continuity of Government plan, National Security Presidential Directive 51.



**VARIOLA MAJOR** *Variola chimera*, the “Green Poison” version currently of the disease being vectored around the world, is a modified form of the naturally occurring smallpox, *Variola major*. Smallpox has historically been the deadliest disease known to man. It emerged in human populations roughly ten thousand years ago and is responsible for more than five hundred million deaths in recorded history—more than all wars combined.

According to the Mayo Clinic, the *Variola* virus can be transmitted in the following ways:

- **Directly from patient to patient.** Direct transmission of the virus requires fairly prolonged face-to-face contact. The virus can be transmitted through the air by droplets that escape when an infected person coughs, sneezes, or talks.
- **Indirectly from a patient.** In rare instances, airborne viruses can spread indirectly, through the ventilation system in a building for example, infecting people in other rooms or on other floors across a given location.

- **Via contaminated items.** Smallpox can also spread through contact with contaminated clothing and bedding, although the risk of infection from these sources is less common.
- **As a terrorist weapon (potentially).** Any deliberate release of the virus could spread the disease at an exponential rate. Government officials have taken numerous precautions to protect against this possibility, including strategic stockpiling of smallpox vaccine.

The World Health Organization was able to completely eliminate smallpox in humans through an unprecedented global immunization campaign, which ended in 1979. The two known remaining samples of the virus were kept under fastidious WHO supervision at the United States CDC in Atlanta, Georgia, and by the State Research Center of Virology and Biotechnology (VECTOR Institute) in Koltsovo, Russia. The Russian government invested extensively in its weaponization during the Cold War arms race. However, some evidence now indicates that other countries managed to procure samples for use in their own bioweapons programs.



**VARIOLA CHIMERA** The DNA of *Variola chimera* was digitized to be infinitely mutable; intelligence findings indicate that Dr. Gordon Amherst synthesized hundreds of variations seeking to create a strain with a ninety-percent mortality rate. The virus itself can remain dormant for months in wounds on corpses or on various organic and synthetic surfaces, so contagion in an infected area can remain long after hosts have expired or been relocated.

The virus spreads in a method similar to the flu, entering the host body through the mouth, nose, ears, or eyes by droplets in the air or through manual contact with contaminated surfaces. It has a very high lethality rate and survivors are often left horribly scarred, and sometimes blind. The naturally occurring variant killed about 30 percent of those infected, although among children the rate was closer to 80 percent. The *chimera* variant is rumored to kill 90 percent of its victims across the board. Even if one survives the effects of the virus, many patients still fall victim to the failing infrastructure as society continues to collapse under the immense pressure of the pandemic.

*Variola chimera* has a seven-day incubation period during which the virus grows in the host's body, but no symptoms are visible. During this period, the infected person will usually look and feel normal and healthy, and cannot infect others (this compares to *Variola major's* eleven-day incubation; if a victim receives the vaccine during *major's* first three days, the disease will not fully develop). Once smallpox incubation ends, the host develops flu-like symptoms—fever, headache, overall discomfort, fatigue—and becomes highly contagious. No external signs yet indicate smallpox other than possible blisters forming in the mouth and throat.

After three days of these flu-like symptoms, rashes begin to appear over the host's body. The victim typically is bedridden at this point. Within another day or two, many of these lesions turn into small blisters full of clear fluid; eight to nine days later these turn into scabs that eventually fall off. This final phase is when most fatalities occur.

# MISSING

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APPENDIX 2

## MORE PROFILES OF KEY INDIVIDUALS

## PROFILE DR. GORDON AMHERST

	AGE:	54	GENDER:	Male
	OCCUPATION:	Virologist		
	RESIDENCE:	Hell's Kitchen, NYC		
	STATUS:	Deceased		

Gordon Amherst is the virologist and adjunct at the Cooper Union who is responsible for having designed the Variola chimera virus. He digitized the Variola major genetic code for various recombination experiments, and exploited 3D-printing technology to fabricate the strain.


Dr. Amherst fervently believed that human-caused climate change had sent the ecosystem barreling past a point of no return, with extreme weather events, species loss, and environmental contamination all combining to doom the planet. He posited that the human race itself had become a menace to biological life, a kind of "mass contagion" that needed to be thwarted on a global scale. In the years leading up to his death, his controversial viewpoints made Amherst something of a pariah on the college campuses where he worked or delivered guest lectures on "Human Obsolescence in the Biosphere." Several of his talks nearly even triggered riots.

Inspired by this deadly notion, Dr. Amherst chose to become a covert combatant in what he perceived to be a war for survival between mankind and nature. He employed his expertise in virology as a weapon. Recent breakthroughs in digitizing DNA made the process of breeding new generations of lab-grade pathogens a thousand times faster. Taking his credo to its logical conclusion, Amherst decided it was acceptable for billions to die if the tradeoff was Earth's survival.

His next step was to obtain a bootlegged smallpox strain from an as-yet-unidentified source. Once he identified the Variola chimera genetic variation as an efficient bioterror agent, Amherst used a 3D biological printer to manufacture samples. The last step was to find a stealthy, foolproof method of proliferation, preferably one with symbolic significance. Hence, the tainted money: in Amherst's eyes, a perfect symbol of human greed.

Amherst was discovered dead by Division agents in his laboratory several weeks after the outbreak began, ironically removed from the human gene pool by his own disease.

## PROFILE DR. JESSICA KANDEL

	AGE:	46	GENDER:	Female
	OCCUPATION:	Biomedical Engineer (GenEvo Labs)		
	RESIDENCE:	Chelsea Tower		
	EDUCATION:	MIT (BS), Johns Hopkins University (PhD)		
POST-DOCTORAL FELLOW:	Centers for Disease Control			
Gordon Amherst is the virologist and adjunct at the Cooper Union who is responsible for having designed				


Dr. Jessica Kandel is a brilliant virologist working with the Joint Task Force (JTF) in the medical wing of its New York City base of operations to develop a vaccine for the Variola chimera strain of the smallpox virus. Before joining the research effort, she graduated top of her class from both MIT and Johns Hopkins; spent five years in an exclusive Disease Control Division (DCD) fellowship; and worked several years as lead researchist at a gen-tech start-up in New York.

Although Dr. Kandel has a high-level appreciation of a wide variety of pursuits ranging from art to classical music to New York Chariots basketball, her greatest passion is microbiological puzzle-solving. Widely known in her profession as a gifted and obsessive geneticist, she has an uncanny ability to decode viral genome sequence data.

**PERSONAL NOTES** Dr. Kandel's brilliance and no-nonsense attitude tends to intimidate colleagues and even superiors. She grew up on New York's Upper West Side, raised (barely) by her father after her strong-willed mother died of pancreatic cancer when she was just nine. Throughout her entire adult life, Kandel's burning obsession with scientific inquiry has isolated her from those closest to her.



## PROFILE CAPTAIN ROY BENITEZ

	AGE:	48	GENDER:	Male
	OCCUPATION:	Police Officer		
	RESIDENCE:	Bayside, Queens		
	RELIGION:	Roman Catholic		
TRAINING:	New York City Police Academy			

Roy Benitez serves as leader of the Joint Task Force in New York City. A former New York City police captain, Benitez commands the Security Wing in JTF's midtown base of operations in the James Farley Post Office, directing operations to reclaim the streets from the hostile factions still active in the city.

A narcotics officer for eight years before his promotion to precinct captain, Benitez was an NYPD lifer—his father was a Chinatown beat cop who referred to policework as “the family business.” He won multiple citations for bravery, and was one of the first responders on September 11th, narrowly escaping the collapse of the South Tower.


Although rescued by the Division when rioters were storming the JTF's Lincoln Tunnel Checkpoint, Benitez wasn't initially pleased to be working with “the Feds.” But as Division-led efforts relentlessly pushed the JTF sphere of control outward, the Captain began to warm to the agency. He and Agent Faye Lau continue to work together to direct missions targeting leaders of the three main enemy factions: Cleaners, Rikers, and the Last Man Battalion.

**PERSONAL NOTES** Roy Benitez has a well-documented love for New York City, with feelings described by one colleague as “visceral, almost feral.” But to him, New York is not the concrete and steel of the skyline—it's New Yorkers, plain and simple.

The Green Poison made Benitez a widower, but the pain of that loss was further complicated due to the fact that he and his wife had been on the verge of a separation when the illness claimed her life. With a relationship already strained by both his religious commitment to the police force and their inability to have children, Benitez reportedly took the loss exceptionally hard; it triggered a guilt that he still struggles to reconcile.



## PROFILE PAUL RHODES

	AGE:	45	GENDER:	Male
	OCCUPATION:	Technology Director, JTF		
	RESIDENCE:	Bensonhurst, Brooklyn		
	EDUCATION:	Rutgers (BS Electrical Engineering), SUNY-Stonybrook (MS Computer Science)		
FORMER AFFILIATION:	Last Man Battalion			

Paul Rhodes is a former member of the Last Man Battalion (LMB) and an engineer currently working with the Joint Task Force (JTF). He is in charge of the Technical Wing in the base of operations and works to keep the power, supply lines, and communications network intact for Manhattan.

Born and raised in Central Jersey, Rhodes has always lived a restless, peripatetic life. After he attended Rutgers, he bounced around several tech startups, never staying anywhere for long. He settled in Manhattan long enough to find a wife, but lost her when her office fell in the WTC North Tower collapse on the morning of September 11, 2001.


Afterwards, motivated by revenge against the terrorists but embittered by a disdain for what he considered the tepid response of the U.S. government, he joined the Last Man Battalion private military company instead of the U.S. Armed Forces. In 2003, his LMB work took him to Iraq where he served as an engineering contractor. He left Iraq and the company after becoming the sole survivor of a harrowing roadside ambush that decimated his team. Grappling with the enormous burden of survivor's guilt, Rhodes retired from military contract work and returned to live in Manhattan.

After the *Variola chimera* outbreak, Rhodes offered his services to the newly-consolidated Joint Task Force and quickly rose to become its chief engineer. When a local power outage affecting the JTF base of operations was traced to generator failures in the subway morgue, Rhodes led a team down to investigate, but then went dark himself. Thanks to a daring rescue op by second-wave Division agents, he managed to fend off a Cleaner assault led by a union boss named Benchley. Rhodes reactivated the power grid, sending juice back to JTF's tech wing.

**PERSONAL TRAITS** Since losing his wife on 9/11, Paul Rhodes has assiduously avoided intimate relationships. His experiences working for the Last Man Battalion have turned him cynical and somewhat "twitchy" with an odd penchant for hardcore conspiracy theories. Rhodes is certain that powerful interests of the "deep state" variety lurk behind the scenes, manipulating the events surrounding the smallpox outbreak. This unfortunate worldview also explains his lingering trust issues regarding the Division.

Truly unconcerned with appearances and painfully blunt, Rhodes is also widely considered to be "scary smart" according to the Division's personnel dossier. Part tech genius, part expert weapons engineer, Rhodes's deepest allegiance is to competence. His peers are familiar with (and admire, mostly) his highly tuned bullshit sensor. His critics know him for his disdain for authority. However, he's highly motivated by a keen sense of the common good.

## PROFILE APRIL KELLEHER

	AGE:	35	GENDER:	Female
	OCCUPATION:	Writer and consultant		
	RESIDENCE:	Unknown		
	STATUS:	Alive		


April Kelleher was a longtime New York City resident who got trapped in Manhattan on the very first day of the quarantine. A copy of *New York Collapse: A Survival Guide to Urban Catastrophe* gave Kelleher advantages that kept her alive during the early days of the contagion. Pages from that book, crammed with pages of her handwritten notes, have been recovered in various locations around Manhattan, and Division agents have also retrieved several ECHOs that detail her experiences.

Before the outbreak, April lived in Brooklyn with her husband Bill Kelleher, a biochemist working at Sequent Biotech Group in lower Manhattan. Her journal notes reveal that on December 3, as the first smallpox cases hit the city, April decided to visit Bill at Sequent, planning to convince him to return home until the crisis abated. Just as she arrived, she witnessed her husband's brutal murder—a paramilitary hit squad, dressed in black, gunned him down in the street. Racked with grief and panic, April tried to return home but was blocked by the CERA quarantine lines established just that afternoon. In desperation, she navigated chaotic streets to a friend's uptown apartment.

To chronicle her situation (and, she claimed, to maintain her sanity), April began writing in the margins of her copy of *New York Collapse*. In it, she conveys sharp, detailed observations of the city's descent into anarchy. Her search for answers uncovers clues to the origin and purpose of the bioterror event, and she reports encounters with several first-wave Division operatives. This includes Agent Doug Sutton of Noble Squad, who rescued April from a group of Rikers. Her journal ends on January 7, with an entry declaring her intent to enter the Dark Zone.

She is known to have smuggled herself out of New York City after penetrating the Dark Zone, but her reasons for this action are unknown. She was last reported as traveling westward, accompanied by an unidentified Division agent.


## PROFILE ANDREW ELLIS

	AGE:	53	GENDER:	Male
	STATUS:	Alive		
	OCCUPATION:	Speaker of the House, POTUS		

Ellis hails from a long line of wealthy public servants, having spent decades moving effortlessly between business and politics. His family business interests were mainly vested in agriculture and pharmaceuticals. He was sent to all the right schools, including four years at the Naval Academy in Annapolis, and learned to lead from an early age.




## PROFILE MANNY ORTEGA

	AGE:	27	GENDER:	Male
	STATUS:	Alive		
	ROLE:	Coordinator		


Manny Ortega was a National Guard signal-intelligence and communications specialist. He lost an uncle to a proto-Hyena gang while the two of them were together, and this fueled Manny's desire for justice. He rapidly became part of the hardcore contingent of the JTF stationed at the White House, and became the voice in the earpiece of surviving Division agents. Mixing a shrewd situational awareness with acerbic humor, Manny quickly wove himself into the fabric of the Division in D.C. He still has some family in California, but he is not able to contact them at present due to SHD Network issues.

## PROFILE ALANI KELSO

	AGE:	31	GENDER:	Female
	STATUS:	Alive		
	OCCUPATION:	The Division Agent		

Alani was one of the first women to complete U.S. Army Ranger School, where she demonstrated an aptitude for out-of-the-box solutions and foul play. This made her highly attractive to the CIA, and for some years she performed covert ops as a paramilitary agent in the National Clandestine Service. There she acquired a mixed reputation, as some of her superiors found her methods questionable even though she always got the job done. She was eventually recruited by the Division, and she even worked as an instructor before taking on active agent status.

## PROFILE RICK VALASSI

	<b>AGE:</b>	64	<b>GENDER:</b>	Male
	<b>STATUS:</b>	Alive		
	<b>OCCUPATION:</b>	Postal Worker, Podcast Host		
	<b>RESIDENCE:</b>	Bronx, NYC (currently squatting in a loft in Morningside Heights)		


Richard Valassi ("Richie" to the neighborhood; "Riccardo" to his grandmother, Gisella; "Valasshole" to his Army buddies) was the youngest of three born to Frank and Bette Valassi, who ran a cheese shop in Little Italy. Rick was bright and attended Bronx Science, but the draft interfered with his parents' plans for him to go to college.

When he returned from the war in 1971 (shrapnel destroyed his knee on his first day back in country on his second tour), he was inspired by John Kerry's testimony to the Fulbright Commission and spent a couple of years working with Vietnam Veterans Against the War (VVAW), planning rallies, marches, and other civil disobedience.

Eventually the need to make a living intervened, and Valassi took a job with the U.S. Postal Service and enrolled in night classes at Kings College (back when it was in the Empire State Building) on the G.I. Bill. He's worked for the USPS ever since.

The Green Poison crisis feels like the moment his whole life has been building toward: a chance to use the network of bureaucratic drudges he's amassed over decades to gather information about what's going on and how those with money and power are planning to exploit it. Rick always imagined himself as a voice in the night, speaking truth to power, arming regular people with information. Now he's doing exactly that.

## PROFILE VITALY TCHERNENKO

	<b>AGE:</b>	48	<b>GENDER:</b>	Male
	<b>STATUS:</b>	Unknown		
	<b>OCCUPATION:</b>	Immunologist		


The last child of a large family (six siblings), Vitaly always felt overwhelmed in his loud, boisterous home. He retreated into reading and schoolwork rather than play with his older brothers and sisters, and while his parents were loving, they never quite knew what to do with the one quiet, bookish cuckoo in their nest.

Studious and devoted to his schoolwork, Vitaly scored a coveted scholarship to study in Moscow. None of his siblings had left Novosibirsk for school or work, and so this became a great adventure for his family—one he just as soon would not have been a part of. While he enjoyed his studies in Moscow, he knew he was destined to return home afterwards. Fortunately, his return to Novosibirsk had professional impetus—one of the most important virus research centers in the world.

He met Amherst while the latter was doing an exchange year at Vector. The two, despite disparate political views, hit it off personally. Tchernenko didn't mind Amherst explaining things to him, and Amherst liked having someone who could handle the technical side of things he found boring. While they worked together directly for only a year, they remained in contact, as each is probably the closest thing to a friend the other has.

Tchernenko was in New York to give a talk at a conference at Sinai Hospital when Green Poison hit. He quickly took refuge in the Russian consulate, where he was accorded semispecial treatment based on his status. However, when it came time for Russian personnel to evacuate, his soft-spoken nature led to him being overlooked. In the mad scramble, he was overlooked and by the time anyone noticed he'd been left behind, it was too late.


## PROFILE CALEB DUNNE

	AGE:	32	GENDER:	Male
	ETHNICITY:	African American		
	BIRTHPLACE:	Bronx, NY		

Caleb served as a combat medic specialist in the US Army before becoming an emergency medical technician in NYC. His extraordinary combat record and solid reputation fit the SHD profile, and he was recruited soon after. Mathias Kaminsky and he were both part of the first wave of agents activated in NYC after the outbreak, and the two formed a close emotional bond that was only broken when Kaminsky was killed in March. Caleb has sworn to track down the killer, and he is known for his tenacity and drive, but he has never quite reconciled being both a warrior and a healer.




## PROFILE HEATHER WARD

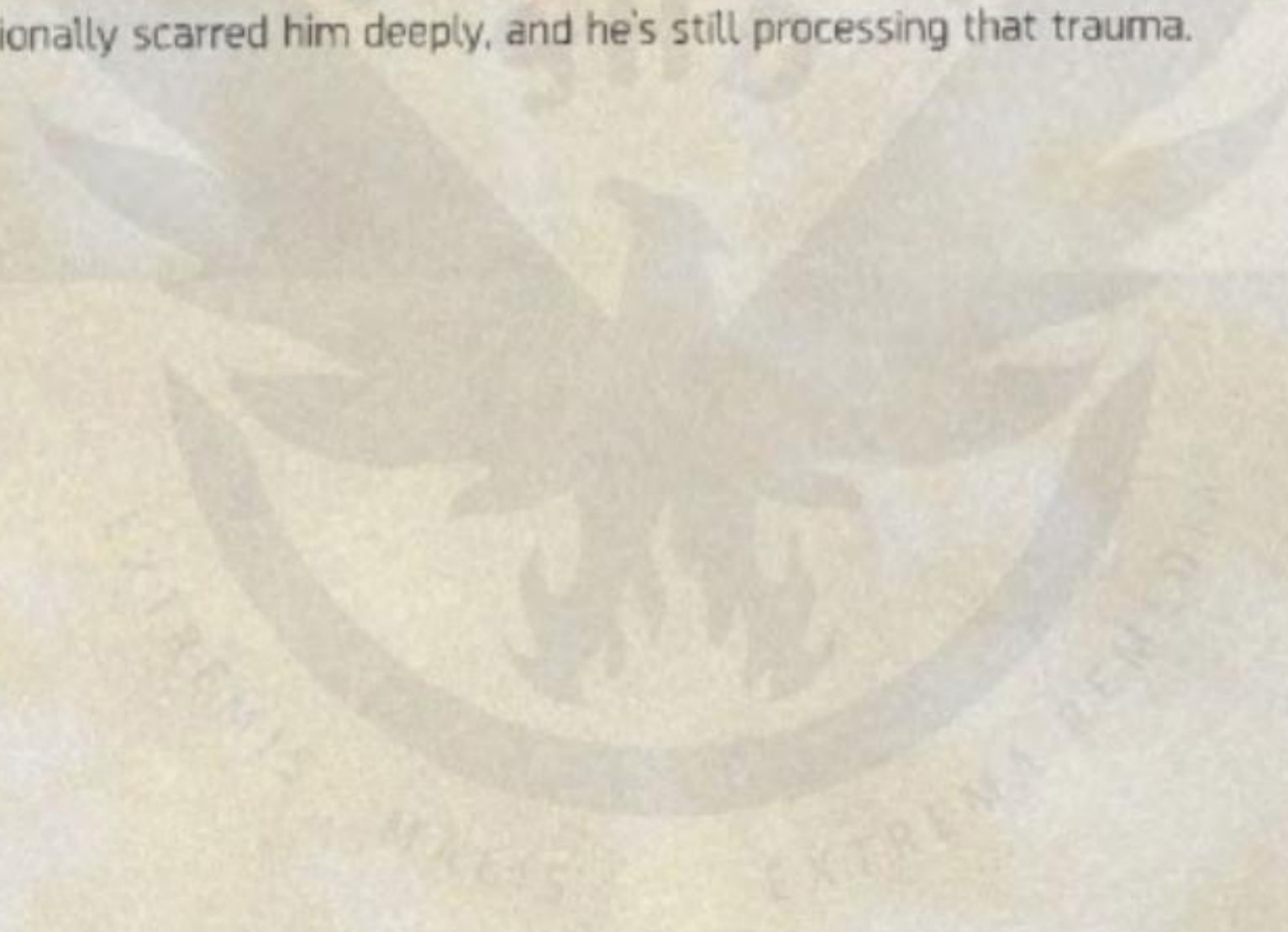
	<b>AGE:</b>	29	<b>GENDER:</b>	Female
	<b>ETHNICITY:</b>	Asian American		
	<b>BIRTHPLACE:</b>	Parkersburg, WV		

Heather is an expert mediator, and when a close friend was killed in a hostage situation gone wrong, she decided to give up her entertainment-lawyer dreams and instead join the FBI CIRG. Along the way she picked up a PhD in psychology from Georgetown, where she caught the attention of the SHD with her thesis on the "Catastrophic Mindset." She was recruited soon after. Heather is a die-hard optimist and an excellent reader of individuals' motivations. She's always sensitive to the overall well-being of a group, and she's also pretty handy with a grenade launcher.


## PROFILE BRIAN JOHNSON

	AGE:	35	GENDER:	Male
	ETHNICITY:	Caucasian		
	BIRTHPLACE:	Santa Cruz, CA		

Like many kids growing up in Santa Cruz, Brian took up surfing at an early age, and he was set on becoming a professional. But a bad breakup had him rashly enlisting in the navy and later joining the police department in Baltimore, where he became a sniper with their quick response team. He was recruited by the Division along the way, and he spent the early days of the outbreak trying to combat the growing chaos while watching his friends succumb to the disease. In that time, Brian saw and did things that emotionally scarred him deeply, and he's still processing that trauma.




## PROFILE "MANTIS"

	AGE:	Mid 30s	GENDER:	Female
	ETHNICITY:	Caucasian		
	BIRTHPLACE:	Unknown		

Little is known about the Black Tusk Special Operative known only as "Mantis." Physical description and fingerprints match those of former U.S. Army Ranger Linda Kalb, but Defense Department records list her as KIA. Whether those records have been doctored, or whether Kalb's identity has been stolen still remains to be determined. Mantis holds a key position within the Black Tusk organization, coordinating their support of outside affiliated groups. She's a weapons and explosives specialist, and an expert CQB fighter with an even temper and analytical mind.


## PROFILE AURELIO DIAZ

	AGE:	34	GENDER:	Male
	STATUS:	Alive		
	POSITION:	Division Agent		

A native and resident of Washington D.C., Aurelio Diaz was activated as a Division agent shortly after the outbreak of the Green Poison. With D.C. still relatively stable in the months following the outbreak, Diaz travelled to New York City in response to their request for additional Division agents. Unfortunately, this redeployment took him away from his children, Amalia and Ivan, and this separation places a significant burden on him. He is devoted to the mission of the SHD but hopes to return to Washington so he can perform his duties while also protecting his family.

His last known deployment was outside of New York, pursuing the suspected rogue agent Ike Ronson.

## PROFILE ISAAC (IKE) RONSON

	<b>AGE:</b>	36	<b>GENDER:</b>	Male
	<b>STATUS:</b>	Alive, Rogue		
	<b>POSITION:</b>	Division Agent		

Ike Ronson was activated in New York as part of the second wave, and has since participated in SHD strike operations and missions to support the Joint Task Force. Dissatisfaction with the JTF's progress in New York City made him vulnerable to compromise when Black Tusk recruited him for a new mission. Ronson believes in order and stability, and has begun to lose faith in the JTF and the Division as the best method for achieving a new, reborn United States.

He was last observed to be operating outside New York City, but his current whereabouts are unknown.



SUBURBS



NATURE



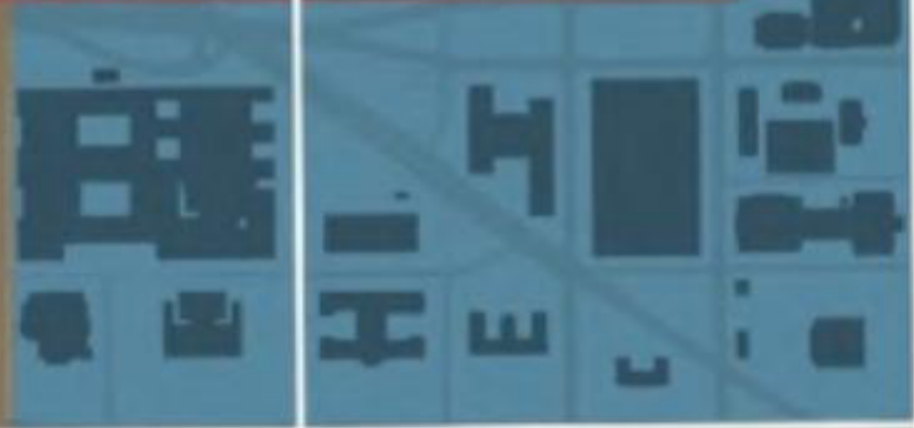
ROOSEVELT ISLAND



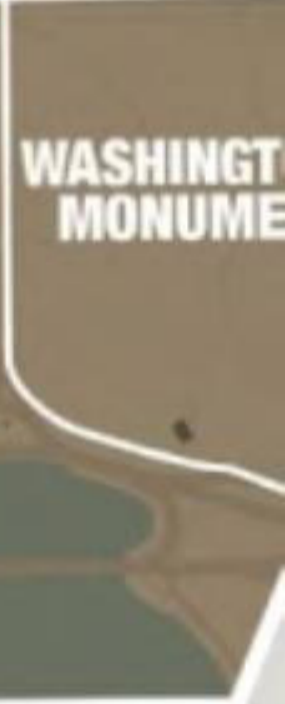
GEORGE WASHINGTON UNIVERSITY



JFK CENTER



LINCOLN MEMORIAL



WASHINGTON MONUMENT

1:1 SCALE ACCURATE REPRESENTATION

# WASHINGTON D.C.



DISTRICT OF COLUMBIA  
38°54'17" N 77°00'59" W



**RESIDENTIAL**



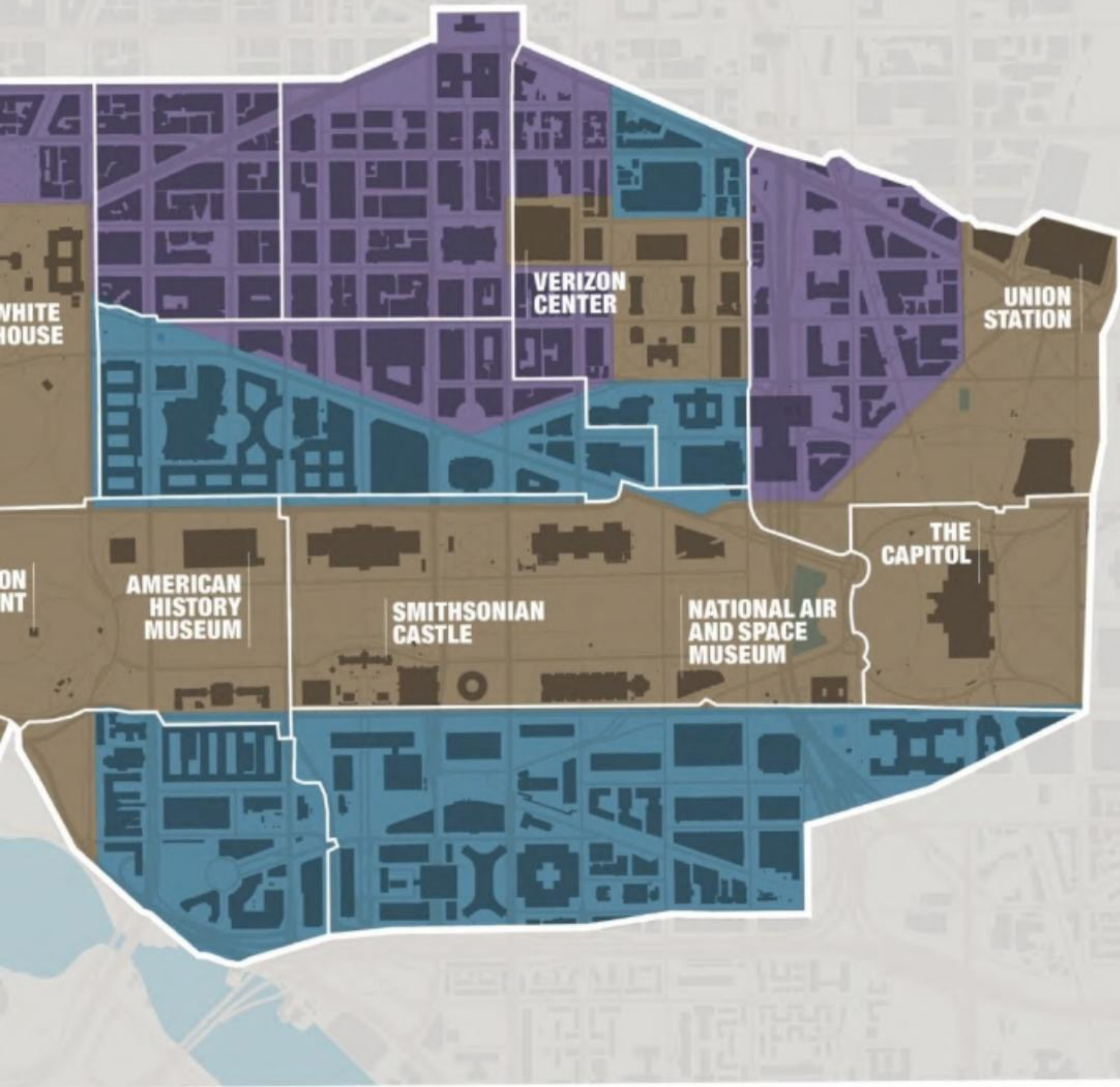
**COMMERCIAL**




**GOVERNMENT**



**HISTORIC**



# MAP OF LOWER MANHATTAN





 : DARK ZONE



# THE BASICS OF SURVIVAL

How to survive in a mid-crisis urban environment

## SURVIVAL BASICS:

 <b>FOOD</b>	<i>Cans and bars will do</i> Hunger will affect your health regeneration.
 <b>DISEASE</b>	An infection will kill you eventually. <i>Don't let it get worse. But there are meds out there.</i>
 <b>WATER</b>	Dehydration will affect your vision. <i>You can still find water bottles.</i>
 <b>COLD</b>	Winter will freeze you to death.

*Most buildings are still warm enough. Look for burn barrels. Warm clothes will help.*

Once you got the basics, you can get yourself to:

- 1. CRAFT MASK** Required to breathe in a contaminated area. *It's a must for anyone thinking of entering the DARK ZONE.*
- 2. ENTER THE DARK ZONE** Antivirals are located somewhere in the Dark Zone.
- 3. CRAFT FLARE GUN** For signaling your position to rescue teams.
- 4. FIND THE ANTIVIRALS** These might be the only cure.
- 5. EXTRACT** Wait for the helicopter. *and stay on your toes.*



THE WORLD OF

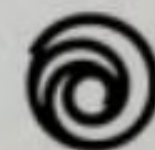
 TOM CLANCY'S  
**THE DIVISION**

Incisive lore and detailed art in a cunningly designed hardcover that will bring readers into the ravaged streets of New York City and Washington D.C. as seen in Ubisoft's record-breaking videogame series.

On Black Friday, a deadly biological attack was thrust upon the populace of New York. Within weeks, millions lay dead, and the city was placed under quarantine. The only force with any hope of restoring order are the embedded agents of the SHD—more commonly known as the Division.

Despite the quarantine, the infection continues to spread across the country. Amidst a ruined government, a shattered infrastructure, and an eroding civilization, the Division is now called to action in Washington D.C.—but if the agents fail, the capital will fall, and the nation with it.

*The World of Tom Clancy's The Division* is the meticulously crafted result of a partnership between Dark Horse Books and Ubisoft Entertainment, offering readers a unique insight into the chaotic and dangerous world of the hit games. Don't miss this opportunity to learn all there is to know about the tactical methods, the high-tech tools, and the all-important mission of the Division.



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