

1919 Pittsburgh - Role Sheet

Name: *Edward Johnson*

Allegiance: *Pro-Strike Faction*

Role Context

You are a 36-year-old Irish immigrant who immigrated to the United States in 1907 without any family or connections once you arrived. You started out as a pipefitter, and discovered the “Industrial Workers of the World” (IWW) since you’ve been drifting around the country from Florida to Texas in search of labor, and have been a member yourself for the past 10 or so years. Now, you are an IWW organizer coming from Chicago sent to Pittsburgh along with other members to aid in the efforts of setting a strike against the steel industry in motion.

You’ve been involved briefly with the law at other IWW-sponsored events like free-speech protests, and you would like to stay away from the law as much as you can these days since you know the dangers that come with being an IWW member and an outspoken supporter of labor strikes. Despite that, your mission in Pittsburgh since you’ve arrived is to spread IWW literature and help push the efforts of a labor strike, especially since you’ve been a part of the Pennsylvanian workforce on the railroads and in the steel mills since your arrival.

Motivations

The National Committee for Organizing Iron and Steel Workers, led by John Fitzpatrick and a former Industrial Workers of the World (IWW) organizer, William Z. Foster began a campaign to unionize American steelworkers. However, not soon after the forming of the union came a mass of obstacles, whereby members of the union were harassed and discharged from their jobs for their membership. Fitzpatrick and Foster demanded a hearing with Elbert Gary, chairman of the United States Steel Corporation and the informal leader of the industry.

When Gary refused to meet with them, you felt as though you had to act in defense of your union members. The two main issues were union recognition and shorter working hours. (steelworkers worked 10-or 12-hour days). You are determined to find a way for the strike to happen, no matter what measure must be taken.

You want to identify the **other IWW member(s)** in the mix. If you find the other member(s) by the end of the game, you receive one extra vote as a group in round 3. However, be aware that everything is not as it seems. There are rumors that federal agents have infiltrated the organization and are **posing as IWW members**. Pay close attention to how all those that claim to be IWW interact with other players and the vote tallies at the end of each round – is everyone being truthful about how they voted? If a fake IWW member has infiltrated your group when you inform the game master of who your fellow members are, you will not receive an extra vote.

Play Guidelines

Round #1

- You support the resolution. You want to make your demands known and send a message to the steel corporations. You can't just sit around and allow them to treat workers this way.
- There are other IWW members that share similar sentiments - find the others that do so. Be warned, as there may be others who wish to gain your trust and infiltrate the group. If you succeed, your vote in Round 3 will hold greater value. If not, however, your vote will not be counted.

Round #2

- Following the bombings, if you were arrested, do not take part in this round.
- Make sure to challenge the opposition.
- Continue your search for the other radical(s).

Round #3

- In the event a strike was voted against, double down on efforts to bring about the strike by continuing to reach out to indeterminates to convince them of your cause
- In the event a strike is passed, devise a list of strike objectives to be achieved, as much as you want favorable goals, ensure that most

people agree to the terms so as to achieve a majority vote.

- When the final votes are collected, provide the other names of the IWWs so that the Game Master understands who you voted for. Your guesses will determine the value of your votes.

Victory Objectives

Complete Victory

Complete Victory for your character only comes about when you identify **only** the other IWW members who share your beliefs, and the strike vote is passed.

Partial Victory

Partial victory may also be obtained if you still manage to correctly discover the other IWW members, but the strike vote is not passed.

Complete Defeat

Complete defeat for your character will occur if you are infiltrated by a Federal Agent OR the strike vote does not pass.

Important Sources

- Source 3.6 - “The Daily Schedule of a SteelWorker in Homestead, Pennsylvania, 1919.”
- Source 3.8 - “Mother Jones’ Biography - Chapter on the 1919 Strike.”