

1919 Pittsburgh - Role Sheet

Name: *Special Agent Wendall (Louis M. Walsh)*

Allegiance: *Indeterminate*

Role Context

You are an operative of the Bureau of Investigation (BI) recruited during the wartime to recover information sources and manipulate radicals. Over the course of your tenuous career you prove yourself invaluable to BI. President Hoover even brought you to Washington on several occasions. You were one of a number of information sources for Hoover's famous memoranda of 1919 on the Communist Party of America and the Communist Labor Party, which proclaimed the danger of international Communism and linked it to the steel strikes of that year. However, your life before Pittsburgh is a blank page. A cover story in 1918 places you at the Mexican border circulating Spanish propaganda for I.W.W. leaders¹. You were dispatched by then Cleveland Special in Charge, Charles DeWoody, to Pittsburgh. Within forty-eight hours of coming to Pittsburgh, you presented yourself as an organizer who has come to help promote the IWW. The wartime situation that drew streams of workmen to Pittsburgh and the openness and informality of the Socialists eased your entry into the radical scene.

Motivations

The principal target of you and your federal handlers in Pittsburgh was the Left. The BI is concerned that if they posed, even as a small threat of revolution, it might stir up serious labor trouble among the immigrants who filled the unskilled, common labor needs of the steel industry. For, despite its power, the Pittsburgh industry was vulnerable to interruptions to production by its huge, exploited, and culturally unassimilated foreign labor force. You should keep in mind that your credentials must stay a secret, exposure of your identity could severely undermine the

¹ McCormick, Charles H.. *Seeing Reds : Federal Surveillance of Radicals in the Pittsburgh Mill District, 1917-1921*. University of Pittsburgh Press, 1998. Accessed March 1, 2022. ProQuest Ebook Central. Pg 23

outcome of the game. However, you must ALWAYS vote against the strike, but lie about your vote if asked.

Play Guidelines

Round #1

- Disguise yourself as a Pro-faction member and navigate the crowd to find other the IWW members who may resort to radical methods to push for a strike
- In this round, you vote **against** the resolution. However, you should lie about your vote since you want others to trust you.

Round #2

- There may be arrests during this round, remember to pay close attention to the names of those announced during the arrest
- Vote AGAINST the strike, however, you should lie and say you voted for it when asked.

Round #3

- Whether there is a strike or not, your objective on Round #3 remains the same - infiltrate the IWW workers.

Victory Objectives

Complete Victory

You may obtain a complete victory if you manage to correctly discern the identity of the IWW faction members present and infiltrate their group, and prevent the strike from occurring.

Partial Victory

You'll obtain partial victory if the strike occurs, but you successfully manage to infiltrate the IWW members without revealing your identity.

Complete Defeat

Your identity is discovered.

Important Sources

- Source 3.8 - "Mother Jones' Biography - Chapter on the 1919 Strike."
- Source 3.11 - "Steel Workers on the Question of Striking."
- Source 3.12 - "A Steel Worker Writes to Fellow Workers."

Secret Missions:

- Infiltrate the IWW members who are trying to link up during the course of the game and vote together
- Convince them of your fictitious identity and “vote” together. You will earn an extra vote in round three if you succeed.
 - IWW members are privy to the presence of an infiltrator, hence take extra caution not to expose yourself.