



AFTERMATH!™

ASTEROID CYBELE: Lords of London



Designer: Stephen Dedman



LORDS OF LONDON

With the asteroid strike on Earth by Asteroid Cybele, orderly civilization came to an end. Now, twenty years later, some organization has been restored in limited areas of the globe. Regions of former nations have reorganized and attempted to restore some semblance of secure and orderly lives for citizens. Lords of London presents a full campaign background for the city of London and southern England. Included you will find:

- * The History of the Ruin**
- * Description of London with its military, housing and scavenging, schools, hospitals, hotels, markets, and lifestyle (including gambling establishments).**
- * Full city and detailed maps of London.**
- * 13 Adventures, both long and short, to create a full campaign and allow for further adventuring.**
- * Appendices covering technology, guns, and chance to find any types of scavenged items.**

Lords of London is a full campaign for AFTERMATH! It provides a detailed background for on ongoing campaign for any gaming group.



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ASTEROID CYBELE: Lords of London



Designer: Stephen Dedman
Artist: David Harmer



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LORDS OF LONDON

A "Twenty Years After" Campaign for AFTERMATH!

By Stephen Dedman

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EDITORIAL INTRODUCTION

Lords of London created an interesting situation for us at FGU. The background to the Ruin was very similar to the background Ruin of another Aftermath! Campaign we had in the works (Cybele). So, it was decided to slightly revise the History of the Ruin in both campaigns so as to make them set in the same background story. As the two take place in widely separated areas (United States and Great Britain), any GM who wishes can find ways to transport player-characters across the Atlantic to use both campaign books. Of course, this is not required and a Gamemaster might decide to run totally separate campaigns if using the two books.

This book is roughly divided into two main sections. The first half of the book is a detailed look at London with all information necessary to run a campaign beyond the adventures presented. A GM will be able to add adventures and encounters between the adventures presented and continue a London campaign even after the adventures given here are completed. This section detailing London includes a virtual atlas of the city and the metropolitan area. The second half of the book is a series of thirteen adventures with all of the necessary maps and floor plans. This second part is what one would generally find in an adventure or campaign book for any RPG, but Lords of London is much expanded to allow for additional campaigning in this setting by use of the many sections on London itself.

Lords of London also features the new style of computer art created by David Harmer, which will appear in all future books set in this specific Ruin background.

Because this book features a large city (London) and a large number of maps to detail it for both Gamemasters and players, it should be pointed out that the locations of named buildings, embassies, government institutions, schools, hospitals, and underground (subway) stations are real. Similarly, the locations specified for police stations (used by the Guard) are also accurate and shown with the letter "G" on the detailed maps. Though the Underground or Tube is no longer running due to the Ruin and its problems, the map showing the Underground system is real and one of many available showing this extensive system (easily found online) from London Regional Transport. Additionally, the large scale map of London shows the tube system routes as well and tube stations are shown on the detailed maps.

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1. HISTORY OF THE RUIN

It started in 2014. Russia took over the Crimean Peninsula in the Ukraine. Eastern Ukraine looked like it was going to be next. Tensions escalated as troops repositioned themselves around both sides of the former Soviet republics. Everyone was worried about planet-side issues – the Russian incursions into Georgia and Crimea, the economy, unrest in the Middle East, escalating tensions with North Korea, the latest virus or bug. But the real threat was lurking in space.

On September 17, 2016, an alteration to the orbit of the main belt asteroid named Cybele was detected by NASA's automatic Sentry system. Their staff performed a full technical review, after which they went silent on the matter and refused to refresh any data on their public websites.

It didn't take long before amateur astronomers noticed and started making headlines about the alteration in Cybele's orbit. They offered their theories about the change and speculated wildly about the chances of collision and where likely impacts would occur. The public was terrified to learn that any asteroid impact over 2km in size could have devastating effects, and this one averaged 248km in diameter. By 2017, Cybele became a household name, and the public became very alarmed.

Trying to stave off mass hysteria, World Leaders addressed their nations. They disclosed that Cybele's flight path was altered by an "orbital resonance" with Jupiter, and there was a low 12% possibility of intersection with the Earth's orbit. They proclaimed that the world's best and brightest minds were developing plans to deflect or destroy Cybele, and that the world should have faith in their scientists, military and governments to keep them free of harm.

The news was now full of poorly understood scientific babble about "perturbed orbits" and "Kirkwood gaps." There were daily stories about rioting and increasing civil unrest, and advertisements for bunker building services and survival consultants.

Months passed, and Cybele wasn't tracking as expected. A new trajectory was developed taking into account ice melt that was previously missed. This slowly altered Cybele's course by ejecting a small matter stream. There was now a 98% chance of collision with the Earth. A terrified world awaited I-Day, the day of impact.

While people had a few months to prepare for the disaster, there wasn't

much they could do. World leaders and rich VIPs retreated to their underground bunkers. Many others fled their homes to go somewhere, anywhere else. Traffic jams and rioting broke out everywhere. Smart people fled underground to bomb shelters, sub-basements, subway stations, sewers and caves with as many supplies as they could gather or steal.

The United States, NATO, The UN, and Russia were unable to continue working together, as existing tensions and mistrust kept them from openly cooperating. When Russian scientists calculated the impact as being the west coast of the United States, they pulled out of the joint task force, and went to work building a missile shield against fragments.

On August 16, 2020, a joint US-China-European nuclear missile strike was launched in an attempt to shatter Cybele in space. Unfortunately, scientific estimates of the asteroid's composition were wrong. It was made mostly of iron, nickel and other heavy metals and not completely of rock and ice as they believed. The missiles broke the asteroid into several chunks, all still on course for Earth.

Sunday, August 23, 2020: I-Day. Cybele's remains entered the upper atmosphere, and several of the major world powers launched their anti-satellite nuclear arsenals at the fragments. They exploded into thousands of irradiated pieces and rained death and fire across the globe. Russia took the opportunity to "accidentally" launch missiles at the Eastern Seaboard of the United States, impacting Washington DC, Boston, Philadelphia, and Norfolk, and destroying the White House, the Pentagon and the Capitol. They also detonated low Earth orbit nukes, eradicating the US Global Positioning System (GPS) and telecom satellites. The US military detected the launches, and while the Presidents of both nations were "discussing" the situation, the American missiles were launched. The US retaliatory strike took out most of the major Russian cities – Moscow, St. Petersburg, and a few others, but was not an all-out nuclear strike. All of this while the chunks of Cybele were still falling.

The largest fragments landed in the United States, South America, Africa and the Indian and Pacific Oceans, all causing devastation on a massive scale. Earthquakes were felt worldwide. The blast set forests ablaze in the Americas, Indonesia and New Guinea. Megatsunamis destroyed coastal cities, and the rain of debris and ash



kept people in hiding for months. The asteroid fragments and dust were highly magnetic, temporarily radioactive and toxic to plant life. Fires continued to burn in higher elevations not flooded by the megatsunamis; more than a billion people were suddenly left homeless; and ash and debris blotted out the sun, creating a three-year impact winter that heralded a devastating famine as temperatures dropped an average of 12 degrees, starting a mini Ice Age. This wrecked ecosystems around the world, largely disabled communications and navigation equipment, and caused mass extinctions.

Political squabbles and the paralysis of the UN contributed to the issues. Local bigotry became amplified as survivors fought over supplies, and genocide squads were common in Europe and Asia. Many countries in south-east Asia, eastern Africa and Central America collapsed into chaos; many millions seeking refuge died in the attempt, many of them shot by border patrols. Food riots broke out in thousands of cities, many of which were abandoned by their governments and given over to gangs of looters, private security firms, mercenary companies or regional militias. Cannibalism became widespread.

Faced with a starving population, the increasingly paranoid Supreme Leader of North Korea invaded South Korea in the forlorn hope of finding food, threatening terrible retaliation if any nation came to Seoul's aid. When the UN Security Council met to discuss the crisis, two private planes carrying 10-kiloton nukes flew to snowbound New York, destroying the UN complex.

Within three years, the casualties were devastating. What starvation and lack of water didn't kill, the brushfire wars did. In America, the settling dust was contended with by various (mostly unsuccessful) ideas, but the Kennesaw Mountain community and a few others developed a workable dome shield from the dust. Some of the domes collapsed under the weight of the dust. Resources were either buried under the drifting sand, or forced to the surface by scavengers. The Northeastern United States was reduced to radioactive rubble and ice. In Canada, the only city to have emerged from the rubble was Toronto. The residents of Vancouver and the surrounding unscathed areas have migrated to Seattle and the new city there. Scavengers are still having success combing through the tsunami-devastated ruins of British Columbia.

The first cases of a new and especially lethal strain of avian flu were reported a week later; within a year, the plague had spread worldwide, killing nearly a quarter of the world's remaining population. Extreme weather made relief efforts impossible, even for the fortunate few countries that could still spare the resources; isolationism became rampant in those nations not embroiled in civil war. Iran accused the US of releasing a bioweapon, declared war on Israel, and sent 'military advisers' and equipment through Iraq and Syria, toppling both governments in the process. A besieged Israel retaliated by bombing Tehran. Smaller wars between Sunni and Shia Muslims engulfed the Middle East.

Billions died during the plague years, mostly of starvation or of

diseases that had only recently been curable, and millions were born with weird mutations. The mutagenic properties of the flu meant that men who had caught it as adults and survived had a roughly 50% chance of being sterile, and those who weren't had barely a 50% chance of fathering children without an obvious and often crippling mutation (men who had caught it and survived before reaching puberty were mostly unscathed, as were those born after the epidemic). Most of the mutants died young, but a few of the survivors were better adapted to this bizarre new world, with more efficient organs, tougher skin, or different senses.

The volatile situation was made even worse by a number of apocalyptic preachers claiming that the day of judgement was nigh. Some were sincere, others were opportunistic charlatans, but together they hampered attempts to restore order and inspired waves of suicides and murderous sprees.

Isolated island nations fared rather better than most, but even in Britain and Japan, most cities have been largely abandoned (at least by humans), and nomadic gangs of brigands frequently wreak havoc on travellers and smaller communities. The only real security is in fortified strongholds and strong city-states.

As people began to adapt and emerge from hiding, regional squabbles over resources knocked out most of the remaining infrastructure. Brushfire wars continued for the next ten years, with a scattering of nukes deployed. The Middle East was completely devastated, Africa degenerated into bunches of small territories, each controlled by a local warlord. Violence there surpassed anything ever seen before.

In Mainland Europe, squabbles over territory and resources resulted in a few leaders creating strong city-states for defense. The most successful of these is Prague, which survived mostly intact and was reinforced by a full three divisions of the Czech army, and supplemented by a mechanized division that defected from the Russian army. Smaller and poorer city-states still exist in Switzerland and Scandinavia.

In India and the Far East, resource disruptions from Cybele's debris and aftermath wiped out almost all non-coastal population centers, and coastal cities east of the southern tip of India were pretty much erased by the fireball from Cybele. Small towns in remote rural Thailand and western China don't appear to have even noticed much, other than that their satellite TV (if they even had it) stopped.

Today, dust and ash clouds still cover most of the surface of the Earth. These clouds are abrasive, and their magnetic properties attract them to metal components, rendering most aircraft useless. The United States is buried in a few meters of debris and dust, with only the far Northwest corner, and the far southeast escaping the major damage. A few areas of the world still maintain their technological marvels, but most areas are in ruins. The magnetic properties of the dust make compasses completely unreliable, and with the GPS satellites down, navigation has become challenging.

THE REST OF THE WORLD TODAY

The Fleet

The surviving American government fled to the oceans, and now travels in a massive military/civilian flotilla called "The Fleet." They try to maintain contact with overseas embassies, and support American citizens overseas where they can. They operate in the Atlantic, commonly trading between Miami and the European continent and sometimes London.

Europe

The City-State of Prague is not detailed in this book, but mentioned here for the Gamemaster to understand what influences it has on the Americas. Prague is the capital of the largest new Mainland European city state, as it managed to dodge most of the post Cybele conflicts. Organized as a dictatorship, Prague has re-emerged as a manufacturing mecca, making new copies of classic firearms, vehicles,

and other modern manufactured goods. Prague has contracted with salvage hunters to scour America for lost examples of technology, blueprints, CAD programs and other items of lost technology so that they can recreate them. Prague uses the Krona as currency. Prague pays a premium for new items of technology that they can then reproduce. The rest of Europe was pretty much destroyed during the wars, and there are few organized large settlements. Mostly people live in the rubble, governed or terrorized by local warlords.

Asia

New Tokyo is also not covered in this book, but will be covered in the upcoming *Aftermath Cybele: The Asian Arena*. Tokyo has been rebuilt in Japan, and serves as the high tech enclave that established the Seattle arcology. Nobody is allowed into New Tokyo except for Natural citizens of New Tokyo with a valid New Tokyo passport. All trade is funneled through Seattle or Hong Kong. Hong Kong is a free city founded on open trade.

2. LONDON

Size: Approximately 1,800,000

Military Strength: 10,651,000 TSP (Veteran Machine-Gun and Artillery crews with heavy machine guns and light and medium mortars; 10,000 Veteran Rifles; 50,000 Trained Rifles; 100,000 Novice troops with assorted ranged weapons; 200,000 Green troops with assorted ranged and hand-to-hand weapons.)

Resources: Farming; fishing; reloaded ammunition; medical care; equipment repair; education.

Trade: Trades food and salvaged gear with other communities in England.

General reaction: -5

Background: Because the UK had been one of the few countries able to give some material support to Israel in its war against Iran, a fatwa was proclaimed on members of the British government and royal family. Martial law was imposed on England after a bloody day of suicide bombings, including dirty bombs detonated in Whitehall and the financial district (radiation has since dropped to a negligible level, though those areas are still shunned by most) and a smaller explosion outside Buckingham Palace that killed the Queen. The King remains the official head of state, 'ruling' from a secret secure location, but the army, police, civil service and Greater London Authority have merged into a military police force and administrative body, the Royal Civil Defense Corps, better known as the RCDC, the Home Guard, or simply the Guard.

London's greenbelt and parks have been converted into farmland and pasture, providing an adequate, if unexciting, diet for the populace. Food stores are protected by the Guard, who maintain a level of law and order in most of South-East England as far north as Cambridge and as far west as Bath.

Nomads visiting London have the choice of either reporting to the Guard or trying to avoid them. Avoidance is difficult, as most of London's law-abiding and able-bodied adults are reservists: when visiting inhabited areas such as a covered market, a public eating-house, a hostel or a busy street, it requires a contest of Stealth skill with a penalty of the ENC of all of that character's weapons, as well as any applicable modifiers for reputation. London is home to people speaking more than three hundred languages, with more than fifty significant ethnic minority groups; there are some areas where outsiders can blend in, but other close-knit communities where their appearance or accents will be spotted instantly. Guardsmen patrol the populated areas of central London on foot, and the outlying parts of the city on bicycles

Australia

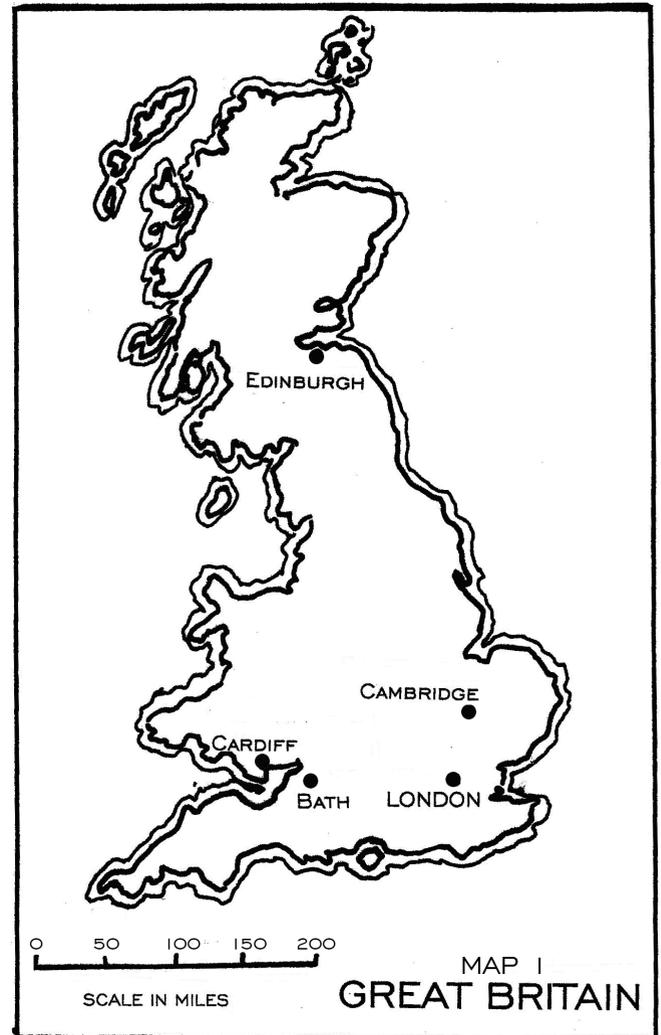
Australia survived with severe damage to the coastal cities, with only Perth still supporting a significant population, and little is known about the current state of the interior.

The Far East

India, Pakistan, and the surrounding areas are still squabbling over what's left in the ruins. Modern China is radioactive slag, but there are still small farming communities and nomads across the country. A thriving city, New Tokyo has been established on the rubble of Tokyo.

The Middle East was nuked severely, and the lingering radiation is still too strong for investigation.

The year is 2035. This is your world — and you must survive in it.



or horses; they react at -5 to any stranger who is visibly armed, and will ask them to present their permits for any ranged weapons they are visibly carrying (hand-to-hand weapons are unrestricted). Those without permits will be disarmed (forcibly, if they resist; Reaction -10) and told to collect weapons and permits at the nearest guardhouse.

Characters who report to a guardhouse voluntarily avoid the -5 reaction penalty, and will be issued permits for their weapons if they state that they have a residential address, on a reaction of Negative Indifference or better. Those who say they are only visiting London to barter will be given a dated permit based on the estimated value of the goods they have to sell (1 day per 5 BP); characters who can make a plausible claim of having useful skills and who wish to stay longer will be invited to apply for residency. A Poor or worse reaction means that the guard will try to confiscate any unregistered weapons, by force if necessary. A Bad or worse reaction will result in arrest and interrogation. Applicants for residency will be asked to demonstrate useful skills (see Jobs, below); if successful, they will be given a weapons permit valid for up to one year, allowed to move in and out of the city freely, and encouraged to join the RCDC reserve.

London, like most of the larger communities in post-Ruin England, has a limited cash economy. Pre-ruin coins are only worth their weight in metal and are melted down, and old banknotes are worthless except as pulp or toilet paper, but government-issued ammunition and eternabatteries are recognized as currency: a .22 rimfire round, "one bob," is 1 BP; a 9mm Parabellum or .45ACP round, 20-gauge shotgun shell, or E-1 battery is 2 BP; and a .223, .303 or .308 round, 12 gauge shotgun shell or E-5 is a "tenner" (10 BP). Other calibres, reloadable cartridges and unused matches, while not accepted as official currency, are treated as change by many vendors.

Britain does have a long history of producing and selling military weapons - particularly muskets, rifles and machineguns - but fewer pistols. Before the Ruin, even British police didn't routinely carry guns (except in Northern Ireland), civilian handgun ownership was severely restricted, and the most easily obtained firearms were shotguns limited to one or two shots. Because gun ownership was low (6 guns per 100 people, compared to the USA's 89 per 100 people), the barter value of guns and ammunition is at least doubled - for guns that take the most widely available calibres, multiply the barter value by 2D3. Post-Ruin, the chance that any residents will have a gun at home is 40% in the outskirts, 20% in Outer London, and 10% in Central London.

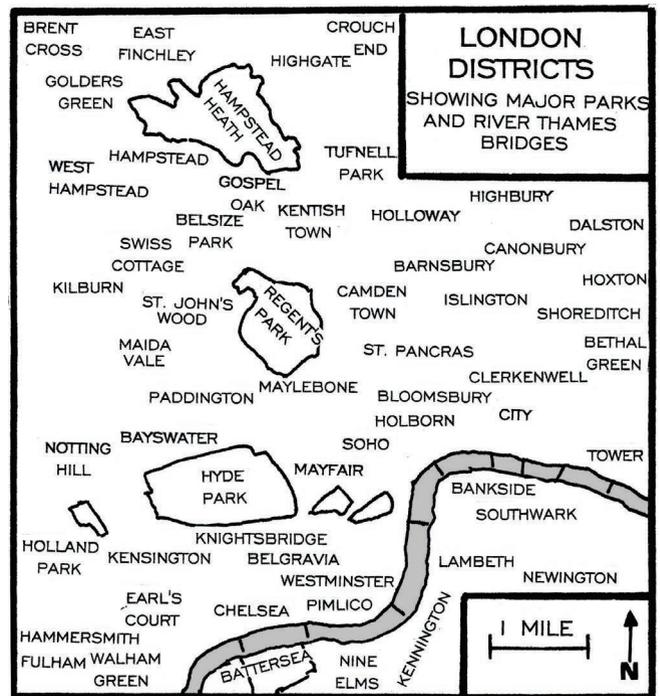
Home Defense Guns:

01-50	Lee-Enfield rifle
51-60	Mk. 4 Rifle
61-70	SG1
71-75	SG4
76-83	SG21
84-88	SG24
89-90	R39
91-92	R43
93-94	C18
95-96	Mk. 2 Sten
97-98	Sterling L2A3
99-00	Roll on Guns table

2.1 LIFESTYLES OF THE ARMED AND DANGEROUS

On the bright side, staying in the largely depopulated London is much less expensive than before the Ruin.

Less than a quarter of Londoners still live in homes they bought or rented before the Ruin; the rest have simply moved into houses and apartments abandoned when their previous owners died. New laws make squatting legal, under certain conditions: prospective occupants must visit the local guardhouse, where the sergeant will check the records to determine whether a property is unoccupied. If it is, and the



prospective occupants can demonstrate at least one marketable skill (see Jobs, below), the house or apartment is theirs for the duration of their weapons permit, along with any items still in the house. Most guardhouses will have a resident locksmith who can fit new locks for 5 BP per exterior door.

In Central London, 60% of houses, and ground floor residential apartments or hotel rooms, will be occupied. Because no buildings have the spare electricity for working lifts, only 30% of second floor (first floor, in English parlance) apartments and rooms are inhabited; third floor, 15%; fourth floor, 7%; fifth floor, 3%; higher, 1% (less than 2% of residential properties in London are more than five floors high). In Outer London, halve these figures; in the outskirts, halve them yet again.

London has one operational power station that burns trash to generate 2D3 hours of electricity every morning (starting at sunrise) to all houses in Central London that register with the RCDC and pay the required 1 BP/day (free to RCDC reservists). This gives residents time to recharge their eternabatteries - at a minimum, enough to keep a small refrigerator running. Many occupied buildings in Greater London and the outskirts (including all Guardhouses) also have solar panels, small windmills, and/or bicycle or treadmill generators to provide extra power for light, heating, etc. (and see New Technology, below). A limited landline phone service exists between RCDC guardhouses and other official buildings, but no homes. Cell phone coverage is minimal: 30% chance of a signal in Central London, 10% in Outer London, 2% in the outskirts.

Squatting in empty buildings, or out in the open, is rent-free but requires a daily Urban Survival roll to find food and water, and a nightly roll on 1d20 to avoid danger.

- 1-12 Characters are undisturbed (treat as Restful Surroundings for Healing).
- 13 Building is unsafe; roll on the Hazard Table, Book 3 p.19.
- 14 Animals (roaches, rats or feral cats) steal or spoil any unsecured food, but will not attack unless attacked.
- 15-16 Bad weather or other disturbing noises makes rest impossible (-1 to Healing Rate).
- 17-18 2D3 Bandits discover the squat; will attack if they think the odds are good.
- 19-20 2 Guardsmen (Average Trained) investigate; -15 reaction to characters with unlicensed weapons.

Modify results as necessary: e.g., a campfire may deter animals, but attract humans; horses are more difficult to hide than bicycles; characters sheltering under a bridge or in a drain are more likely to be hit by a flash flood than suffer a fall; etc.

Floor space, room enough for a bedroll or possibly a hammock, in a reasonably weatherproof and possibly safe space, is usually free on a good or better reaction - or failing that, in exchange for a minor service, such as sweeping the floor, chopping wood, time on a treadmill or bicycle generator, etc. Saloons and eateries might offer it to travelers who pay for food and drink ("clean straw for nothing"). It provides reasonable security for characters, but possibly less for their belongings if their hosts or fellow-travelers are less than honest. Some older hotels or hostels in outer London have Stables, typically charging 1 BP/night per horse. Humans may be permitted to sleep in the hayloft free (but no campfires, please).

Dorm accommodation in populated residential areas, in bunks in secure rooms sleeping 4-24 (4D6), typically costs 1 BP/day, 4 BP/week or 10 BP/month. Food is not included, though there may be clean water, shared cooking facilities, shared bathrooms, and lockers large enough for a backpack (provide your own lock). Most accommodation in the Tower and other Guardhouses is of this type. For more comfortable short-term accommodation, see 3.9 Hotels.

Meals are usually available at extra cost. A daily meal of gruel, or water and stale bread, is free for any reservist; more palatable fare (meat, fish, fresh bread, fruit and vegetables, cheese, etc.) will cost a minimum of 1 BP per meal. Post-ruin beer, wine, and moonshine can be bought cheaply in most eateries; pre-ruin luxuries such as real coffee, tea, tobacco and sugar are likely to be exorbitantly priced. (Ersatz coffee made from acorns, or 'tea' made from raspberry leaves, is widely available at .5 BP/cup, 1 BP if sweetened with honey.)

2.2 FORAGING

While finding shelter from the English weather will usually be easy, finding anything of value in buildings that have been repeatedly (if inexpertly) searched will be much more difficult. Most buildings close to inhabited areas will have been stripped of anything easily portable that is also useful. Wood and paper will have been removed to be used as fuel, rats will have chewed through any cloth and plastic sheet not already salvaged, and wiring and pipes may also have been taken, reducing the Structural Stability to 1D6. Note that 90% of residents live within 1D10 blocks of a guardhouse; the chances of finding empty buildings that haven't been cleaned out are better in non-residential areas in Outer London and the outskirts, where guardhouses and communities are more widely spaced. In Inner London, empty buildings with a Structural Stability of 3 or less will have been demolished, but these will still be common in non-residential areas of Outer London and the Outskirts.

Eighty percent of commercial and industrial buildings are unoccupied and unguarded, except possibly by bandits, ghouls, feral dogs, rats, and other vermin. In Greater London, ninety percent of rural land is farmed, and trespassers caught poaching may legally be shot; in the surrounding counties, this figure is sixty percent. Rats, rabbits (small game), wildfowl and razorback pigs may be killed by anyone.

Outskirts: Most of the Home Counties around Greater London are largely rural – some farmed, some woodland. Some former commuter towns are still populated; others have been allowed to fall into decay. For foraging purposes, land use is 75% Rural, 10% Residential, 5% Rubble, 5% Industrial, 5% Commercial.

Outer London comprises twenty Boroughs. In these, fifty percent of Residential space and one hundred percent of Rural space is occupied; foraging in these areas is considered looting, and will be dealt with by the Guards (see Crime and Punishment, below). Seventy percent of Commercial and Industrial space is unoccupied; foraging in these is permitted, and structural stability is 1D6. (See the map of London's boroughs.)

Barking and Dagenham

Size: 18,000

Military Strength: 29,000 TSP. Resources: Farms, river.

Trade: food.

General reaction: -5.

Notes: 3 Guardhouses. 50% Residential, 20% Industrial, 15% Rural, 10% Rubble, 5% Commercial.

Barnet

Size: 34,500.

Military Strength: 57,000 TSP.

Resources: Agricultural Market, Hospital, Farms.

Trade: food, medical care.

General reaction: no modifiers.

Notes: 4 Guardhouses, including RCDC training facility at Royal Air Force Museum. 60% Rural, 30% Residential, 10% Commercial.

Bexley

Size: 23,000.

Military Strength: 37,000 TSP.

Resources: Farms, river.

Trade: food.

General reaction: -5.

Notes: 2 Guardhouses. 50% Residential, 25% Rural, 20% Rubble, 5% Commercial. Population 80% white European.

Brent

Size: 31,000.

Military Strength: 50,000 TSP.

Resources: Farms.

Trade: food.

General reaction: no modifiers.

Notes: 2 Guardhouses. 50% Residential, 30% Rubble, 10% Rural, 5% Industrial, 5% Commercial. Population ethnically and religiously diverse (48% Christian, 18% Hindu, 12% Muslim). Wembley Mosque, Neasden Temple (largest Hindu temple outside India).

Croydon

Size: 36,000.

Military Strength: 58,000 TSP.

Resources: Agricultural Market, Farms, Hospital.

Trade: food, medical care.

General reaction: -5.

Notes: 3 Guardhouses. 60% Residential, 30% Commercial, 10% Rural. Agricultural market. Hospital.

Ealing

Size: 34,000.

Military Strength: 55,000 TSP.

Resources: Farms. Trade: food.

General reaction: -5.

Notes: 1 Guardhouse. 75% Residential, 10% Rural, 10% Commercial, 5% Rubble.



LONDON BOROUGHS

**Enfield**

Size: 31,000.

Military Strength: 50,000 TSP.

Resources: Farms.

Trade: food.

General reaction: -5.

Notes: 2 Guardhouses. 45% Residential, 30% Rural, 15% Commercial, 10% Industrial.

Haringey

Size: 25,000.

Military Strength: 40,000 TSP.

Resources: Farms, rivers.

Trade: food.

General reaction: -5.

Notes: 4 Guardhouses. 40% Residential, 30% Rural, 15% Commercial, 5% Industrial, 5% Rubble.

Harrow

Size: 24,000.

Military Strength: 39,000 TSP.

Resources: Farms.

Trade: food.

General reaction: no modifiers.

Notes: 2 Guardhouses. 70% Residential, 15% Commercial, 10% Rural, 5% Industrial. Population ethnically and religiously diverse (37% Christian, 25% Hindu, 12% Muslim, 6% Jewish). Largest synagogue in Western Europe.

Haveing

Size: 23,000.

Military Strength: 34,000 TSP.

Resources: Farms, river.

Trade: food.

General reaction: -10 to non-whites, otherwise -5.

Notes: 5 Guardhouses. 60% Rural, 25% Residential, 10% Commercial, 5% Industrial. Population 95% white European.

Hillingdon

Size: 27,000.

Military Strength: 40,000 TSP.

Resources: Farms, rivers, university.

Trade: food, skills.

General reaction: -5.

Notes: 4 Guardhouses. 40% Residential, 20% Rural, 15% Rubble, 15% Commercial, 10% Industrial. Heathrow Airport and RAF Northolt (both abandoned). Brunel University teaches technical and high technology skills and knowledges.

Hounslow

Size: 25,000.

Military Strength: 37,000 TSP.

Resources: Farms, rivers.

Trade: food.

General reaction: -5.

Notes: 3 Guardhouses. 40% Residential, 25% Rural, 15% Commercial, 15% Industrial, 5% Rubble.

Kingston Upon Thames

Size: 16,000.

Military Strength: 25,000 TSP.

Resources: Farms, rivers.

Trade: food.

General reaction: -5.

Notes: 1 Guardhouse. 30% Residential, 30% Rural, 20% Commercial, 15% Industrial, 5% Rubble. Deer farm in Richmond Park.

Merton

Size: 20,000.

Military Strength: 32,000 TSP.

Resources: Farms, river.

Trade: food.

General reaction: -5.

Notes: 2 Guardhouses. 45% Residential, 25% Rural, 15% Commercial, 10% Industrial, 5% Rubble.

Newham

Size: 31,000.

Military Strength: 50,000 TSP.

Resources: Farms, river, market.

Trade: food.

General reaction: +5.

Notes: 4 Guardhouses. 65% Residential, 20% Commercial, 5% Industrial, 5% Rural, 5% Rubble. Olympic Park. Large market. Populace ethnically and religiously diverse (44% Asian, 30% white European, 12% African, 5% Caribbean; 32% Muslim).

Redbridge

Size: 25,000.

Military Strength: 40,000 TSP.

Resources: Farms, river.

Trade: food.

General reaction: -5.

Notes: 4 guardhouses. 45% Residential, 40% Rural, 15% Commercial.

Richmond Upon Thames

Size: 19,000.

Military Strength: 30,000 TSP.

Resources: Farms, river.

Trade: food.

General reaction: -5.

Notes: 2 Guardhouses. 60% Rural, 30% Residential, 10% Commercial. Royal Botanic Gardens (see 3.11.5). Deer farm in former Hampton Court Palace grounds. Populace 85% white European.

Sutton

Size 19,000.

Military Strength: 30,000 TSP.

Resources: Farms.

Trade: food.

General reaction: -5.

Notes: 2 guardhouses. 55% Residential, 30% Rural, 15% Commercial.

Waltham Forest

Size: 26,000.

Military Strength: 40,000 TSP.

Resources: Farms.

Trade: food.

General reaction: -5.

Notes: 1 guardhouse. 60% Residential, 25% Rural, 10% Commercial, 5% Rubble.

2.3 JOBS

Characters with marketable skills can apply for residency and earn a living in London without needing to go foraging or serve in the Guard, though those options will remain open to them. Applicants for residency will need to demonstrate a BCS of 11+ in Literacy (the tests are mostly written, rather than practical), Technology Use, and at least one of the job skills listed below. Jobs need not be permanent or full-time; in most cases, player-characters should be able to negotiate whether they wish to work for a day, a week, a month, etc.

Marketable skills that qualify a character for a resident's weapons permit and a full-time job (eight hours/day) at a Guardsman's 'minimum wage' of a bunk in a secure dormitory, with good meals, and access to free medical care and the daily ration of electricity, are: Bowyer, Carpentry, Complex Explosives, Computer Science, Decontamination, Distillation, Electrician, Firearms Repair (Modern or Primitive), Handloading, Lab Technique, Masonry, Plastics Forming, Power Generation (Solar), and Salvage Food. For every point of BCS above 11, the worker makes another .1 BP per day, payable in ammunition, alcohol, or extra food.

The RCDC Voluntary Reserve is open to all residents, but the part-time reservists are only paid with access to free medical care and the daily ration of electricity, and are only fed and issued equipment while training or on duty. Full-time Guards must have a BCS of 11+ in Rifle (Modern) and First Aid, with STR, SPD and HLH at 11+ and WT, WIL and DFT at 5+. Recruiting sergeants must have a Good or better reaction to any applicant; demonstrating any of the following skills at BCS 11+ will give a +5 bonus (cumulative) to the reaction roll: Autoweapon, Beast Riding, Bicycle Riding, Mortar, Polearm, Survival, Weapon and Shield. New recruits will be partnered with a more experienced constable (see Guardhouse, below). Volunteers are on duty for sixty days/year, as needed: 'duty' may involve anything from digging latrines to raiding a suspected enemy hideout. Part-time reservists range in age from sixteen to seventy-five; fifty percent are female. Sixty percent of Constables and seventy percent of Sergeants are male.

The RCDC is involved in maintaining and fortifying valuable buildings, and demolishing many that are beyond repair: anyone who can demonstrate both Complex Explosives and Demolitions skills at BCS 11+ will be offered a private room with free meals, the rank of sergeant in the Guard with all associated privileges, and (occasionally) the chance to blow stuff up.

Advanced Medical skill of BCS 11+ will be rewarded with a secure private apartment large enough for a small family, with free meals and the courtesy rank of Lieutenant in the Guard with all associated privileges. Pathology, Pharmacy or Therapy skills raise the courtesy rank to Captain.

Expert and/or Gifted Teachers in any of the above skills can take on students, earning (BCS + Communicative Talent) BP per week.

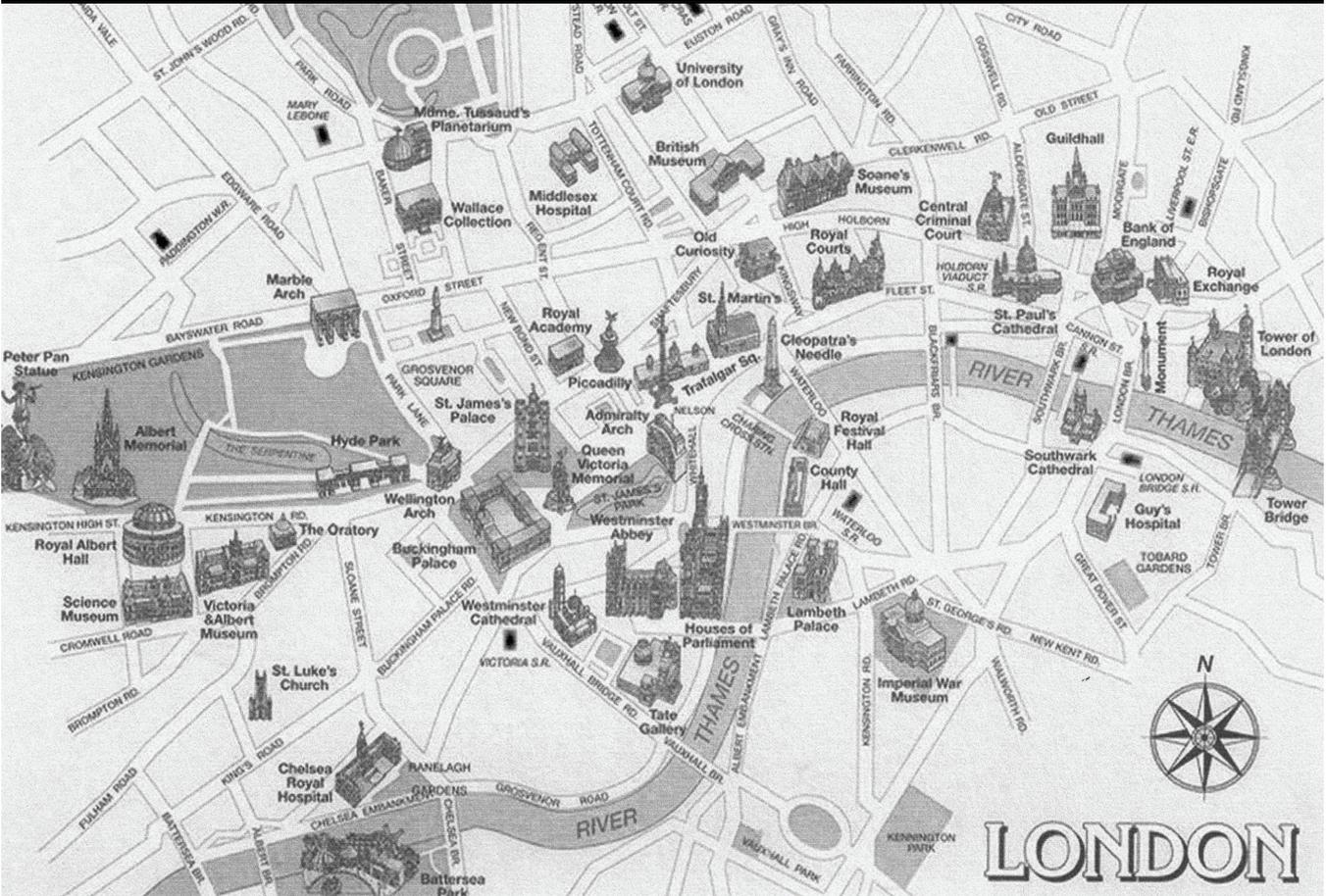
While many people fish from the banks of the Thames, employment on a fishing boat requires either Boating or Seamanship and Fishing or Marine Mechanic, both at 11+. Pay is minimum wage, though the length of the contract is up to the captain, the accommodation may be less comfortable, and Swimming may be required if things go wrong.

Characters with no other marketable skills may, on a good or better reaction, be able to find a day's work as an unskilled laborer – digging, carrying, cleaning, operating a man-powered generator (Book 3, p. 35), collecting rubbish to burn at the power station, etc. - in exchange for floor space and food.

2.4 CRIME AND PUNISHMENT

The RCDC is responsible for maintaining law and order throughout Greater London – but it cannot afford such luxuries as prisons or courts. In practice, this means that the outskirts and many areas of Outer London are mostly lawless, though the Guard will occasionally send a small force to search for and close down bandit lairs when raids on more law-abiding communities and travelers have become too great a problem.

In most of the Outer London boroughs, law enforcement is left up to the local RCDC Sergeant and volunteer reservists. If a crime is reported to the Sergeant and no-one local is an obvious suspect, the first move will be to comb the area for nomads and squatters. In the event of a theft or robbery, strangers who are rounded up will be searched for any missing items and for brands that indicate previous



convictions. If the goods are found and can be returned undamaged, the Sergeant will decide what punishment, if any, is justified. If not, the victim may demand a court be convened, with the Sergeant acting as judge and 2D6 reservists (chosen by the Sergeant, not the victim) as a jury, with the victim and accused having the chance to plead their cases. Sergeants are permitted to interrogate the accused for up to two hours, but not to use torture in anything other than a murder case. If the jury's reaction to the accused is worse than their reaction to the victim, the Sergeant passes sentence according to the severity of the crime.

Jury reaction modifiers: -5 if travelers are carrying unlicensed ranged weapons; -1 to -20 depending on the quality of the evidence.

The punishment for a non-violent theft or fraud where all the goods are returned undamaged is branding (a letter T on the bicep) and a fine: each victim is permitted to take one item of their choice from the accused. If any property is damaged or not retrieved, the Sergeant may confiscate all of the thief's belongings except for his pants and a shirt, and distribute the loot among the victims as compensation. Juvenile offenders who live locally may, if the Sergeant agrees, be punished for minor offences with a form of community service (collecting rubbish, working a bicycle generator, etc.), but otherwise, juveniles are treated the same as adults.

Violent crimes, including any using the threat of violence, have a minimum penalty: confiscation of all weapons plus a brand (a letter V) on the bicep. If the victim's injuries are much worse than the assailant's, but non-lethal, the Sergeant may confiscate the assailant's belongings and/or break one of the assailant's arms. Manslaughter (except in self-defense), murder and sexual assault are all punishable by death, usually within twenty-four hours, though a stay of execution may be granted if a Sergeant from another district can be convinced to grant an appeal.

Gambling and prostitution are legal in post-Ruin London: see below.

2.5 TRANSPORT

London's trains and buses no longer run, few private cars are seen on the streets, and the distinctive London cabs have mostly been replaced by pedal-powered three-seater trishaws; these may provide free transport to businesses such as the Hippodrome, or charge for a trip elsewhere (typically 5 BP for journeys shorter than five kilometers, and 1 BP/kilometer after that). The drivers of horse-drawn carts and other vehicles may also accept passengers, for a similar fee.

Bicycles (sometimes boosted by electric or small multi-fuel motors) are the most popular conveyance for crossing the city; market traders usually own electric vans or horse-drawn carriages. Bicycles may be obtained through barter at several of the street markets: typical Barter value is Durability x 5 BP. Electric vans may be bought and sold from the few remaining car yards and garages: typical Barter value is Durability x 100 BP plus 250 for the Ev-50 (i.e. 2250 BP for a van in as-new condition).

Cart horses and riding horses are available from breeders in outer London, but keeping a horse in the city will cost at least 2 BP/day, and horse theft is common. The RCDC maintains a small fleet of electric vans and multi-fuel Jeeps, Land Rovers, Humvees and motorbikes. Ethanol or biodiesel fuelled vehicles rarely come onto the market, because of the high cost of the fuel.

2.6 WEATHER

London's weather isn't quite as bad as its reputation suggests. London's pea-soup fogs were mostly smog, and should be very rare post-Ruin. The chance of light rain on any given day, regardless of the season, is about 30%. Minimum temperatures rarely fall far below freezing even in winter, when the chance of light snow on any given day is about 10%. Maximum temperatures rarely exceed 20C/70F. On the down side, sunshine can be a scarce commodity for anyone using solar panels: 1D2 hours per day in December-January, when sunset is slightly after 4pm and nights up to sixteen hours long; 1D3 in November and February (5pm, 13-14 hours), 1D6 in March and October (6pm,

twelve hours), 2D5 in April and September (7-8 pm, 9-10 hours), and 2D6 in May-August (8-9 pm, 8-9 hours).

Of course, fog, heavy snow, heavy rain and strong winds can occur whenever it suits the GM.

2.7 CITY ENCOUNTERS

The streets of Post-Ruin London are mostly safe, at least by day. In occupied residential areas, there is an eighty percent chance of 1D10 pedestrians per block in good weather, plus a twenty percent chance of 1D6 cyclists and a five percent chance of 1D2 cars, vans, or horse-drawn carriages. Few will be armed with anything more than a belt knife, and most will avoid any sort of confrontation. If the GM or the players want to know the details of who is in the street at any time – if, for example, a PC is looking for someone to rob, or an NPC is looking for a possible ally or human shield – use the following table.

At night-time add 2 to the roll for every hour after sunset in residential areas with street lighting and/or near a Guardhouse; in unlit areas with fewer homes, add 5 per hour after sunset. In bad weather, reduce the chances of street encounters by fifty percent, day or night.

This encounter table can also be used if the PCs enter apparently unoccupied buildings in Greater London: re-roll any result marked with an asterisk.

01-20	2D6 Children. 5% chance that some or all will be pickpockets, part of a scam or working for an adult gang.
21-45	* 1D6 Adult pedestrians, en route to work/home/tavern, etc.
46-56	* Merchant with stall, van or cart
57-58	* Delivery van or horse-drawn cart
59-60	1D2 RCDC volunteers
61	* Two RCDC constables on mounted patrol (horses or bicycles)
62-63	1 dog, random size
64-66	Gambling game
67	* Pickpocket
68-69	1D6 Sex workers
70	* Busker (musician, mime, juggler, etc.) May be (consciously or otherwise) providing a distraction for pickpockets or other thieves.
71-74	Beggar. May carry disease.
75-76	Two RCDC constables on foot patrol
77	* Ambulance (van)
78	* Street preacher. May be (consciously or otherwise) providing a distraction for thieves.
79	Maniac. May carry disease.
80-84	1D2 Drunks
85-86	1D6 dogs, random sizes
87-88	1D3 cats
89-90	1D6 travelers (humans with or without tame animals; may be armed and armored)
91-130	Street completely deserted (may be witnesses in surrounding buildings).
131-139	2D10 bandits (see below)
140-143	Private security guards or RCDC volunteers, territorial but not aggressive
144-145	Two RCDC constables on foot patrol
146	Maniac. May carry disease.
147-149	1D6 Drunks
150	1D10 cats
151-154	2D10 dogs
155-165	Rat encounter
166+	Street completely deserted (may be witnesses in surrounding buildings).

2.7.1 STREET GANGS

Bandit encounters in occupied areas of Greater London will range



from solitary burglars and rapists to pitched battles between street gangs.

If the number of bandits encountered is smaller than four, they will be looking for easier prey than a visibly armed group of PCs. A gang of four to twelve may be confident enough to demand that the PCs hand over their weapons and anything else the gang wants; if nine to twelve are encountered, it will include a leader armed with a gun. If the number of bandits encountered is greater than twelve, it is likely to either be an illegal 'entertainment' such as a dog-fight, or a meeting (possibly violent, unless negotiating a truce) between two armed gangs.

Some of Post-Ruin London's most notorious gangs are C18 (neo-Nazi skinheads, based in East London), Oglagh (a Real IRA splinter group, often known as the Ugliers, based in North-West London), and CSS (Cannon Street Saracens, Islamist militants based in East London). Others with no particular politics include: Central London's Wapping Thugs; Harbinger Souljas, RHB (Robin Hood Bloods) and CMD (Congolese Mandem); North London's Shadow Crew; North-East London's Graveyard Family; East London's Kamikaze Cartel and BCT (Blood City Thugs); South-East London's Ghetto Boyz; South London's Nightingale Syndicate (the largest all-female gang) and Terrorzone Massive; South-West London's Werewolves and Mozart Mob; and West London's HRG (Horror Road Goons) and MOC (Machines of Cruelty). The Werewolves, BCT, Graveyard Family, Terrorzone Massive and HRG are known to eat their slain enemies and their own dead; most other gangs are also rumored to indulge in cannibalism as well as other crimes.

TYPICAL GANG MEMBER

Average Trained

Skills: (BCS 11) Brawling; Knife; Streetwise; Survival, Urban. (BCS 8) Flexible Weapon; Literacy (English); Pistol, Modern; Salvage Food;

Technology Use; Single Weapon; Stealth, Urban; Throwing.

Armor: Goggle jacket (PC 1-12, 21-28) in gang colors; boots (HL 17-20), pants (HC 3-18), t-shirt (LC 4-11, 21-22).

Weapons: Knife, chain. If expecting or looking for trouble, add Baseball Bat (with or without nails), Cudgel, Nunchaku, Pipe, Machete, or other melee weapon. Some gangs choose particular weapons that also serve as part of their colors – the Kamikaze Cartel leader wears a katana and members carry shuriken, other Asian gangs carry tulwars, RHB fight with quarterstaves, C18 prefers WWII-era German weapons and helmets, etc.

Notes: Age 10 + 2D10. Approximately ten percent of teenaged members of the Graveyard Family, Terrorzone Massive, the Werewolves and the HRG are Changed (mostly Strongs, Quicks or Toughs), but some gangs will not accept anyone with a visible mutation, and the neo-Nazis regard mutants as subhuman and deserving of extermination.

TYPICAL GANG LEADER

Average Veteran

Skills: (BCS 14) Brawling; Knife; Pistol, Modern; Streetwise. (BCS 11) Commerce; Single Weapon; Stealth, Urban; Survival, Urban; Tactics; (BCS 8) Autoweapon; Flexible Weapon; Literacy (English); Rifle, Modern; Salvage Food; Technology Use; Throwing.

Armor: Deluxe Street Suit in gang colors (BC20 4-12; PX 3-18, 21-28); boots (HL 17-20).

Weapons: Knife, chain. If expecting or looking for trouble, add a random handgun and a Utility 2-4 melee weapon. (If the Guards notice someone in gang colors carrying a gun, they are legally entitled to confiscate the gun indefinitely – and in post-Ruin England, handguns are difficult to replace.)

Notes: Age 10 + 3D10.

2.8 BEASTS

In a realistic campaign, Southern England has few dangerous beasts other than feral descendants of domestic animals.

While there are hundreds of highly venomous snakes and a few Gila monsters in pre-ruin private collections, the only native venomous species, the European viper, avoids humans and its bite is rarely fatal.

The largest carnivorous land animals are feral dogs, though there are a few wolves and plans to reintroduce more, making hybrids likely.

The Scottish wildcat is rare in England, and barely distinguishable from a feral domestic tabby. Small game will usually be rabbits, hares and game birds; medium game, deer; large game, wild horses, cattle, or larger deer.

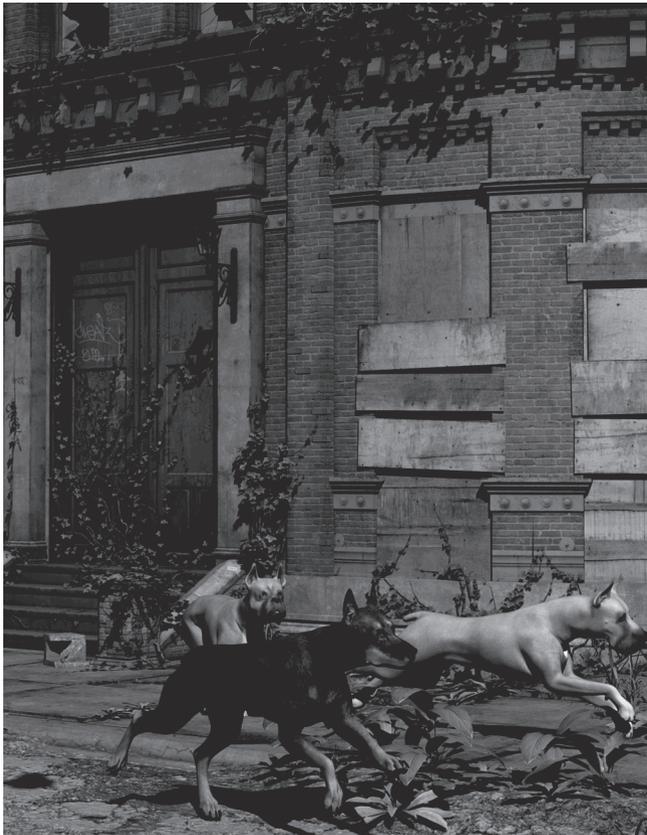
Wild boars have been reintroduced to England (more than 2,000 in private collections), and may have interbred with feral pigs to produce razorbacks.

England does, however, have zoos with breeding programs for big cats, who might have escaped into the wild after the impact winter - when the climate would be suitable for large mammals, though not large reptiles.

Wolves and bears lived in England in the Middle Ages, polar bears may have reached England during the impact winter, and future geneticists may even succeed in cloning woolly rhinos and mammoth.

BEAST ENCOUNTERS (Roll 1D100)

01-03	1D6 Lions
04-05	1D2 Tigers
06-30	Small game
31-33	Black bear. 30% chance of mother with cub.
34-35	Polar bear or Polar/Black hybrid (treat as Kodiak Bear). 30% mother with cub
36-50	Pack of 3D3 dogs (random sizes).
51-55	Pack of 4D6 dogs (random size)
56-58	Lone rabid dog (random size)



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- 59-60 1D10 feral cats or cat/wildcat hybrids
- 61-65 4D6 Wolves
- 66 Rabid bat
- 67 Viper (Venom S-L-DFT, SPD – 2D3 hours – 1 – 1 – 1 hr – Pain, Puerpera)
- 68-70 Razorback
- 71-90 Game
- 91-99 Rat encounter
- 00 Mutated or genetically engineered monster

3. IMPORTANT SITES IN LONDON

3.1 THE TOWER

The Tower can be found on its own map (Map T, in the adventure "The Bloody Tower") and is indicated with the letter "T" on map 9.

Size: 400

Military Strength: 250 Veteran Rifles; Machine-Gun and Artillery crews with heavy machine guns and mortars; 150 Trained troops with assorted ranged weapons.

Resources: Hospital, library, armory, workshops.

General reaction: -5

Background: Her Majesty's Royal Palace and Fortress, better known as the Tower of London, is now the headquarters of the RCDC, watching over the Thames and the east end of the city. The White Tower is a military hospital; a vault designed to protect England's Crown Jewels now contains valuable medical supplies. The complex also houses a stable, a library, a smithy, a variety of workshops, a dairy, a henhouse, a micro-brewery, a gymnasium, and a garrison of the best-trained and best-equipped soldiers in post-war England. Unlike Buckingham Palace, it has withstood the riots, fires and terrorist attacks of the impact winter. It receives a little electricity from solar panels and the rows of bicycle generators and treadmills in the gym; all non-medical staff are expected to exercise on these regularly.

The current commander of the Guard is Group Captain Richard King, formerly deputy under the late Brigadier Stewart McQuarrie. King, McQuarrie, Major Mohammed and Dr. Crowe were largely responsible for the distribution of emergency supplies and services in south-east England during the plague years, and are respected, even



Tower of London

revered, by most of the population of Greater London.

Entry to the Tower requires a pass from an RCDC Sergeant or higher to say that the visitor is on "official business." These are given to the Tower's handpicked staff, anyone granted an appeal by a higher court than the local Guardhouse, or anyone the sergeants believe have goods (usually support weapons, art treasures, or large caches of food or medical supplies) or information to sell that is important enough to need a decision from high command

Detailed maps of the Tower are presented in the Adventure section of this book in section 4.10 (The Bloody Tower).

RAF GROUP CAPTAIN RICHARD KING, KCBE

Superior Heroic

Skills: (BCS 20) Autoweapon; ECM Operation; Pilot, Rotary Wing; Rifle, Modern; Tactics (BCS 17) Aviation Mechanic; Fencing; First Aid; High Technology Use; Literacy (English); Operational Command; Pilot, Fixed Wing; Radio Communications; Strategic Command; Survival (Rural); Technology Use; Unarmed Combat; (BCS 14) Archery; Automobile Driving; Basic Research; Beast Riding; Bicycle Riding; Boating; Culture (English); Demolitions; Fencing; Fishing; Foreign Languages/Literacy (Arabic, French, Russian); Handloading; Knife; Mathematics; Missile Launcher; Physics; Pistol, Modern; Rifle, Primitive; Nutritionist; Salvage Food; Scuba Diving; Search; Stealth; Swimming; Weapon and Shield.

Armor: Metpol Patrolman's Issue Armor, worn without helmet except during combat.

Weapons: Glock 17; Trench knife. In combat situations, add an L-85 rifle and a saber.

Notes: Age 57, 6' tall. Above average appearance, Recognition Factor 4.

Richard King was a thrice-decorated RAF helicopter pilot who flew medevac missions into combat zones before being reassigned to transporting much-needed medical supplies around the UK. Stranded in his native London when there was no more fuel, he joined McQuarrie's taskforce defending the hospitals, riding shotgun in ambulances, and training new recruits. Having had more combat experience than any of the other officers in the RCDC, he was appointed commander after McQuarrie's death.

King is a charismatic, even-tempered, good-looking widower who dislikes ceremony, sleeps on an army cot in his office in the Bloody Tower, eats the same food as his men, and has a reputation (Rep 23) for fairness and compassion as well as great courage.

MAJOR RHIAN MOHAMMED

Superior Elite

Skills: (BCS 17) Basic Research; Demolitions; First Aid; High Technology Use; Literacy (English); Mortar; Radio Communications; Simple Explosives; Technology Use. (BCS 14) Automobile Driving; Autoweapon; Bicycle Riding; Chemistry; Complex Explosives; Culture (English); Defusing Explosives; Fermentation; Firearms Repair, Modern; Foreign Language/Literacy (Welsh Gaelic); Handloading; Heavy Equipment Driving; Knife; Mathematics; Motorcycle Driving; Physics; Pistol, Modern; Rifle, Modern; Single Weapon; Survival (Urban); Unarmed Combat.

Armor: Metpol Patrolman's Issue Armor, worn without helmet except during combat or when dealing with explosives.

Weapons: Glock 17; short bayonet. In combat situations, carries an L-85 rifle when not serving on a mortar crew.

Notes: Age 62, 5'4" tall. Recognition Factor 3.

The daughter of a Pakistani policeman and a Welsh schoolteacher, Rhian Azizah Mohammed learnt to fight at an early age, but also displayed a knack for chemistry and machinery that led her to a career as a mining engineer. While at university, she volunteered for the Territorial Army, eventually rising to the rank of Major in the 169 Supply Regiment. She was assigned to McQuarrie's brigade during the plague

years, and after the death of her parents, returned to London to aid in the defense of the city. Reluctantly accepting that she has less combat experience than King (excluding bar brawls and football games), she serves as his second-in-command, overseeing logistics and the destruction of unsafe buildings.

Mohammed ('Mo' to her friends) is a stocky, muscular, brown-skinned woman with buzz-cut grey hair, a badly set nose, and a well-earned reputation (Rep 18) for toughness. Unlike King, who enjoys Shakespeare, Mozart, fencing, chess and tea, Mohammed likes Doctor Who, punk rock, mixed martial arts, comics, rugby and beer. Despite her name, she is not religious, except when handling explosives.

PROFESSOR REBECCA CROWE

WT	WL	STR	DFT	SPD	HLH
33	25	9	11	9	9
BAP	MNA	PCA	CDA	DRT	
4	2	2	2	26	

Skills: (BCS 20) Advanced Medical; Basic Research; First Aid; (BCS 17) Culture (English); Decontamination; High Technology Use; Lab Technique; Literacy (English); Pathology; Pharmacy; Technology Use. (BCS 14) Chemistry; Mathematics; Nutritionist; Physics; Salvage Food; Search.

Armor: Metpol Patrolman's Issue Armor, worn without helmet.

Weapons: None.

Notes: Age 84, 5'10" tall. Gifted Expert Teacher. Recognition Factor 1.

Bec Crowe was a semi-retired lecturer in clinical pathology and epidemiology at University College London when the avian flu reached Britain. She was soon back pulling double shifts in the lab and on government committees trying to slow the spread of the disease. Brigadier McQuarrie appointed her Chief Medical Officer of the RCDC, a position she still holds; she is also Chair of the RCDC's Scientific Advisory Board, with a reputation for integrity as well as her skill as a medic (Rep 18).

A devout Quaker, Crowe refuses to carry a gun and insists on remaining a civilian with no military rank, but she quietly revels in the fact that only she has the power to relieve Richard King of duty (on medical or psychological grounds). When not in the lab or teaching medicine, she acts as curator of the city's salvaged art collection.

DETECTIVE INSPECTOR GREGORY MARSHALL

Average Heroic

Skills: (BCS 20) Rifle, Modern (BCS 17) High Technology Use; Literacy (English); Search; Technology Use. (BCS 14) Automobile Driving; Autoweapon; Basic Research; Culture (English); Firearms Repair, Modern; First Aid; Fishing; Handloading; Hunting; Interrogation; Pistol, Modern; Tactics; Unarmed Combat. (BCS 11) Automobile Mechanic; Beast Riding; Bicycle Riding; Computer Science; Defusing Explosives; Firearms Repair, Primitive; Grenade Launcher; Knife; Lab Technique; Lockpicking; Operational Command; Powerboat Pilot; Radio Communications; Rifle, Primitive; SCUBA Diving; Single Weapon; Tracking; Weapon and Shield.

Armor: Metpol Patrolman's Issue Armor, worn without helmet except during combat.

Weapons: Beretta M-93R; Colt Lightweight; Trench knife. When foraging or in combat, carries an FN-SCAR H and an electrobaton.

Notes: Age 57, 6'1" tall. Recognition Factor 3.

Greg Marshall was ten when his parents divorced, and spent most of his teens with his mother, a lawyer, in London, vacationing with his father, a gunsmith and deputy sheriff, in Oregon. He joined the Metropolitan Police Service, rising to the rank of Detective Inspector in the Specialist Crime & Operations directorate the year before the Ruin. After the outbreak of avian flu, when it became unfeasible to feed Britain's prison population, Marshall served with Brigadier McQuarrie on the RCDC's panel deciding which violent criminals should be paroled and which executed. Several of the men receiving death

sentences asked that Marshall also serve on the five-man firing squad, which he duly did.

Marshall still acts as one of the three judges when a court-martial is held, and sometimes as executioner. He also trains and commands the Tower's 1st Infantry Battalion (250 veteran riflemen), and is responsible for the Tower's store of modern weapons and ammunition. He has a reputation as a superb marksman with no qualms about killing other killers (Rep 13), but he is neither bloodthirsty nor sadistic. Off-duty, he enjoys hunting, fishing, cooking, and pool.

COLOUR SERGEANT DAVID BLAKE

Average Veteran

Skills: (BCS 14) Armorer; Blacksmithing; Bowyer; Brawling; Carpentry; Culture (English); Firearms Repair, Primitive; Leatherworking; Literacy (English); Masonry; Mortar; Polearm; Radio Communications; Search; Technology Use; Weapon and Shield; Weaponsmithing. (BCS 11) Automobile Driving; Autoweapon; Bicycle Riding; Crossbow; Fermentation; Firearms Repair, Modern; Handloading; High Technology Use; Knife; Muzzle-Loading Artillery; Pistol, Modern; Rifle, Modern; Rifle, Primitive; Single Weapon; Survival (Rural).

Armor: Metpol Patrolman's Issue Armor, worn without helmet except during combat.

Weapons: Webley Mk IV revolver in .45 ACP; long bayonet. In combat situations, carries an L-85 rifle or a Franchi SPAS-15 when not serving on a mortar crew.

Notes: Age 77, 5'10' tall, 210 lbs. Recognition Factor 2.

The only surviving Yeoman Warder (Beefeater) from before the Ruin, and the last in a long line of Royal Army NCOs, Blake was also a member of the Society for Creative Anachronism for forty years and an avid amateur military historian. These skills made him invaluable to Brigadier McQuarrie when he turned the Tower from a tourist attraction into a stronghold, complete with moat and other defences.

Despite his age, Blake's vision is still keen and he sometimes accompanies foraging teams. Most of his time, though, is spent maintaining the Tower's collection of antique weapons and training recruits in their use; he also cares for the ravens, makes armor and ammunition, and serves on a mortar crew when needed. His one surviving relative, his granddaughter Amy, works in the Tower's stables.

DR. KRIS DAO

Superior Veteran

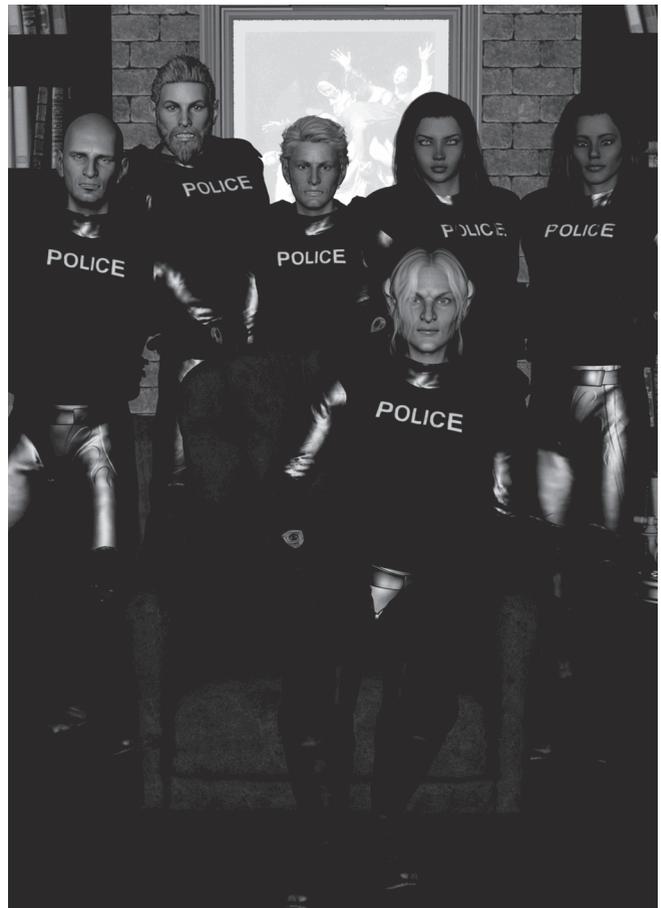
Skills: (BCS 14) Automobile Driving; Basic Research; Bicycle Riding; Computer Science; First Aid; Foreign Language (Vietnamese); High Technology Use; Knife; Lab Technique; Literacy (English); Mathematics; Mechanically Generated Power; Mortar; Motorcycle Driving; Physics; Power Generation, Solar; Production of Fuel (Biofuels); Radio Communications; Technology Use. (BCS 11) Archery; Armorer; Automobile Mechanic; Beast Riding; Boating; Botany; Climbing; Complex Explosives; Culture (English); Dirt Farming; Electrician; Foreign Languages/Literacy (Arabic, French); Machining; Pistol, Modern; Plastics Forming; Polearm; Power Generation, Electrical; Powerboat Pilot; Simple Explosives; Stealth; Survival (Urban); Swimming; Two-Weapon Skill; Unarmed Combat.

Armor: Metpol Patrolman's Issue Armor, worn without helmet except during combat.

Weapons: Glock 17; Trench knife. When foraging or in combat, carries an electro-baton.

Notes: Age 45, 5'5' tall, above average looks. Recognition Factor 1.

The youngest member of the Tower's Scientific Advisory Board, Kris Dao was completing her PhD thesis in physics at Oxford when the asteroid hit. When commercial flights were restricted because of a shortage of aviation fuel, Dao was unable to afford a ticket home to Australia; instead, she joined a Medecins Sans Frontieres team as an ambulance driver and technician, helping restore power to hospitals. She was installing solar panels in Damascus when Iran invaded Syria,



and enabled her team and hundreds of Christians to flee to Lebanon by keeping a convoy of vehicles running on what little fuel was available. The team eventually managed to return to England, where Dao was recruited by the RCDC and met Robyn Greenwood, who she later married.

Dao is responsible for maintaining the Tower's power supply and (rarely-used) motorized vehicles; she also serves on a mortar crew when needed, and teaches eskrima (a knife, stick and hand-to-hand fighting art).

SERGEANT WILSON QUINN

Average Elite

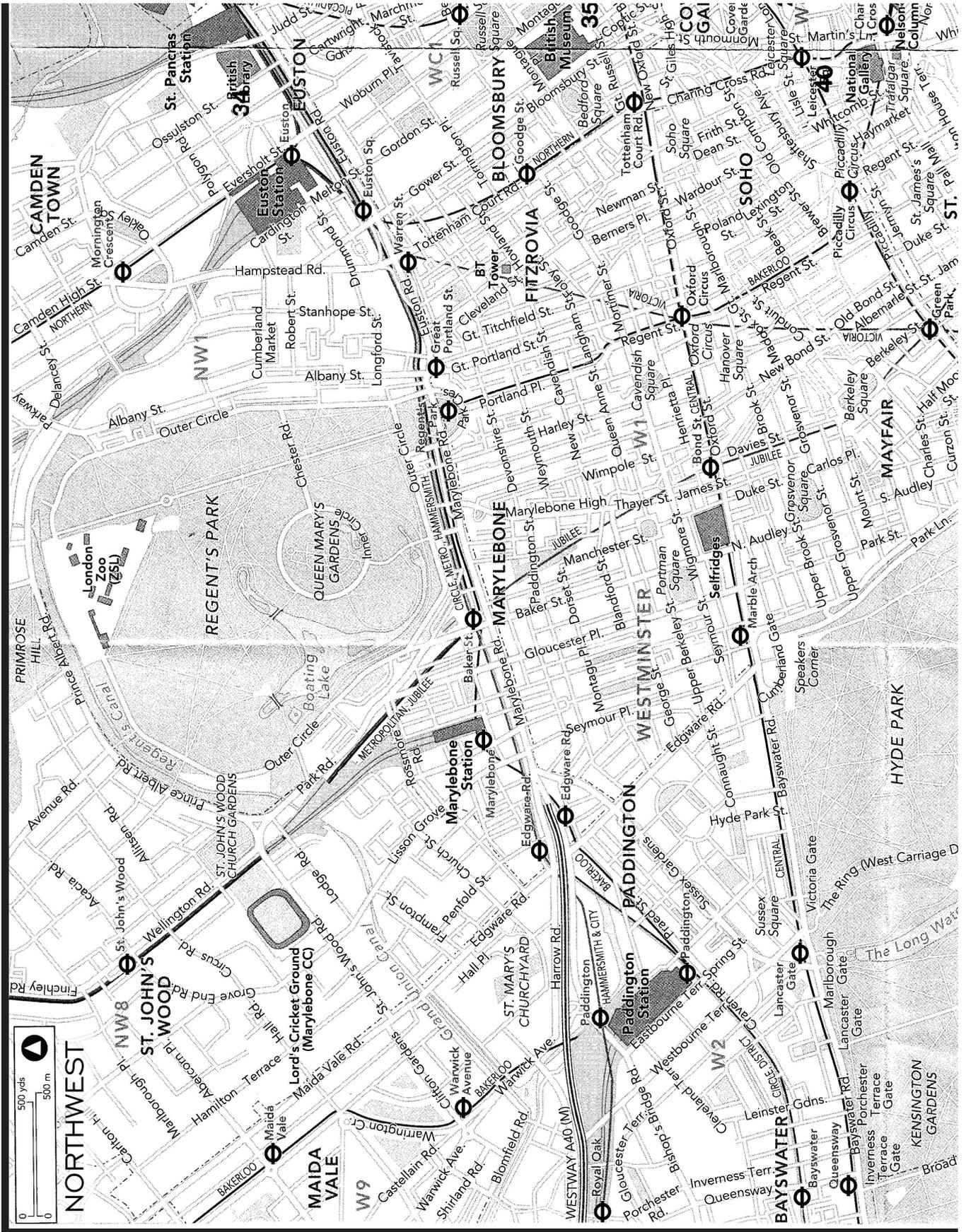
Skills: (BCS 17) Climbing; Knife; Pistol, Modern; Rifle, Modern; Stealth, Urban; Survival, Urban; Technology Use; Throwing; Unarmed Combat. (BCS 14) Automobile Driving; Autoweapon; Blowgun; Grenade Launcher; High Technology Use; Literacy (English); Lockpicking; Search, Urban; Single Weapon; Tactics. (BCS 11) Automobile Mechanic; Basic Research; Culture (English); Defusing Explosives; Firearms Repair, Modern; First Aid; Flexible Weapon; Interrogation; Swimming.

Armor: In combat or foraging, wears complete Light Reconnaissance Unit Armor ("Intruder" System). Off duty, wears fatigues and boots.

Weapons: Beretta M-93R; Trench knife. When in combat or foraging, carries a H & K MP-5 SD3 and an electrobaton.

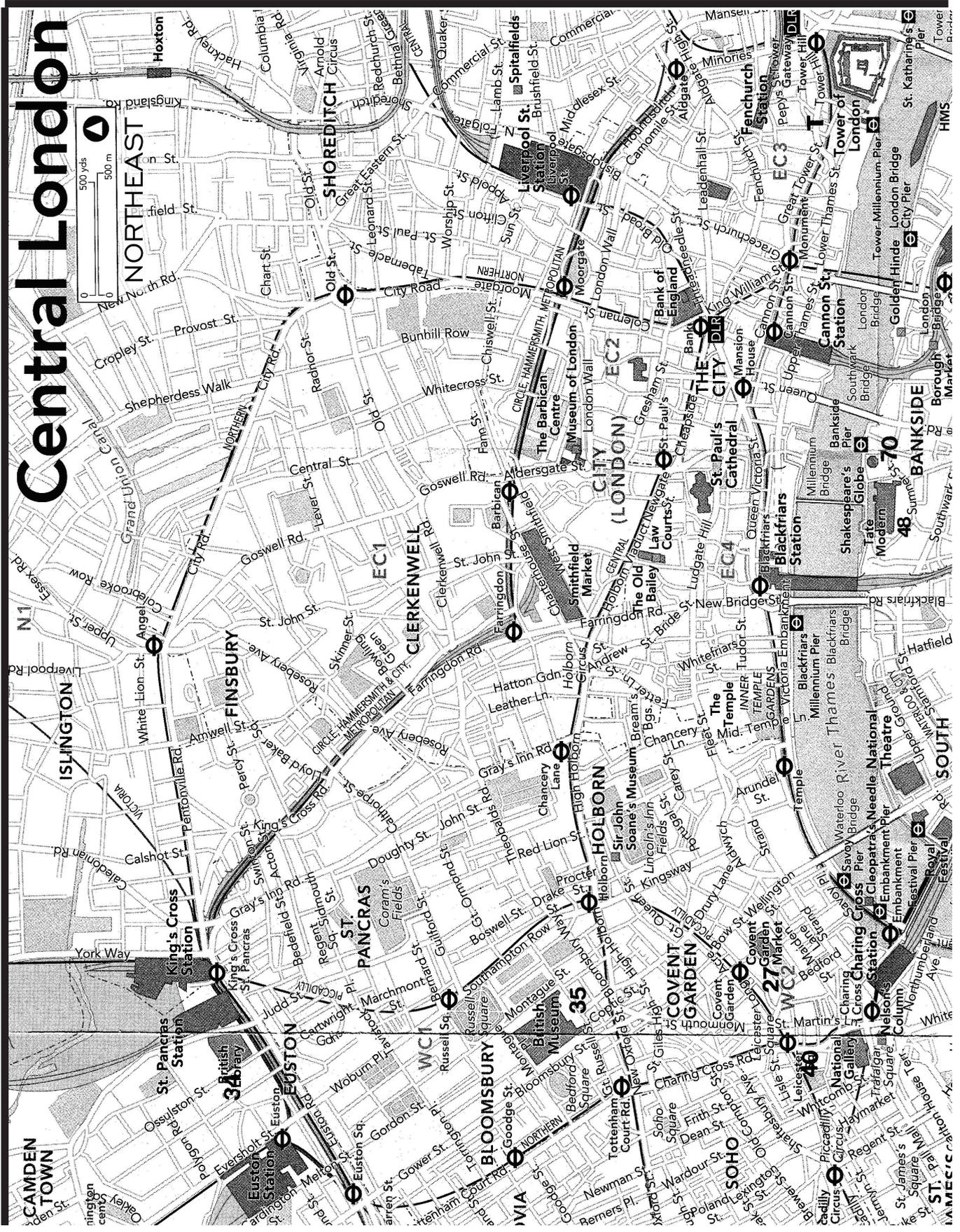
Notes: Age 33, 5'8" tall.

A mixed martial arts enthusiast since boyhood, Wil Quinn was orphaned at thirteen and spent another three years living on the streets of Bradford before joining the RCDC. When not training RCDC recruits in stealth, climbing, throwing, knife and unarmed combat skills, he enjoys parkour and leading foraging expeditions into dangerous territory.





Central London



500 yds
500 m

NORTHEAST

ISLINGTON

FINSBURY

CLERKENWELL

HOLBORN

COVENT GARDEN

BLOOMSBURY

SOHO

CITY (LONDON)

SOUTH

BANKSIDE

FENCHURCH

CAMDEN TOWN

EUSTON

ST. PANCRAS

ST. MARTIN'S

ST. JOHN'S

ST. MARTIN'S

ST. MARTIN'S

ST. MARTIN'S

ISLINGTON

FINSBURY

CLERKENWELL

HOLBORN

COVENT GARDEN

BLOOMSBURY

SOHO

CITY (LONDON)

SOUTH

BANKSIDE

FENCHURCH

CAMDEN TOWN

EUSTON

ST. PANCRAS

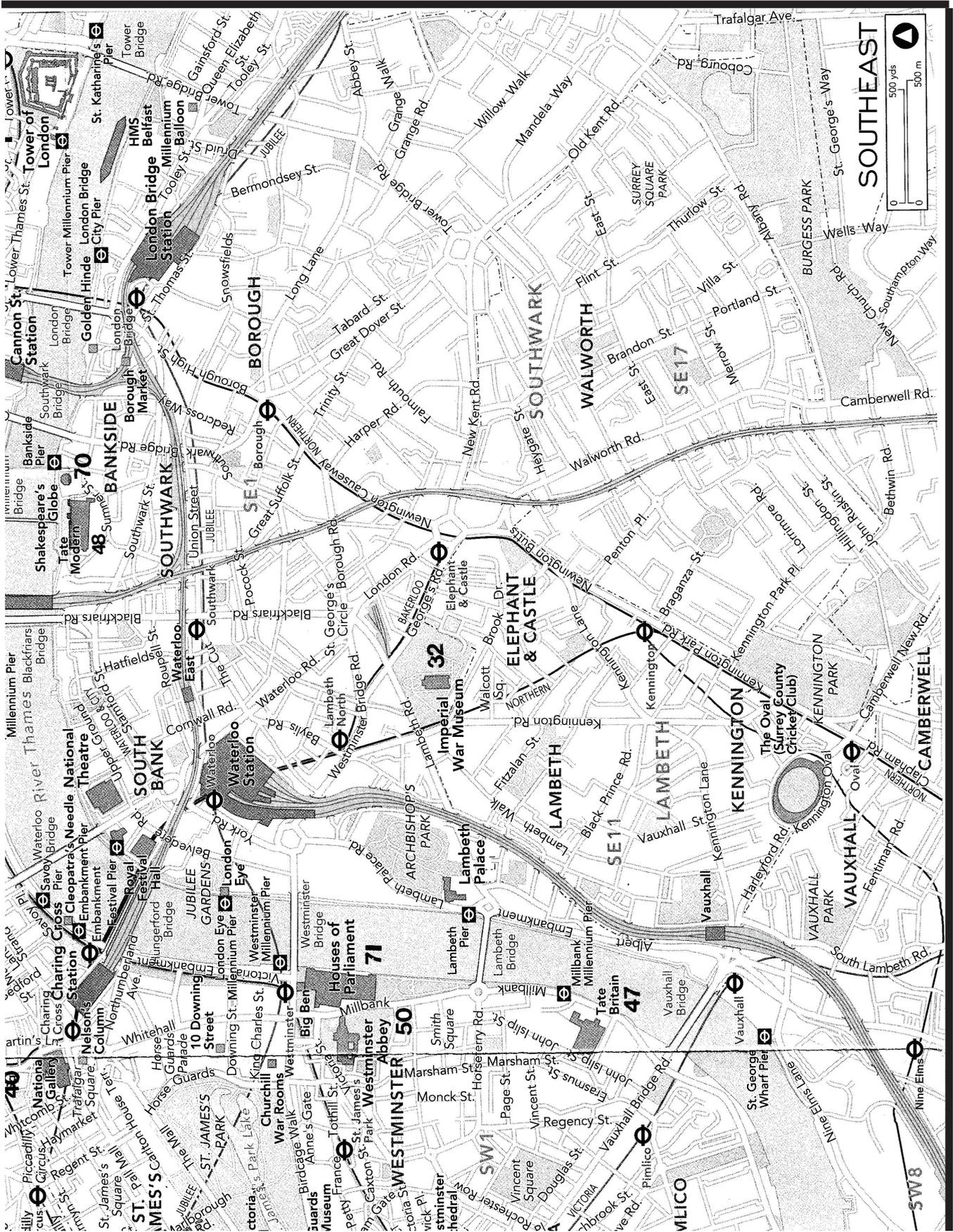
ST. MARTIN'S

ST. JOHN'S

ST. MARTIN'S

ST. MARTIN'S

ST. MARTIN'S



ROBYN GREENWOOD

Average Veteran

Skills: (BCS 14) Advanced Farming; Archery; Basic Research; Bicycle Riding; Botany; Bowyer; Chemistry; Commerce; Decontamination; Dirt Farming; Distillation; Fermentation; High Technology Use; Lab Technique; Literacy (English); Nutritionist; Polearm; Salvage Food; Stealth (Rural); Survival (Rural); Technology Use. (BCS 11) Armorer; Automobile Driving; Brawling; Climbing; Crossbow; Culture (English); First Aid; Fishing; Knife; Pistol, Modern; Single Weapon; Swimming; Tailor; Throwing.

Armor: Metpol Patrolman's Issue Armor, worn without helmet except during combat.

Weapons: Sig-Sauer P225; Throwing knife. When foraging or in combat, carries a bow with a 40lb pull, a quiver of hunting arrows, and a hardened staff.

Notes: Age 48, 5'9" tall.

Robyn Greenwood was raised on a small family farm in Northern Ireland, became a registered school nurse, married the son of another farmer, and didn't travel more than one hundred miles from her birthplace until her husband and daughter died of avian flu. She sold the farm and caught a boat to Liverpool, where she worked a variety of jobs in schools and hospitals before being recruited by the RCDC, and met Kris Dao.

Greenwood supervises the distribution of medical supplies and other rationed goods in London, as well as teaching farming, food science, archery, and other survival skills.

3.2 EMBASSIES IN LONDON

Before the Ruin, London was home to more than 160 embassies and high commissions, as well as consular offices and ambassadorial residences. Many of these were abandoned during the impact winter and plague years, many more lost contact with their respective governments as civil wars and chaos spread, and most of the remaining diplomatic staff have died in the past twenty years and not been replaced, but some stayed on (not always voluntarily) and survived.

Diplomats tend to score well on Charismatic and Communicative talents, and many have become teachers. Native Language, Literacy and Culture skills are taught at many embassies, and some consular staff also have practical skills to pass on.

3.2.1 EMBASSY OF THE UNITED STATES, LONDON (1)

The Embassy of the United States can be found on Map 16, shown by number "1".

Size: 160

Military Strength: 417 TSP (40 Veteran Rifles; 4 Veteran machine-gun crews; 40 Trained rifles; 30 Novice guns.)

Resources: Armory, medical supplies, education.

General reaction: +5 to anyone who can prove US citizenship, -5 all others

Background: This large cube of bulletproof glass, protected by a moat and ramparts, was completed shortly before the Ruin and has withstood numerous sieges and attempted incursions. It was designed to be self-sufficient, with solar panels providing power for the security network as well as air conditioning, water filtration, computers, refrigeration and other conveniences, and sometimes the miniguns mounted at the corners of the roof. Most of their stored food, however, eventually ran out, requiring them to trade for food with nearby farms.

All the doors to the Embassy building have biometric locks, and will only open for those on the embassy's database – original staff, a few Americans who remained in England after the last flights, a few people who've passed the rigorous screening process (rumored to include waterboarding) and married inhabitants, and their descendants. Many of

the occupants have not been seen outside in nearly twenty years, restricting their visits outside to the building's rooftop garden/farm and helipad. The computer stores biometric data from the passports of all US citizens who passed through Customs and Immigration in the UK; player characters from the pre-Ruin US will receive a +5 reaction when dealing with the Embassy, +10 if they have served in the military or police.

The embassy has handloading equipment for the following calibres, which it treats as currency: .380 ACP, 9mm Parabellum, .45 ACP, .40 S&W, 5.27x28mm SS 190, 5.56mm NATO, 7.62mm NATO, and .50 BMG. It also trades in medicines, including Polycellulac-3, Anarad, and Cardiacine. An unarmed medevac helicopter sits in a hangar on the roof, but is rarely flown because of a shortage of aviation gas; staff members are much more likely to use one of the embassy's small fleet of lightly armored (Damage Resistance 13/Barrier Factor 20) electric vans.

While the US is largely fragmented, with power devolving to state and city governments, many of the US Navy's nuclear-powered super-carriers and submarines are still operational. The US Embassy's Defense Attache, Tyler Vaughn, can, when needed, call on the Fleet for aid – usually in the form of desperately needed medical supplies from the US, New Zealand or Australia, but occasionally to rescue Americans or provide a show of force.

REAR ADMIRAL TYLER VAUGHN

WT	WL	STR	DFT	SPD	HLH
30	20	10	12	12	12
BAP	MNA	PCA	CDA	DRT	
6	2	3	1	27	

Skills: (BCS 17) Aerial Recon Interpretation; Autoweapon; Computer Science; Culture (English); ECM Operation; High Technology Use; Literacy (English); Missile Launcher; Operational Command; Pilot, Fixed Wing; Pilot, Pistol, Modern; Rotary Wing; Seamanship; Tactics; Strategic Command; Swimming; Technology Use. (BCS 14) Automobile Driving; Boating; First Aid; Mathematics; Radio Communications; Rifle, Modern; Interrogation; Powerboat Pilot; (BCS 11) Firearms Repair, Modern; Foreign Languages/Literacy (Farsi, French, Japanese, Mandarin Chinese, Spanish); Grenade Launcher; Handloading; Knife; Marine Mechanic; Physics; Pilot, Submersible; SCUBA Diving; Survival (Rural); Unarmed Combat.



Armor: Field Infantry Mark 1.

Weapons: SIG-Sauer P228; Short bayonet. In combat, carries an FN P90 or crews one of the M-214 miniguns on the Embassy roof.

Notes: Age 60, 5'8" tall. Recognition Factor 1.

Bostonian Tyler Vaughn trained and briefly served as a naval aviator in the hopes of becoming an astronaut, but has spent most of his military career piloting a desk, first at the Space and Naval Warfare Systems Command in San Diego, then at U S embassies around the globe. He took over as Defense Attache in London when his predecessor died of avian flu, later marrying Samantha Hill, and formed a close bond with Richard King despite regularly beating him at chess.

Unlike most of the Embassy's senior staff, Vaughn frequently leaves the embassy to interact with locals, though never without his taller and more muscular bodyguard. Though greatly admired by his staff, he has only a modest reputation among Londoners as a cautious man who uses force only as a last resort (Rep 10).

CAPTAIN JESUS 'CHEWIE' CHAVEZ, USMC

Superior Elite

Skills: (BCS 17) Automobile Driving; Autoweapon; Foreign Language (Spanish); Grenade Launcher; High Technology Use; Knife; Literacy (English, Spanish); Rifle, Modern; Search; Technology Use. (BCS 14) Aerial Recon Interpretation; Culture (English); Firearms Repair, Modern; First Aid; Handloading; Interrogation; Pistol, Modern; Powerboat Pilot; Seamanship; Streetwise; Survival (Rural); Swimming; Tactics; Unarmed Combat. (BCS 11) Automobile Mechanic; Boating; Foreign Language/Literacy (Arabic, German); Marine Mechanic; Radio Communications; SCUBA Diving.

Armor: Field Infantry Mark 1.

Weapons: FN SCAR-H; Beretta M92D; Short bayonet.

Notes: Age 50, 6'7" tall. Recognition factor 5.

Seventeen-year-old Jesus Chavez decided to join the Marines while recuperating from a bullet wound received in a drive-by shooting. Smart, tough, and largely fearless from having grown up in Oakland, he rose through the ranks quickly and was transferred to the US embassy in London after being wounded during the Iran-Israeli war. Much-decorated, battle-scarred, and instantly recognizable because of his great height, he has become an almost legendary figure among Londoners as a powerful and possibly indestructible fighting man (Rep 27).

Chavez commands the embassy's platoon of marines and serves as assistant/bodyguard to Tyler Vaughan and Samantha Hill.

SAMANTHA HILL

Average Elite

Skills: (BCS 17) Advanced Farming; Automobile Driving; Commerce; Dirt Farming Literacy (English); Nutritionist; Salvage Food (BCS 14) Chemistry; Computer Science; Culture (English); Decontamination; Gambling; High Technology Use; Mathematics; Pistol, Modern; Survival (Rural); Technology Use. (BCS 11) Autoweapon; Boating; First Aid; Foreign Languages/Literacy (Arabic; French; Mandarin Chinese, Russian); Knife; Rifle, Modern; Pharmacy; SCUBA Diving; Swimming; Unarmed Combat.

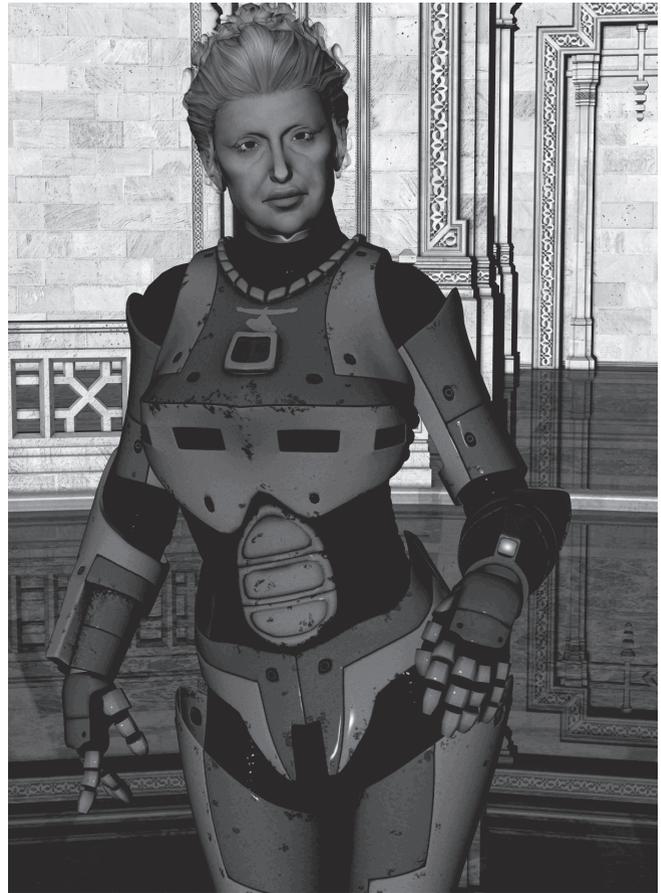
Armor: Field Infantry Mark 1.

Weapons: Glock 17; Short Bayonet. In combat, carries an FN P90.

Notes: Age 64, 5'7" tall. Gifted Teacher. Recognition Factor 1.

Sammie Hill is the Deputy Chief of Mission and Agricultural Attache, and has played a major advisory role in turning London's parks and other empty spaces into productive farmland. She frequently visits farms and markets, trading ammunition and medical supplies for food, always accompanied by her bodyguard Jesus Chavez, and sometimes by her husband Tyler Vaughn.

A former Ambassador to Somalia, Hill helped co-ordinate relief efforts after the tsunami devastated the country, was flying home to Washington when the nuke killed the rest of her family, has survived riots and sieges, and has earned a reputation (Rep 18) as an effective



leader in crises; she is also known as a tough negotiator and an excellent teacher.

NOTES ON THE DETAILED MAPS

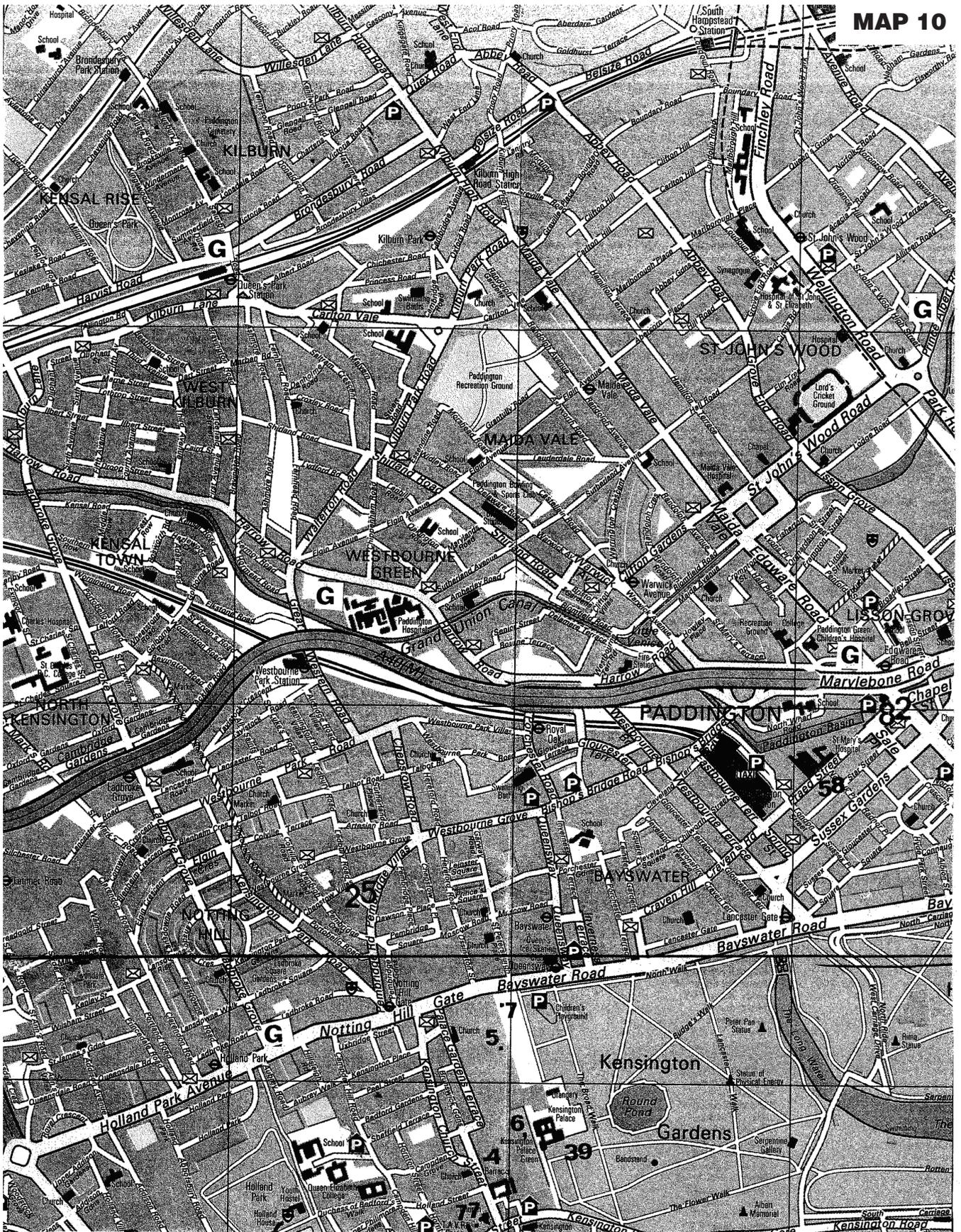
The London maps on the following pages are shown in greater detail than those on the preceding pages. These detailed maps (Maps 10-20) can be photocopied and taped together to form a single large map of Central London if you so wish. The diagram shows how the maps fit together and they overlap with each other to make placement easier (and, for this reason, some locations will show up twice on adjoining maps and in the description of the map location for some of the named locations in the text).

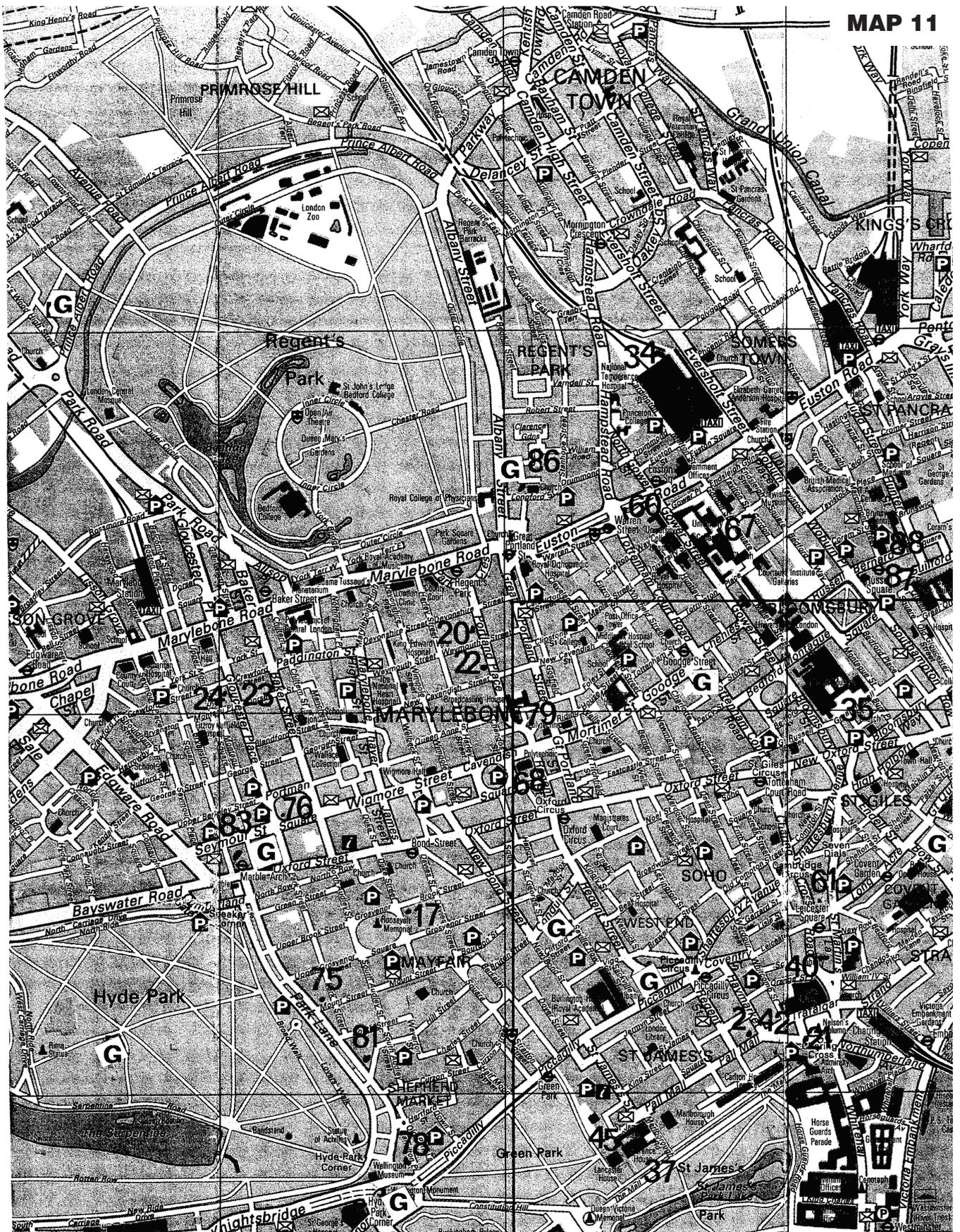
The scale on the detailed maps is a consistent 1 inch = 500 meters, or 2 inches = 1000 meters/1 km. (thus 2 inches = .615 mile). North is always the top of each map as presented.

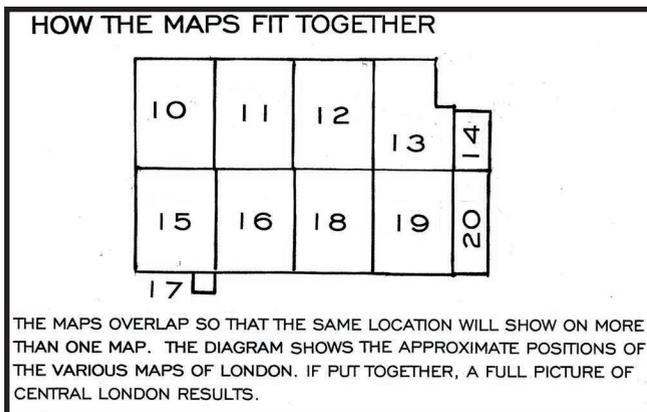
The capital letter "G" is used throughout these maps to show the location of smaller Guard Posts, with the major Guard bases located in named buildings (which are shown by a specified number in the text with a notation as to on which map that building can be found).

Though these maps are to a larger scale, details are still quite small. The use of a magnifying glass can make them easier to read – and will make the notations of specific locations (numbers and letters) "jump off" the page and be easier to find. Some named buildings are outside of Central London. Where possible, descriptions of their locations are provided. A few larger locations are shown on the preceding maps (most notably on Map 2).

Remember that London is one of the world's truly large cities and maps to a much larger scale would easily fill an entire book on their own. We've tried for a balance between scale, the number of maps, and realistic needs in a book of this kind.







3.2.2 NEW ZEALAND HOUSE (2)

New Zealand House is found on Map 11, shown by the number "2".

Size: 90

Military Strength: 250 TP.

Resources: Communications, medical

General reaction: +5

Background: The High Commission of New Zealand shares this eighteen-storey building with a Guardhouse, and is home to New Zealanders who were stranded in England by the ruin, including a squad of former UN peacekeepers.

Self-sufficient, accustomed to dealing with earthquakes, and located far from the worst effects of the asteroid impact and the wars, New Zealand has come through the Ruin with its government and economy largely intact and is able to provide small quantities medicine and other emergency supplies (delivered by US naval vessels, as its own navy has no operational ships with sufficient range).

3.2.3 AUSTRALIA HOUSE (3)

Australia House can be found on Map 12, shown by the number "3".

Size: 120

Military Strength: 300 TP.

Resources: Communications, medical

General reaction: +5

Background: Though not unscathed by the Ruin, Australia has fared better than most countries: the interior and all land north of the Tropic of Capricorn have largely been abandoned to wilderness, and the cities in the east have been ravaged by bushfires and plague, but the strips of coastland from Perth to Albany in the west, and Tasmania and Kangaroo Island in the south, are about as civilized as they ever were. Like New Zealand, Western Australia has retained a central democratic government of sorts and some manufacturing capability, and can provide limited quantities of medical supplies, solar panels, and other high-tech needs. Its High Commission in Australia House is home to roughly one hundred of the more than ten thousand Australian expats still living in London, many of them RCDC volunteers.

3.2.4 KENSINGTON PALACE GARDENS (K)

The general area of Kensington Palace Gardens is shown on Map 7 by the letter "K".

Pre-Ruin, this half-mile "Billionaire's Row" was the site of many embassies and ambassadorial residences. Despite the intense security measures, including police checkpoints at each end, many of the buildings were abandoned during the impact winter, food riots and plague years. Nearby Hyde Park has been divided into farms.

The Embassy of Israel (4) is now the residential section of a kibbutz, offering safe accommodation to anyone who identifies as Jewish and is willing to work in their farm in Hyde Park. Farm manager Guy Dahan is an Expert Teacher in Advanced Farming; the Mossad-

trained security chief, Rachel Katz, teaches Krav Maga (Unarmed Combat and Knife), Modern Pistol and Rifle, Firearm Repair, Stealth and Salvage Food skills. Their security force (500 TSP), armed with Galil ARMs and Uzis, is notoriously effective. The Embassy of Israel can be found on Map 10 by the number "4".

The Embassy of the Czech Republic maintains radio contact with the city-state of Prague. The current ambassador, Jakub Cerny, is a former spymaster and a major source of news about military and political events in Eastern Europe. The embassy has a small, but well-trained, security force armed with Kalashnikovs and other Russian military weaponry (550 TSP).

The Embassy of Lebanon (5) was abandoned during the plague years, and is now a women's refuge protected by the Israeli security forces and the Russian all-female cavalry squad. The Embassy of Lebanon can be found on Map 10 and shown by the number "5".

The Embassy of Nepal (6) is home to an elite squadron (900 TSP) from the Royal Gurkha Rifles, and doubles as the RCDC Guardhouse for the area. The Embassy of Nepal is shown on Map 10 by the number "6".

The Embassy of Russia (7) and official ambassadorial residence are now occupied by Eastern European expats who work in the collective farm in Hyde Park. They have their own militia (630 TSP), including two squads of cavalry (one all-female) which patrol the area, and sell farm produce, vodka, and Russian-made weapons and ammo at the Portobello Road Market. Embassy staff can reload 9mm Parabellum and .223 rounds as well as the calibres used by Russian weapons. Former Assistant Defense Attachés Ivan Volkov and Dmitry Rudenko will teach Modern Rifle and Firearm Repair, Autoweapon, Interrogation, and Unarmed Combat (Sambo). The Embassy of Russia is found on Map 10, shown by the number "7".

The Embassies of Romania and Slovakia, the former official residences of the Ambassadors of France and the Philippines, and the privately owned houses on the street are occupied by RCDC senior officers and advisors (2500 TSP).

The Ambassadors of Japan and Norway and the High Commissioner of India share their Official Residences with staff from nearby hospitals, and give lessons in their respective Language and Cultures.

The former Official Residences of the Ambassadors of Saudi Arabia and Kuwait are occupied by members of the RCDC's Scientific Advisory Board specializing in solar energy and alternative fuels, including some Expert Teachers.

3.2.5 BELGRAVE SQUARE (B)

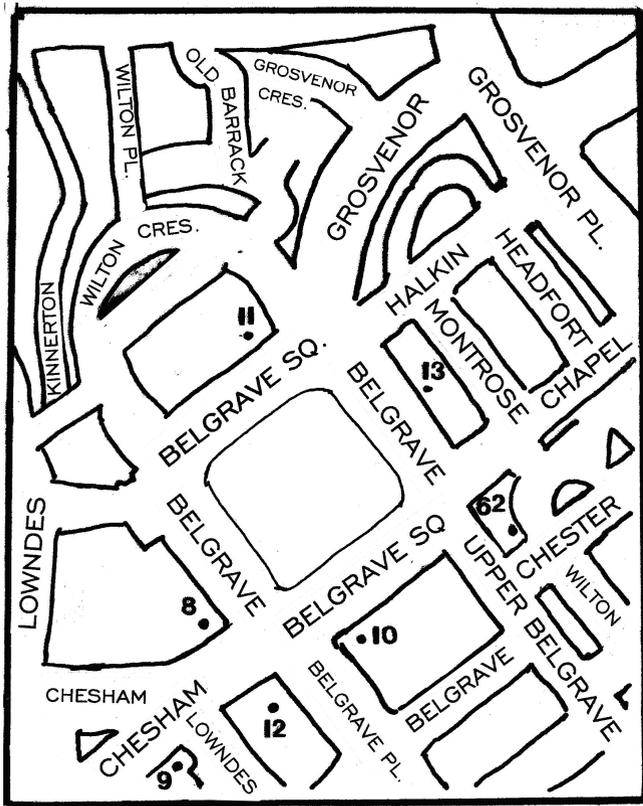
Belgrave Square is found on Maps 7 and 17, shown by the letter "B".

Like Kensington Palace Gardens, Belgrave Square and adjoining Chesham Place were home to many embassies and ambassadorial residences, as well as the Royal College of Defense Studies (see Schools).

The Embassy of the Federal Republic of Germany (8) is now primarily a school, with a Gifted Teacher of Computer Design, Lab Technique, Mathematics, Physics, all the prerequisite skills, and German Language and Culture. Other staff teach Architecture, Automobile Mechanic, Chemistry, Commerce, Electrician, First Aid, Internal Combustion Engine, Machining, Mechanically Generated Power, Power Generation (Electrical and Solar) and Production of Fuel (Biofuel, Hydride, Petroleum). The German Embassy can be found on Map B (Belgrave Square) and is shown by the number "8".

The Embassy of Finland (9) has a small staff which has stayed in radio and internet contact with the self-sufficient city-states in Finland. The embassy also maintains servers for an internet service provider used by many of the other embassies. The Embassy of Finland is found on Map B and marked by the number "10".

The Royal Norwegian Embassy (10) maintains contact with the city-states in Norway, which endured the impact winter better than most and still exports goods including food, fuel and small arms. Unlike most of the consular staff in London, the Norwegians can return home if they wish (albeit in a less than glamorous fishing boat), are provided for by their government, and will usually be replaced if they leave or die. The Embassy of Norway is found on Map B and shown by the number "10".



The Embassy of Syria (11) was closed in 2012, and now houses the servers for an internet service provider, a computer and robot repair shop, and an internet café (1 BP per 15 minutes at dial-up speeds). Manager Ali Najjar will buy salvaged computer hardware that can be put to use: Commerce BCS 14. The Embassy of Syria can be found on Map B and shown by the number “11”.

The Embassy of Spain (12) shares space with a firm of builders, which trains apprentices in Architecture, Carpentry, Commerce, Electrician, Masonry, and Power Generation (Electrical and Solar). Former defence and naval attaché Javier Delgado is an Expert Teacher of Fencing. The Embassy of Spain can be found on Map B and shown by the number “12”.

The Embassy of Turkey (13) is now home to a small group of Londoners of Turkish descent, including the beekeepers who installed the hives in Belgrave Square Garden. The Embassy of Turkey can be found on Map B and shown by the number “13”.

The other buildings in and around Belgrave Square are occupied by squatters, most of whom farm land in nearby Green Park. Most are still structurally sound, though the former office of Baroness Thatcher in Chesham Place was reduced to rubble by looters during the plague years.

3.2.6 OTHER EMBASSIES, HIGH COMMISSIONS AND DIPLOMATIC RESIDENCES

The High Commission of Bangladesh (14) is occupied by scientists working at nearby Imperial College. The High Commission of Bangladesh can be found on Map 15 shown by #14.

Canada House was abandoned after a dirty bomb was detonated in nearby Whitehall, and is now home to a team of veteran decontamination officers (“dofficers”), including one Expert Teacher. Canada still has a central democratic government providing healthcare, education and law enforcement, but no longer maintains embassies overseas.

The Embassy of France (15) offers lessons in the French language and Culture, Commerce, Salvage Food, Fencing, and Unarmed Combat (a mixture of Judo and Savate), but is mainly used as a secure warehouse for luxury items (including pre-Ruin wines) which are auctioned off periodically to pay expenses. The French Embassy is found on Map 16 and is shown by the number “15”. The Embassy of Kuwait, opposite, largely serves the same function, but is also home to specialists in water purification.

India House, next door to Australia House, was abandoned during the Ruin after a devastated India collapsed into chaos. The ground floor now houses a pharmacy and clinic; the staff and their families live upstairs.

The Embassy of Iran was closed in 2011 and sold to Oman, then damaged by a truck-bomb during the Iraq-Israeli war, looted and gutted, and is scheduled for demolition.

The Embassy of Ethiopia (16), next door, is home to families of Ethiopian refugees, including a Gifted Teacher in Salvage Food skill. This embassy can be found on Map 16 and is shown by the number “16”.

The Embassy of Italy (17) is now home to some of London’s best known craftsmen, leatherworkers and tailors. They make garments from ballistic cloth to order, as well as ready-made items in more conventional fabrics. The secure building also houses a fine collection of pre-Ruin artwork and luxury items. The Embassy of Italy can be found on Map 11 and is shown by the number “17”.

The Embassy of the Netherlands (18), adjacent to the US Embassy, maintains internet and radio contact with their government, and offers accommodation to Dutch citizens who remained in England post-ruin. The Embassy of the Netherlands can be found on Maps 10 and 15 and is shown by the number “18”.

The High Commission of Pakistan (19) is now an Islamic seminary (madrassa). The location can be found on Map 16 and is shown by the number “19”.

The Embassy of the People’s Republic of China (20) was abandoned after North Korea invaded South Korea, and promptly taken over by British-born Chinese, including a group of Falun Gong practitioners who still occupy the top floor. The Embassy of China can be found on Map 11 and is shown by the number “20”.

The Embassy of the Republic of Iraq (21) is now occupied by a Shiite Faith School, a halal butcher (Salvage Food BCS 14) and a workshop that produces excellent chainmail. The Embassy of Iraq can be found on Map 11 and is shown by the number “21”.

The Embassy of the Republic of Poland (22), once home to the Polish government-in-exile, is now a Guardhouse and ration distribution centre, staffed by Londoners of Polish descent. Emergency supplies of preserved food are stored here and in and The Embassy of Kenya next door. The Embassy of Poland can be found on Map 11 and is shown by the number “22”.

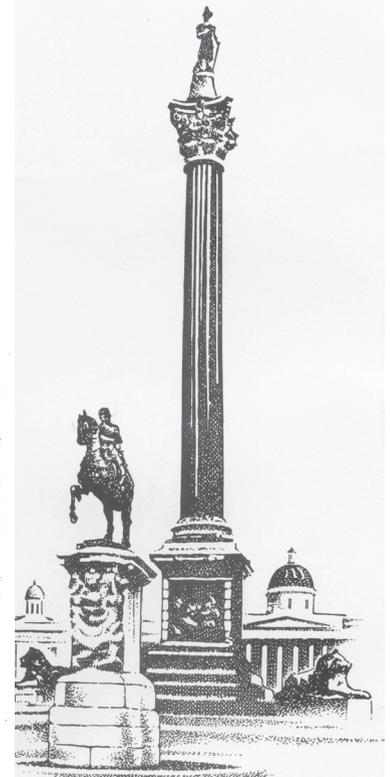
The Embassy of Sweden (23) maintains internet and radio contact with the Swedish government; the diplomatic staff share the building with several scientific advisors. The Embassy of Sweden can be found on Map 11 and is shown by the number “23”.

The Embassy of Switzerland (24) maintains internet and radio contact with the still-strong Swiss government in Bern, but the occupants now make their living by teaching. The staff includes Nathan Morel, an Expert Teacher of Modern Rifle, Firearms Repair and Machining skills, and Mia Rossi, a Gifted Teacher of Chemistry, Pharmacy, and their prerequisites. The Embassy of Switzerland can be found on Map 11 and is shown by the number “24”.

Winfield House was the official residence of the US Ambassador before the Ruin, but the ambassador abandoned it, taking refuge in the embassy. The building now houses the farmers who work the twelve-acre grounds and nearby Regent’s Park, and also provides apartment and dormitory accommodation for travelers (2 BP/night for secure private room with electricity, 1 BP/night for a dorm bed).



MAP 13



Trafalgar Square, London

3.3 MARKETS

3.3.1 PORTOBELLO ROAD MARKET (25)

Formerly the world's largest antique market, the Portobello Road still sells food (mostly fresh produce from nearby farms), clothing, and a wide range of second-hand items including guns, ammunition, and other weapons – mostly Russian military surplus. There is a ninety-five percent chance of finding 1D100 rounds in each of the calibres which either the Russians or the RCDC use as currency: .22 Long Rifle, 9mm Parabellum, .223, 5.45x39mm, .303, 7.62x25mm, 7.62x39mm, 7.62x54R, .308 (7.62mm NATO), 20 ga and 12 ga; and a ten percent chance of 1d10 rounds of any other calibre. 1D6 Crossbows and longbows of randomly determined utility are always available, as are 1D6 black powder weapons, with arrows, bolts, bullets and gunpowder. Armorers, tailors, bowyers and weaponsmiths at the Market can also repair damaged items (including guns) and turn raw materials into clothing, armor, weapons and shields... for a price. A wide range of axes and knives are also available for barter, as are baseball bats and lengths of pipe. Swords and other reproduction weapons may also be found here; ten percent chance of any given type. Portobello Road Market can be found on Map 10 and is shown by the Number "25".

If characters want to buy a modern firearm at the market on any given day, roll 3d6 for the number available, then roll D100 for each one on the following tables to determine the model. As handguns were seriously restricted in the UK after the Dunblane massacre in 1996, few will be available, and thirty percent of autoloaders will be converted replicas with -1 to DUR.

Guns for sale

1-2	P6
3-4	P8
5-6	P12
7-8	P32
9-10	P39
11-12	P44
13-14	P46
15-16	P48
17	Mauser M1896
18-20	Walther PPK
21-22	Zastava CZ40
23-30	R28
31-35	R31
36-42	R39
43-49	C11
50-56	C16
57-59	PPSh-41
60-62	VZ61 Skorpion
63-69	Mauser M32
70-75	KAR 98k
76-83	Mosin-Nagant 91-30
84-92	M1 Garand Rifle
93-98	M-1 Carbine
99-00	AK-47

The market is popular with foragers with salvaged luxuries and other pre-Ruin items to trade. Pre-Ruin tea, coffee, tobacco, and liquor can fetch a good price here, and even the worst fiction will fetch a minimum of 1 BP per point of ENC (a typical paperback is .05 to .1 ENC). The Ginstitute, a distillery at No. 171, has an Expert Teacher in Distillation skill. Butchers and grocers have a BCS of 14 in Nutritionist and Salvage Food, and will deal fairly with anyone bringing in fresh (non-human) carcasses. All items other than weapons and ammunition are traded in much the same manner in all of London's markets.

Russian, Israeli and Gurkha soldiers patrol Portobello Road Markets, ready to crack down on any attempted theft.

3.3.2 OLD SPITALFIELDS MARKET (26)

A covered market selling food, drink (purified water and milk, as well as pre-Ruin and post-Ruin alcoholic beverages), clothing, leather armor, arrows, crossbow bolts, powder and shot for primitive firearms, books, containers, charged eternabatteries, candles, flashlights, watches, assorted tools, vehicle parts and pre-Ruin luxury items. There is a ninety-five percent chance of finding 1d100 rounds of ammunition in each of these calibres: .22 Long Rifle, .38 Special, .357 Magnum, 9mm Parabellum, .40 S&W, 10mmACP, .223., .303, .308, 5.45x39mm, 20 ga and 12 ga; and a ten percent chance of 1d10 rounds of any other calibre. Armed Guardsmen patrol the stalls, and many of the merchants are reservists, licensed to carry and use firearms or crossbows.

All guns traded in at this market are inspected by the Tower's armorers, and only those that are not considered useful to the RCDC (either a centerfire calibre not listed above, or a DUR below 3) go back on sale.

Old Spitalfields Market can be found on Map 12 and is shown by the number "26".

Guns for sale

1-2	P7
3-4	P8
5-6	P11
7-8	P19
9-10	P24
11-12	P31
13-14	P32
15-16	P39
17-18	P40
19-21	P44
22-23	P46
24-26	Walther PPK
27-28	Mauser M1896
29-30	R9
31-36	R12
37-38	R17
39-40	R21
41-46	R25
47-48	R39
49-50	R43
51-52	C3
53-58	C9
59-63	C11
64-65	C16
66-70	Henry Rifle
71-75	Mauser M32
76-80	KAR 98K
81-85	SG18
86-88	SG19
89-94	SG21
95-96	SG23
97-00	SG24

3.3.3 NEW COVENT GARDEN MARKET (27)

Another large covered market, a few blocks from the US Embassy, the New Covent Garden Market mostly trades in fresh food but is also a good place to barter for ammunition. Calibres traded by the US Embassy are usually available (ninety-five percent of 1d100 rounds), and there is a ten percent chance of 3d6 rounds of any other calibre the characters need. Luxury goods are occasionally auctioned at nearby Paul Hamlyn Hall, the glass-roofed foyer of the abandoned Royal Opera.

New Covent Garden Market can be found on Map 16 and is shown by the number "27".

3.3.4 LEATHER LANE (28)

As the name implies, this market specializes in leather armor, boots, holsters, bandoliers, belts, sheaths and scabbards, leather bags and leather whips, as well as other clothing and food. The bars nearby are a popular hangout for sex workers of all genders and persuasions, many of whom live on the estate nearby. Ammunition and eternabatteries are valid as currency here as elsewhere; any trader will have 0-5 (1D6 -1) rounds each of .22 rimfire, 9mm Parabellum, .223, .308 and 12 gauge ammunition on any given day. Unlike most other markets, the vendors here accept poker chips from the local Hippodrome as currency, as do most of the sex workers. Patrolled by the local RCDC.

The Leather Lane Market can be found on Map 12 and is shown by the number "28".

3.3.5 BRICK LANE MARKET (29)

Another open air market that sells bicycles, tools, vehicle parts, clothing, backpacks, antiques (including swords and reproduction weapons: five percent chance of any particular type), and food (famed for its curries and halal food). Any trader will have 0-5 (1D6 -1) rounds each of .22 rimfire, 9mm Parabellum, .223, .303, .308 and 12 gauge ammunition on any given day, plus a five percent chance of 1D6 rounds of any other calibre. Patrolled by the local RCDC.

The Brick Lane Market can be found on Map 12 and is shown by the number "29".

3.3.6 DEPTFORD MARKET (30)

One of London's busiest markets, offering fresh fish and a wide range of cooked food as well as salvaged pre-Ruin items, reproduction weapons, and ammunition (as for Brick Lane Market). A local blacksmith runs a stall offering well-made trench knives and machetes, and will produce other weapons and metal armour to order.

The Deptford Market can be found on Map 20 and is shown by the number "30".

3.3.7 LEADENHALL MARKET (31)

One of London's oldest markets, glass-roofed Leadenhall Market's stalls sell food, clothing, and salvaged pre-Ruin items; it's also a good place to barter for ammunition (as for Brick Lane Market).

The Leadenhall Market can be found on Map 12 and is shown by the number "31".

TYPICAL MERCHANT

Average Quality NPC

Skills: Commerce (11+1D6); one Knowledge at 14; Literacy 8+1D6; weapon skills at 8+1D6. Reservists will have at least two combat skills (see below), and 40% of merchants will speak a second language.

Armor: usually jacket (HC 4-12, 21-28), pants (HC 10-18), hat (HC 1), shirt (LC 3-10, 21-28) and shoes (HC or LL, 19-20). The % chance of a merchant wearing more serious armour equals the Barter Value of the most valuable item they sell.

Weapons: 80% have a belt knife, balanced for throwing. Merchants are issued whistles for summoning assistance in the event of an attempted theft, but will try to prevent any thief escaping. Merchants selling weapons typically have BCS 11+1D6 in their use; those selling guns will have a loaded pistol on their belt or under the table (loaded shotguns and automatic weapons are banned in all the markets).

TYPICAL SEX WORKER

Average Quality NPC

Skills: Commerce 14, plus or minus recognition value for looks (e.g. a Comely sex worker will have a BCS of 16, an Ugly one, BCS 11). Likely combat skills (BCS 11) include Brawling, Knife, Unarmed Combat and Whip.

3.4 RCDC GUARDHOUSES & TRAINING FACILITIES

3.4.1 THE IMPERIAL WAR MUSEUM, LONDON (32)

See Map 18, number 32.

Size: 300

Military Strength: 1764 TP (30 Veteran Rifles, 90 Trained Rifles, 180 Novice Rifles).

Resources: Armoury, workshops, emergency medical care.

General reaction: -5

Background: London's Imperial War Museum, formerly the New Bethlem (Bedlam) Insane Asylum, is now a well-fortified training facility for RCDC recruits, which also serves as the Guardhouse for the area.

3.4.2 ROYAL AIR FORCE MUSEUM (33)

This museum is located outside of Central London, in the north in Colindale, Barnet.

Size: 250

Military Strength: 1470 TP (25 Veteran Rifles, 75 Trained Rifles, 150 Novice Rifles).

Resources: Armoury, workshops, emergency medical care.

General reaction: -5

Background: This decommissioned airfield is now a secondary training facility for RCDC recruits, which also serves as a Guardhouse for the area.

3.4.3 GUARDHOUSES

BRITISH LIBRARY (34) See Maps 6 and 11.

BRITISH MUSEUM (35) See Maps 8 and 11.

BUCKINGHAM PALACE (36) See Maps 2, 7, and 16.

CLARENCE HOUSE (37) See Map 11.

FIREPOWER ROYAL ARTILLERY MUSEUM Located east of the detailed maps in Woolwich.

KENSINGTON PALACE (39) See Map 10.

NATIONAL GALLERY (40) See Maps 7 and 11.

NATIONAL MARITIME MUSEUM Located outside of Central London, this museum is 1.25 km. east north-east of the Deptford Market.

NATIONAL PORTRAIT GALLERY (42) See Map 11.

NATURAL HISTORY MUSEUM (43) See Maps 7 and 15.

ROYAL GUNPOWDER MILLS MUSEUM Located outside of Central London in Waltham Abbey in Essex.

ST JAMES' PALACE (45) See Maps 7 and 11.

SCIENCE MUSEUM (46) See Map 7.

TATE BRITAIN (47) See Maps 9, 16 and 18.

TATE MODERN (48) See Maps 9 and 12.

VICTORIA AND ALBERT MUSEUM (49) See Maps 7 and 16.

WESTMINSTER ABBEY (50) See Maps 9, 16 and 18.

While they have been plundered of many of their more portable treasures, few of which have been recovered, London's most famous museums and royal residences still hold many valuable items. Each one is now a fortified Guardhouse staffed 24/7 by a squad of specially trained volunteers; all visitors are required to check their weapons at the door.

3.4.4 STANDARD GUARDHOUSE

Size: 10

Military Strength: 125 TP (3 Veteran Rifles, 7 Trained Rifles).

Resources: Armoury, emergency medical care.

General reaction: -5

a whistle in a residential area with 10 blocks of a Guardhouse is will bring 2D6 men, armed with whatever hand-to-hand weapons were convenient, coming to the guardsman's aid within 1D6 combat turns.

Guardhouses are shown by the letter "G" on the detailed maps of Central London.

SERGEANT

Average Veteran

Skills: (BCS 14) Rifle, Modern; Search; Streetwise (BCS 11) Automobile Driving; Beast Riding; Brawling; First Aid; High Technology Use; Literacy (English); Pistol, Modern; Single Weapon; Technology Use; Weapon and Shield. (BCS 8) Bicycle Riding; Polearm; Tactics.

Armor: Metpol Patrolman's Armor.

Weapons: Glock-17, Electrobaton.

CONSTABLE

Average Trained

Skills: (BCS 11) Brawling; First Aid; Rifle, Modern; Search; Streetwise; Literacy (English); Single Weapon; Technology Use; Weapon and Shield (BCS 8) Automobile Driving; Beast Riding; Bicycle Riding; High Technology Use; Pistol, Modern; Polearm.

Armor: Helmet (DP or SP), Loc 1 only; Metpol jumper (PX 4-12), pants (HC 10-18) and leather boots (HL 3-22, LL 23-28).

Weapons: Taser; Tactical flashlight.

Notes: Constables are also issued steel breastplates (SP 4-9, front only), but rarely wear them, though many wear cushioned groin protectors (loc 11, front only; AV 6 + 1D6) when venturing into hazardous areas.

GUARD RESERVIST

Average Trained

Skills: (BCS 11) At least one of: Archery; Crossbow; Rifle, Modern; or Rifle, Primitive. (BCS 8+) Literacy (English); Technology Use; and at least one of First Aid; Knife; Polearm; or Weapon and Shield.

Armor: (on duty) Helmet (SP 1), fatigues (HC 4-18, 21-28), boots (LL 19-20). Some own extra armor: usually a mail shirt, metal breastplate, or a leather or plastic jerkin.

Weapons: (on duty) One of: Lee-Enfield rifle; .75 rifled musket; bow, 40 lb pull; or crossbow, 80 lb pull. Gunmen also carry a short bayonet.

3.5 MEDICAL

Expert Advanced Medical care, Pathology and Therapy are available at several of London's hospitals. Those with an asterisk also provide teaching in Advanced Medical, Pathology, Pharmacy and Therapy.

CHARING CROSS HOSPITAL *

GUY'S HOSPITAL * (52) See Maps 12 and 18.

HAMMERSMITH HOSPITAL * Outside of the detailed maps of Central London, this hospital is on Du Cane Road in Hammersmith.

HOMERTON UNIVERSITY HOSPITAL *

NEWHAM UNIVERSITY HOSPITAL * Northeast of the detailed maps.

ROYAL LONDON HOSPITAL (56) See Map 16.

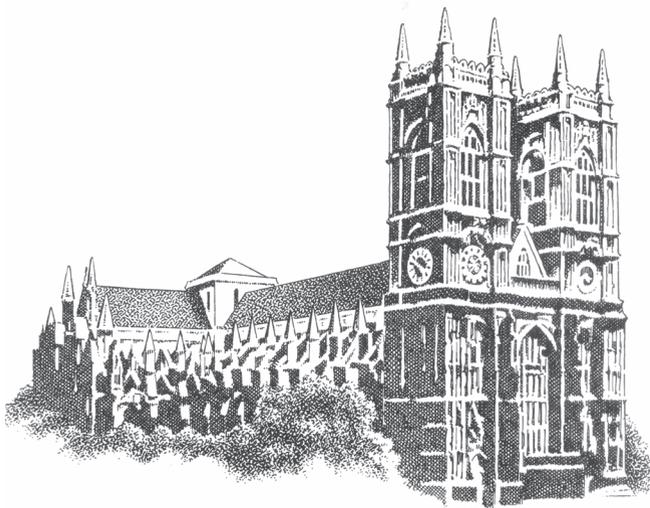
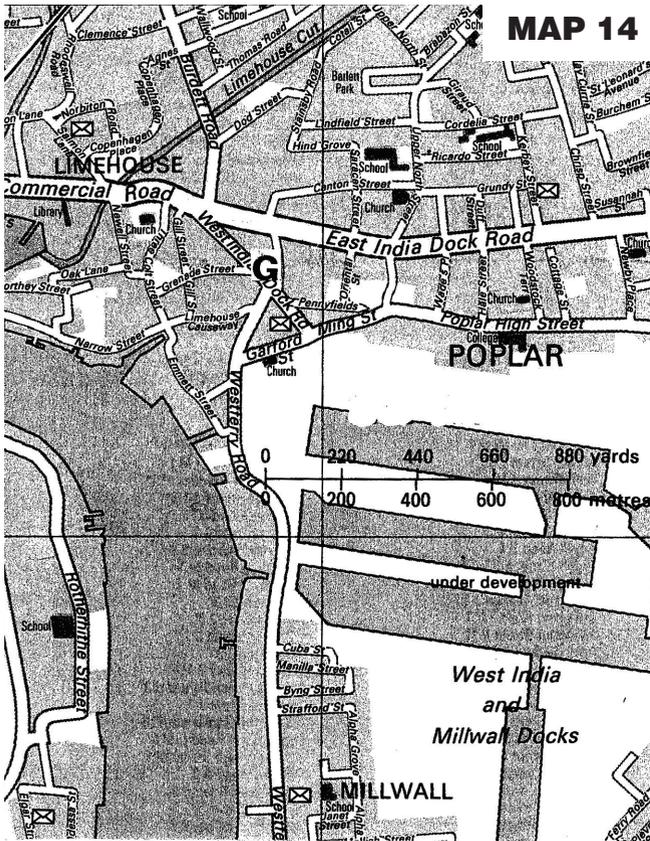
ST BARTHOLOMEW'S HOSPITAL (57) See maps 7 and 12.

ST MARY'S HOSPITAL * (58) See Map 10.

ST THOMAS' HOSPITAL * (59) See Map 18.

UNIVERSITY COLLEGE HOSPITAL * (60) See Map 11.

Emergency room care and an overnight stay in London's hospitals is free to citizens, except for the cost of medical supplies. Staying longer costs 5 BP/day (2 BP/day if you provide your own food). Guardsmen and reservists receive all medical care completely free if injured in the line of duty, or at an eighty percent discount for other health problems.



Background: Most guardhouses are located in former police stations, though some have been installed in other buildings (such as the museums listed above, the hospitals listed below, and in hotels with more than two hundred rooms). The usual force is a Senior Sergeant and two Sergeants, and seven Constables; at any time, a guardhouse will be attended by one of the sergeants and 1D6 of the Constables. The armory holds two L-85s, four Mk IV Stens and four Lee-Enfield rifles, with two spare clips for each, plus ten Class 4 Plastic Police Shields and ten knife-spears. Each Guardhouse has one electric van and ten bicycles; Guardhouses in Outer London may also have horses and carts.

Guardsmen can also mobilize RCDC volunteer reservists. Blowing



3.6 GAMBLING

Post-Ruin London offers several venues for legal gambling, as well as illegal sports such as dogfights.

3.6.1 LONDON HIPPODROME (61)

See Map 11. A large and still-popular legal casino and burlesque cabaret near London's Chinatown, the Hippodrome provides its owners with what the British call "a nice little earner," and Londoners a chance to gamble away their few surplus belongings. The poker chips contain RFIDs to prevent counterfeiting; chips can be traded for ammunition at the front desk (denominations of 1, 5, 10, 20, 50 and 100; two rounds for one 1-point chip) where all weapons must be handed in, or bartered for in Fang's pawnshop around the corner. Most of London's sex workers also treat Hippodrome poker chips as cash.



As well as dice and blackjack, the Hippodrome allows betting on bare-knuckle mixed martial arts fights (no weapons, armor, shirt or shoes). Characters who want to fight one of the bouncers put up a stake of 5+ chips; if they win, they double their stake. Gamblers bet on how many minutes (10 Combat Turns) a challenger will last - but if the challenger taps out or either fighter is knocked out within the first minute, the House automatically wins. (Bouncers rarely tap out unless seriously injured, or unless the House stands to lose heavily: it's bad for their reputation, and the casino's.) Challengers who win more than two fights will be offered work as a bouncer (pay is a comfortable apartment, good food, and a bonus of 2 BP in poker chips for every fight they win).

CROUPIER

WT	WL	STR	DFT	SPD	HLH
22	20	12	16	12	12
BAP	MNA	PCA	CDA	DRT	
6	3	2	1	28	

Skills: (BCS 17) Gambling; Search; Streetwise (BCS 14) Brawling; Commerce; High Technology Use; Literacy (English); Technology Use.

Armor: PH vest (4-11), HC pants (9-18), LC shirt (3-11, 21-28), LL shoes (19-20).

Weapons: None.

TYPICAL SEX WORKER

Average Quality NPC

Skills: Commerce 14, plus or minus recognition value for looks (e.g.

a Comely sex worker will have a BCS of 16, an Ugly one, BCS 11). Likely combat skills (BCS 11) include Brawling, Knife, Unarmed Combat and Whip.

BOUNCER (BRAWLER)

WT	WL	STR	DFT	SPD	HLH
10	16	26	14	14	26
BAP	MNA	PCA	CDA	DRT	
7	2	3	1	47	

Skills: (BCS 17) Brawling. (BCS 14) Knife; Pistol, Modern; Search; Single Weapon; Streetwise; Technology Use.

Armor: PX jacket (3-12, 21-28), PH pants (10-18), HL boots (17-20). In ring, strips down to pants.

Weapons: Zastava CZ-40; Trench knife.

BOUNCER (MARTIAL ARTIST)

WT	WL	STR	DFT	SPD	HLH
12	16	20	20	20	22
BAP	MNA	PCA	CDA	DRT	
10	3	3	2	40	

Skills: (BCS 14) Flexible Weapon; Knife; Pistol, Modern; Search; Single Weapon; Streetwise; Technology Use; Unarmed Combat

Armor: PX jacket (3-12, 21-28), PH pants (10-18), HL boots (17-20). In ring, strips down to pants.

Weapons: Sphinx AT-2000; Trench knife.

NICHOLAS FANG

WT	WL	STR	DFT	SPD	HLH
26	22	10	16	10	12
BAP	MNA	PCA	CDA	DRT	
5	2	2	1	28	

Skills: (BCS 19) Commerce. (BCS 14) High Technology Use; Pistol, Modern. Streetwise; Technology Use. (BCS 11) Firearms Repair, Modern; Knife; Rifle, Modern.

Armor: Deluxe Street suit (BC20 4-12; PX 3-18, 21-28), HC slippers (19-20).

Weapons: Glock 19; 12 Ga SG-16; Kukri.

Notes: Age 76. 5'6"; homely appearance. Recognition Factor 3.

London's best-known (Rep 19) and most successful pawnbroker, Fang lends "money" (usually in the form of Hippodrome poker chips, though he also keeps a supply of eternabatteries, matches and 9mm Parabellum ammunition) to suckers who leave items worth at least twice that value as security. Interest is 10% per week; miss two consecutive payments, and your security goes on sale. Fang is too cautious to accept any equipment issued by the RCDC, but otherwise has no qualms about accepting other stolen property. It is rumoured that Fang is kind to his family, but no-one has ever produced any evidence of this alleged generosity.

Fang's stock changes on a daily basis, but he will always have, at a minimum: 1D3 randomly determined rifles; 1D3 shotguns; one carbine; one pistol; one military issue firearm; 1 crossbow; 2D10 arrows; 2D10 crossbow bolts; 1D3 nunchaku; 2D6 shuriken; 2D10 knives; 1D6 reproduction weapons; 1D100 rounds of 9mm Parabellum; a ten percent chance of 1D6 rounds of any other calibre the PCs want to buy; 1 Auto Repair Kit 1; one CB radio; 1D10 jackets (leather, heavy cloth, or quilted plastic); 1D10 flashlights; 1D10 of any E size battery; one Medkit 1; 1D100 matches; 1D10 magnifying lenses; 1 wet suit with flippers and mask; 1D6 space blankets; 1D10 watches; 1D3 syrettes of Neo-Heroin and 1D3 syrettes of HDAP.

Because of the size of his arsenal, Fang employs one of the Hippodrome's bouncers as a bodyguard whenever the shop is open (noon to midnight, seven days a week), and any sounds of gunfire will bring 1D6 more running from the club. All his guns are kept unloaded, except the riot gun under the counter and the Glock on his belt, and the windows and counter have been replaced with transparent armorplast protected by a grid of high-quality steel. All weapons, ammunition, and



items smaller than .7 ENC are kept behind the counter, which is too high to jump. No-one who has attempted to rob the store has made it to the end of the street alive.

3.6.2 OTHER GAMBLING ESTABLISHMENTS

Gambling is permitted at RCDC archery practice on Druid Street on Saturdays and Sundays. 2D10 competing archers throw an agreed stake (1D6 BP, usually in the form of arrows, poker chips or alcohol) into the pot, and winner (greatest effect number) takes all. In an event of a tie, competitors with Gambling skill can raise the stakes or bluff the others into dividing the pot equally.

Gambling on sports events is also legal. Football (soccer and rugby) are still popular with many Londoners, and cricket with those from Commonwealth countries, and there will be amateur matches most weekends with bets being taken, mostly for low stakes.

Dog fights, cockfights, and rat-baiting can be located with Streetwise skill – but with these, there is a risk of an RCDC raid and punitive fines.

3.7 SCHOOLS

While most of London's famous schools have closed, some still offer classes when there's sufficient demand.

3.7.1 ROYAL COLLEGE OF DEFENSE STUDIES (62)

See Map B of Belgrave Square.

Size: 5-95

Military Strength: 150-1600 TSP

Resources: Armoury, teaching.

General reaction: +5 to RCDC officers, -5 all others

Background: Formerly the senior military college of the Defense Academy of the UK, this four-storey building in Belgrave Square is now the academy for commanding officers of the RCDC and allied forces living in England. The five staff train up to ninety students in a one-year course in Tactics, Operational Command, Strategic Command, Aerial Recon Interpretation, Encryption, Interrogation, Mathematics, Computer Science and ECM Operation. All staff and students are Veteran Quality, but in the event of a surprise attack, most will only be armed with pistols. The securely locked arsenal holds ten L-85s, two FN-FALs, two FN-SCAR-Ls, two FN-SCAR-Hs, two Galil ARMs, two H&K G-36Cs, two M4A1s, two SIG 550s, two Steyr AUGs, two AK-47s, two AK-74Us, two AK 108s, five Lee-Enfield rifles, five Mk 2. Stens, five Sterling SMGs, two H&K MP-5- SD3, one M-3A1 and one FN P90.

3.7.2 OTHER SCHOOLS

THE COLLEGE OF NORTH WEST LONDON teaches Automobile Mechanic, Basic Research, Carpentry, Computer Science, Electrician, First Aid, Lab Technique, Masonry, Mathematics, and Power Generation, Solar.

IMPERIAL COLLEGE (64) teaches Botany, Chemistry, Computer Design, Computer Science, Mathematics, Physics and Zoology. See Map 15.

KING'S COLLEGE, LONDON (65) teaches Chemistry, Culture (Mediterranean and Middle East), Foreign Languages (French, German, Portuguese and Spanish), Mathematics, Nutritionist, Pharmacy, Physics, and Rifle, Modern. See Maps 12 and 15.

MIDDLESEX UNIVERSITY teaches Botany, Computer Design, Computer Science, Mathematics, Television Communications and Zoology. Located in Barnet near the Royal Air Force Museum.

UNIVERSITY COLLEGE LONDON (67) teaches Architecture, Boating, Botany, Mathematics, Pharmacy, Physics and Zoology. See Map. 11.

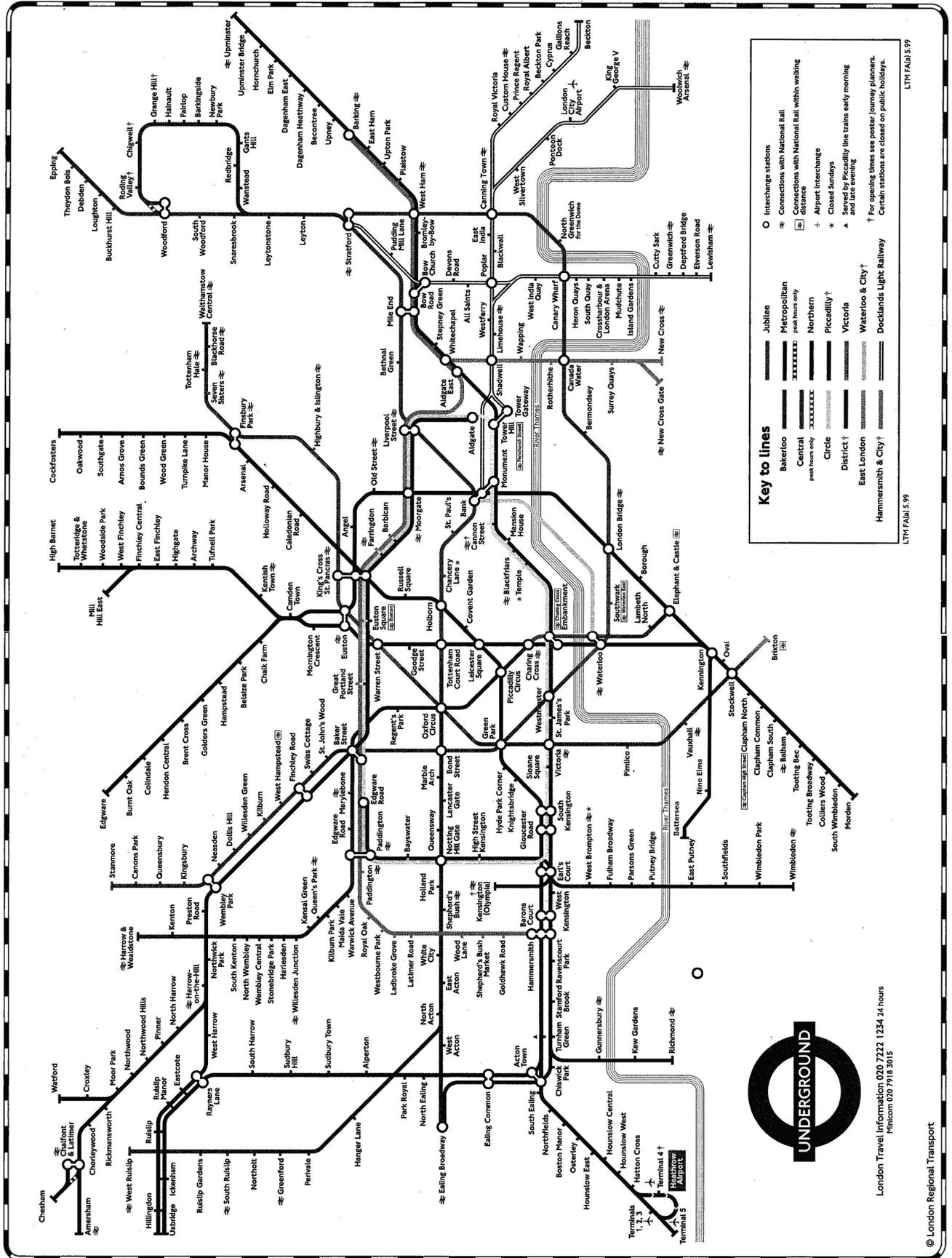
THE UNIVERSITY OF WESTMINSTER (68) teaches Architecture, Boating, Computer Design, Computer Science, Foreign Languages (Arabic, Chinese, French, German and Spanish), Nutritionist, Pharmacy, Swimming, Television Communications, and Unarmed Combat. See Map 11.

3.8 LONDON UNDERGROUND

London's underground railway system (the Tube), now abandoned, comprises nearly two hundred kilometers of tunnels. The city also has some 21,000 kilometers of sewers large enough to walk through; more than thirty-five kilometers of former mineshaft used as air-raid shelters during World War II; an unknown number of disused fallout shelters, air raid shelters and military bunkers (including the three-acre Cabinet War Rooms); catacombs large enough to hold thousands of coffins; hundreds of unused underground prison cells; tunnels between government offices in Whitehall (including one linking MI5 to MI6, and an emergency evacuation route from Buckingham Palace); mushroom farms; and thousands of basements. Post-Ruin, most of these are in darkness except for spots where sunlight shines in through grates or frosted glass bricks. Unsurprisingly, these make excellent hiding places for many, particularly for mutants with infra-red vision or other dark-adapted senses.

PCs venturing into subterranean London should treat the tunnels as Rubble for foraging purposes, but there is still the prospect of finding caches of valuables and individual items, as well as hazards: rats, cockroaches, unsafe structures, other scavengers, and the Army of Darkness. Many of these denizens of the underworld will flee from bright light, but a light may also be used as a target for marksmen out of range of the flashlight's beam...

In a magic campaign, of course, the tunnels could be home to a wide variety of monsters, up to and including minotaurs, dragons and undead.



Key to lines

- Bakerloo
- Central
- Circle
- District
- East London
- Hammersmith & City
- Jubilee
- Metropolitan
- Northern
- Piccadilly
- Victoria
- Waterloo & City
- Docklands Light Railway

Other symbols:

- Interchange stations
- Connections with National Rail
- Connections with National Rail within walking distance
- Airport interchange
- Closed Sundays
- Served by Piccadilly line trains early morning and late evening
- For opening times see poster/Journey planner
- Certain stations are closed on public holidays

London Travel Information 020 7222 1234 24 hours
Minicom 020 7918 3015



3.8.1 THE ARMY OF DARKNESS

The Army of Darkness, known to most Londoners as Morlocks, is a gang living under London's streets - mostly in the Tube, London's subway system. They are commanded by Mantus (named after the Etruscan god of the underworld), a megalomaniacal sociopath who has also allied himself with Oglagh (using his birth name of Jim Ryan), C18 (calling himself Hans Reinhardt) and the Cannon Street Saracens (calling himself Yusuf Abdul-Rahman).

Roughly half of the Morlocks are Changed, in their teens or younger. Eighty percent of these have infrared vision; others have another sense that allows them to find their way in the darkness (sonar, clairvoyance, etc.). The rest, older, will be equipped with infra-red goggles or other high-tech equivalent. If Morlocks see someone with an artificial light source in their underground territory, they will assume it's an enemy and either flee, hide or attack.

MANTUS

aka Jim Ryan, aka Hans Reinhardt, aka Yusuf Abdul-Rahman, aka Jason Random

WT	WL	STR	DFT	SPD	HLH
32	26	16	26	26	14
BAP	MNA	PCA	CDA	DRT	
13	3	4	2	35	

Skills: (BCS 19) Acting/Disguise. (BCS 17) Commerce; Fencing; High Technology Use; Literacy (English, Gaelic, German); Pistol, Modern; Stealth, Urban; Streetwise; Technology Use. (BCS 14) Culture, Post-Ruin; Culture, Pre-Ruin; Foreign Language (Arabic, Gaelic, German); Handloading; Knife; Rifle, Modern; Search, Urban; Survival, Urban; Tactics; Two-Weapons Skill; Unarmed Combat. (BCS 11) Autoweapon; Crossbow; Grenade Launcher; Interrogation; Literacy (Arabic); Salvage Food.

Armor: Light Reconnaissance Unit Armor ("Intruder" System)

Weapons: P-08 Luger; Saber; Dagger. When needed, AK 108, SR-3 Vikhr, H&K MP-5 SD3, or Franchi SPAS-15.

Notes: Age 44. 6' tall, handsome appearance. Recognition Factor 3. Special Talent Abilities: Charismatic (14), Communicative (8), Charismatic plus Communicative (11). Carries 1 syrette Polycellulac-3, keys for Apartments A, B, C, and D and master keys for all doors in the Bunker (see 4.11).

When the asteroid hit, James Ryan (better known by his stage name of Jason Random, a tribute to his favorite author Ayn Rand) was a successful young actor in a popular soap opera who had just landed his first major role in a big-budget movie. The film's producers found it more profitable to stop shooting and collect the insurance, and Random soon found himself back in London, dependent on his wealthy parents (a lawyer and a PR consultant) and looking for work. His parents found him an administrative job in the RCDC, but he soon became frustrated by the reduced pay and prestige and started selling RCDC equipment to survivalists, local warlords and gangs. A few months after his father died of avian flu, Random's sideline was discovered: he was arrested, court-martialled, and found guilty, but managed to escape before being executed.

Random is a narcissistic sociopath whose powers of persuasion have enabled him to form temporary alliances with warlords, gangs and brothel-keepers elsewhere in Britain - but he has had to stay on the move, because the RCDC has offered a reward for his capture, and he is fearful of being recognized and betrayed. He has recently returned to London in the hope of getting revenge on Richard King and Greg Marshall, the two surviving judges on the panel that sentenced him to death, and ultimately gaining control of enough of the city's black market to allow him to live in luxury.

The reward for Random is currently a suit of Field Infantry Mark 1 armour and an L-85 with LLM01 laser sight and infra-red scope if he is brought in alive and can be interrogated, or just the rifle for a head matching his DNA and dental records. Anyone bringing in the wrong head and claiming the reward will be treated with utmost suspicion.

TYPICAL MORLOCK, CHANGED

Average Trained

Skills: (BCS 11) Brawling; Crossbow; Hunting, Urban; Knife; Salvage Food; Stealth, Urban; Streetwise; Survival, Urban. (BCS 8) Culture, Post-Ruin; Pistol, Modern; Rifle, Modern; Technology Use; Single Weapon; Throwing.

Armor: Hoodie (HC 1-12, 21-28) or long coat (HC 4-16, 21-28); boots (HL 17-20), pants (HC 3-18), t-shirt (LC 4-11, 21-22).

Weapons: Crossbow, 60 lb pull, 2D10 hunting bolts; knife.

Notes: Age 8+ 2D6. Will have senses adapted to the dark; may receive greater negative modifiers from bright lights, heat sources or loud sounds.

These young mutants (half of them female) regard themselves as the real Army of Darkness and the older, tech-dependent Morlocks as 'wannabes'. They occasionally venture onto the surface at night, but never during the day. Nearly all of them are cannibals - most of necessity, but about 10% of them by preference.

TYPICAL MORLOCK, HIGH-TECH

Average Trained

Skills: (BCS 11) High Technology Use; Knife; Pistol, Modern; Stealth, Urban; Streetwise; Survival, Urban; Technology Use. (BCS 8) Brawling; Crossbow; Hunting, Urban; Rifle, Modern; Salvage Food; Single Weapon; Throwing.

Armor: Helmet (SP or MP 1); field jacket (HC 4-12, 21-28); boots (HL 17-20), pants (HC 3-18), t-shirt (LC 4-11, 21-22).

Weapons: Machete; knife. 1 in 3 will have a random pistol with 1D6 rounds of ammo.

Notes: Age 6D10. Wear infra-red goggles.

Roughly half of the Army of Darkness is made up of fugitives like Random. Most of these have thieves' brands, and some of the older ones have prison tattoos; others are hiding from gangs or other enemies on the surface. 80% are male, and most have at least one non-combat skill that Random finds useful. They tend to refer to the mutants as 'subbies', 'trogs' or 'lowlifes'.

3.8.2 VICTORIA STATION (69)

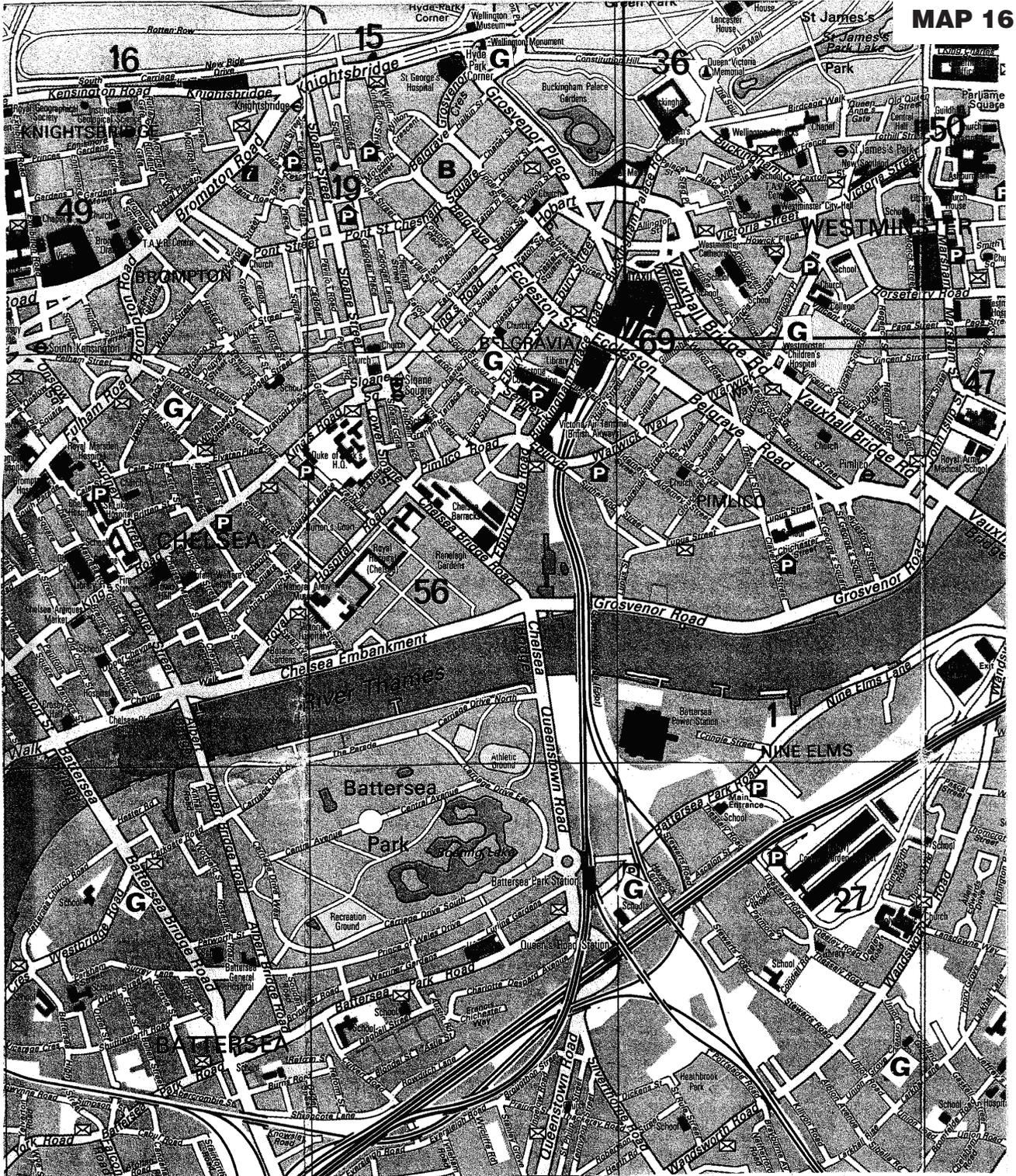
See Maps 7 and 16. Jason Random was an extra in the movie V for Vendetta, and remembers that V had a hideout in Victoria Underground Station. He has booby-trapped the station's lower levels with claymore and bouncing betty mines in case anyone searches for him there.

Other Tube stations are fairly safe, apart from the chance of encountering Morlocks, rats, or other scavengers in the tunnels.

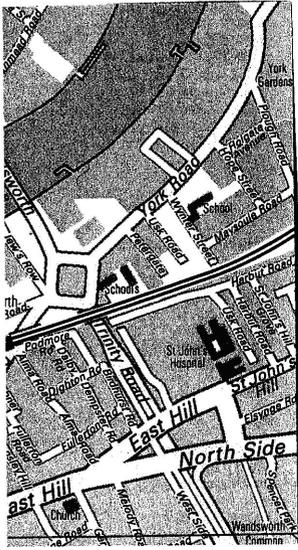
3.9 HOTELS

Pre-ruin Greater London had some seventy-thousand hotel rooms, ranging from palatial to pits, but many of the rooms in London's best and/or most expensive hotels and apartments are currently occupied. However, as even the ones that have fitted solar panels can't spare the electricity to run the lifts, the chance of finding a vacant room equals the floor number minus the star rating of the hotel on 1D20. The number of staff per room equals star rating/10 - but even small cheap hotels will usually have at least one commissioner (an RCDC volunteer constable) in the lobby, in the hope of deterring thieves, rapists and vandals.

While 'rents' are nominally free, the commissioner will ask (at gunpoint, if necessary) for a "key deposit" of items worth 10x the star rating in BP. Extras such as 24-hour electricity, maid service, private bathrooms with hot water, laundry, etc., do cost; again, a five star hotel will typically offer five such luxuries for 5 BP/day. The ground floors of most large hotels will be largely occupied by sex workers; the more luxurious and expensive hotels will have the more attractive and accommodating workers. Base cost for thirty minutes with a sex worker is equal to the star rating of the hotel in BP; double that for special



MAP 17



requests. Of course, the cheaper the sex, the greater the risk of disease – and of the client's belongings being stolen by the sex worker's accomplices.

Hotels with 100+ rooms can also provide meals (for smaller hotels, the percentage chance that they sell food is equal to the number of rooms): the cost of a day's rations per person will usually match the hotel's star rating.

5-Star Hotels

- Grosvenor House (494 rooms, 8 floors) (#75, Map 11)
- Hyatt Regency Churchill (445 rooms) (#76, Map 11)
- Royal Garden Hotel (394 rooms, 10 floors) (#77, Maps 10 and 15)
- InterContinental London Park Lane (387 rooms, 8 floors) (#78, Map 11)
- Langham Hotel (380 rooms, 8 floors) (#79, Map 11)
- Grange City Hotel (near Tower of London; 307 rooms, 12 floors, 68-room women-only wing) (#80, Map 12)
- Dorchester (238 rooms, 9 floors) (#81, Map 11).

4-Star Hotels

- Hilton London Metropole (1054 rooms, 30 floors) (#82, Map 10)
- The Cumberland (1019 rooms, 9 floors) (#83, Map 11)
- Tower Hotel (801 rooms, 12 floors) (#84, Maps 12 and 13)
- Strand Palace Hotel (786 rooms, 8 floors) (#85, Map 12)
- Melia White House (582 rooms, 9 floors) (#86, Map 11)
- Hotel Russell (373 rooms, 8 floors) (#87, Map 11).

3-Star Hotels

- President Hotel (523 rooms, 8 floors) (#88, Map 11)
- Ibis Earls Court (504 rooms, 9 floors) (#89, Map 15)
- Imperial Hotel (448 rooms, 9 floors) (located between the Hotel Russell and President Hotel by Russell Square.

2-Star Hotels

- Travelodge London (375 rooms, 7 floors) (multiple locations for this British chain, not to be confused with the US chain of the same name)
- Ibis Budget Whitechapel (169 rooms, 8 floors) (#92, Map 13).

3.10 PLACES OF WORSHIP

Central London has many churches, as well as mosques, synagogues, temples, and other similar institutions. Many were abandoned in the Ruin, or occupied by squatters; these are the major ones that still perform services and are protected, if not staffed full-time, by locals.

Church of England (Episcopalian): St Paul's Cathedral, St Clement Danes, St Martin's-in-the-Field, Temple Church

Roman Catholic: Westminster Cathedral, Immaculate Conception

Lutheran: St Anne and St Agnes

Baptist: St John's Wood Road Baptist Church

Methodist: West London Methodist Mission

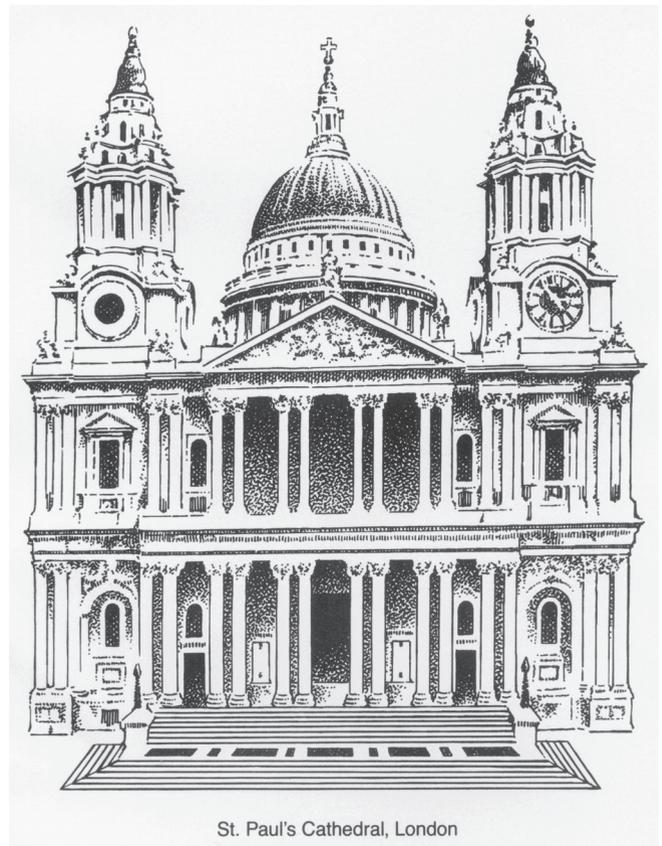
Salvation Army: Regent Hall

Islam: London Central Mosque, East London Mosque, Brick Lane Mosque, Brixton Mosque

Judaism: Bevis Marks Synagogue, West London Synagogue

Hindu: Shri Swaminarayan Mandir, East London

Buddhist: London Buddhist Centre

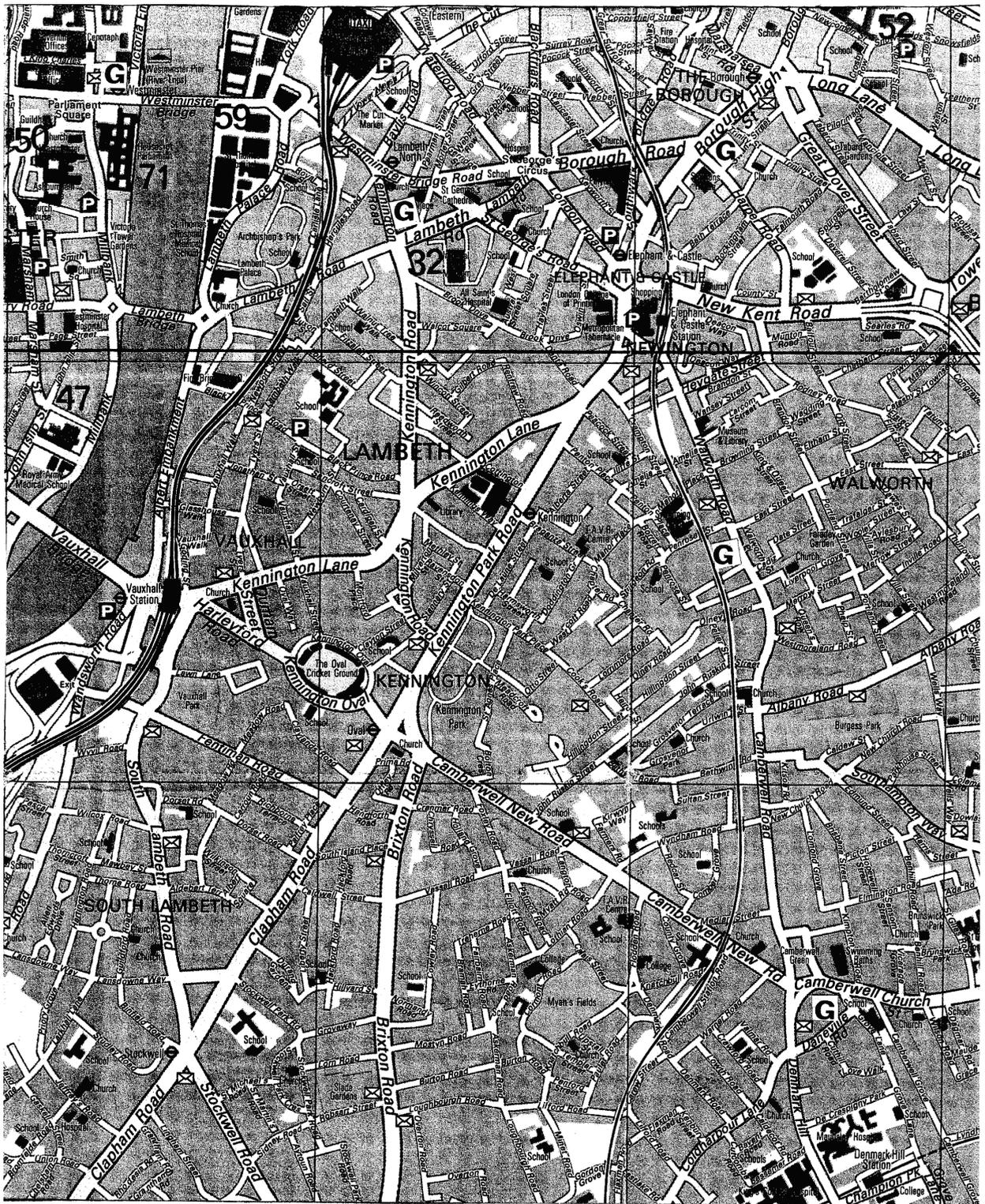


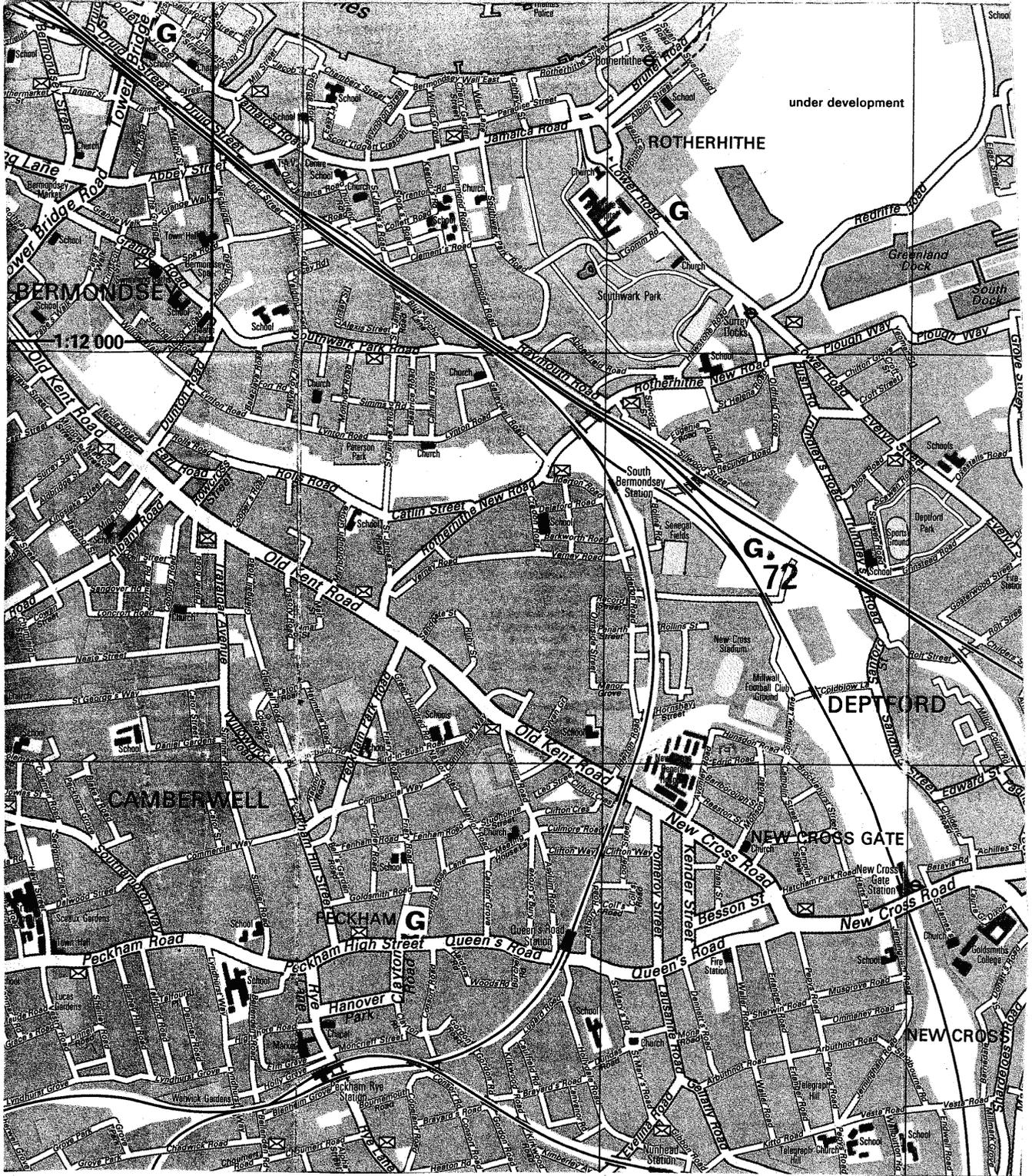
St. Paul's Cathedral, London

3.11 OTHER SITES OF INTEREST

3.11.1 THE GLOBE THEATRE (70)

See Maps 9 and 12. Reconstructed near the site of the original where Shakespeare first performed his plays, this open-air theatre still operates as part of the RCDC's attempt to preserve English culture. It is sponsored by Richard King, who attends the premiere performances of most of their plays. Director and frequent star,





Dame Leela Rees, is a Gifted Teacher of Acting/Disguise, Pre-Ruin Culture, Fencing, Leatherworking and Tailor. Performances are held on dry afternoons; admission is 1 BP.

3.11.2 THE HOUSES OF PARLIAMENT (71)

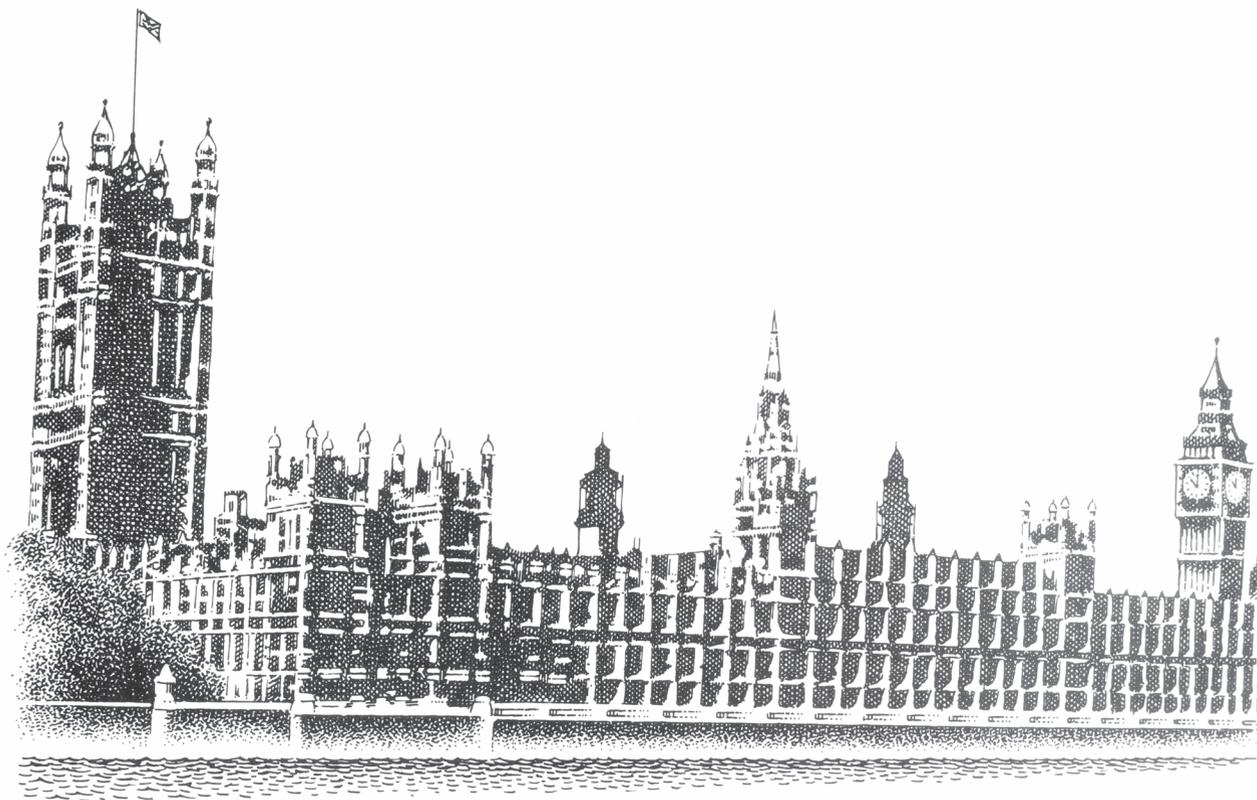
See Maps 9 and 18. Though Parliament was officially suspended eighteen years ago, the building and its facilities are still protected and maintained in the hope that a functioning democracy may be restored at some point in the future. Guardsmen are permitted to use the rifle range and gymnasium; 2D6 will be present at any time during the day.

3.11.3 SELCHP (South East London Combined Heat & Power) (72)

This is London's last remaining working power station, fuelled by solid waste collected daily, aided by solar panels, wind turbines, and erratically functioning tidal and wave power generators. It delivers a constant electricity supply to hospitals in Greater London, and 2D3 hours of power (depending on the amount of fuel collected) daily to those buildings still connected to the grid, starting at sunrise every day. A standard guardhouse protects it from vandalism and terrorist attacks.

SELCHP is shown by #72 and can be found on Map 19.

Ten percent of London's street-corners have Solar LED Lanterns (see Appendix 1: New Technology) permanently attached to lampposts, providing Good Light for four meters and Dim Light for another forty meters. The city's water mains and filters run on back-up solar and wave power, providing fairly safe drinking water during the day and a trickle at night.



3.11.4 WEMBLEY STADIUM (73)

See Map 2. While most of London's open-air sporting arenas and golf courses have been converted to pasture and rarely host games, soccer is popular enough that Wembley Stadium is still maintained as a full-time venue for different football codes and a few other sports. While athletes are no longer paid as handsomely as they were pre-Ruin, skill on the sporting field can still be rewarding in terms of positive Reputation.

3.11.5 ROYAL BOTANIC GARDENS (74)

See Map 21. The greenhouses at the Royal Botanic Gardens at Kew survived the Ruin and are now used for growing crops unsuited to the English climate – including tea, coffee, opium poppies (for neo-Heroin) and London's best marijuana. The place is run by 77-year-old Professor Iris Verdi-Hayashi, known as Granny Green to most but Granny Grimm to those who are aware of her hobby of growing dangerously poisonous plants. Though she seems to be a sweet little old lady, she synthesizes poisons for contract killers and knows more about London's black market than anyone in the RCDC. She is protected both by the guardhouse in the Gardens and the Nightingale Syndicate.

IRIS VERDI-HAYASHI

WT	WL	STR	DFT	SPD	HLH
36	22	6	16	10	10
BAP	MNA	PCA	CDA	DRT	
5	3	1	1	24	

Skills: (BCS 19) Botany. (BCS 17) Advanced Farming; Chemistry; Commerce; Decontamination; Dirt Farming; Foreign Language (Japanese); High Technology Use; Lab Technique; Literacy (English and Japanese); Pharmacy; Search (Rural and Urban); Streetwise;

Technology Use. (BCS 14) Culture (Pre- and Post-Ruin); Distillation; Fermentation; Nutritionist; Salvage Food; Survival (Rural and Urban) (BCS 11) Blowgun; Knife; Pistol, Modern; Simple Explosives.

Armor: Deluxe Street suit (BC20 4-12; PX 3-18, 21-28), boots (SY 17-20).

Weapons: Switchblade. Keeps a Sphinx AT-2000 (box 13) and a blowgun hidden in her lab.

Notes: Age 77. 5'2"; homely appearance. Recognition Factor 3. Reputation 16.

4. ADVENTURES

4.1 ON THE ROAD

The action begins a few minutes after sunset, in a wooded area on the outskirts of London, when the player-characters hear distant gunfire. A WIT AST will enable them to get an idea of the distance (about twenty to thirty minutes at fast march); a CST to Detect Hidden Things will enable them to count the number of shots and have an idea of the weapons used (two closely-spaced shots from one rifle, a pistol shot, two bursts of autofire from another rifle, another three from the first rifle, then silence).



By the time they reach the scene, they will find four bodies lying on the road; a WIT CST will enable them to spot the wire stretched across the road, at the height where it caught the necks of the coach driver and the guard riding shotgun. There are no guns left at the scene, but a successful Search will pick up fourteen spent cartridges – five 5.45x39mm (from an AK-74), eight 5.56mm NATO (from an L-85) and one .40 S&W (from an S&W Model 4003). All four bodies show signs of having been hastily looted.

Body 1 (Alex Dean, Driver): Metpol coverall (PH 4-18, 21-28), boots (HL 17-20), gloves (LL 29-30). Empty pistol holster and sheath on belt. Watch on wrist. Pockets contain loaded clip for Browning Hi-Power, pocket flashlight, pen and notepad, one ration dried fruit (preserved natural food), box of ten matches. Slash wound to throat (from wire), entry wound in left eye (crossbow bolt, removed), and falling damage.

Body 2 (RCDC Sergeant Will McBride): Metpol SWAT/CDU Issue Armor with bullet hole in left side of helmet and no Ballistic Cloth sheathing. Watch on wrist; pen and notepad, and securely wrapped microtome blades, in pockets. Entry wounds in location 2, 14, 10 and 11 (bullet wounds; crossbow bolt, removed; bayonet), right wrist sprained from falling. First Aid roll or Wit CST to realize that he's unconscious but still breathing, and that most of the blood in his helmet comes from his wounded left ear.

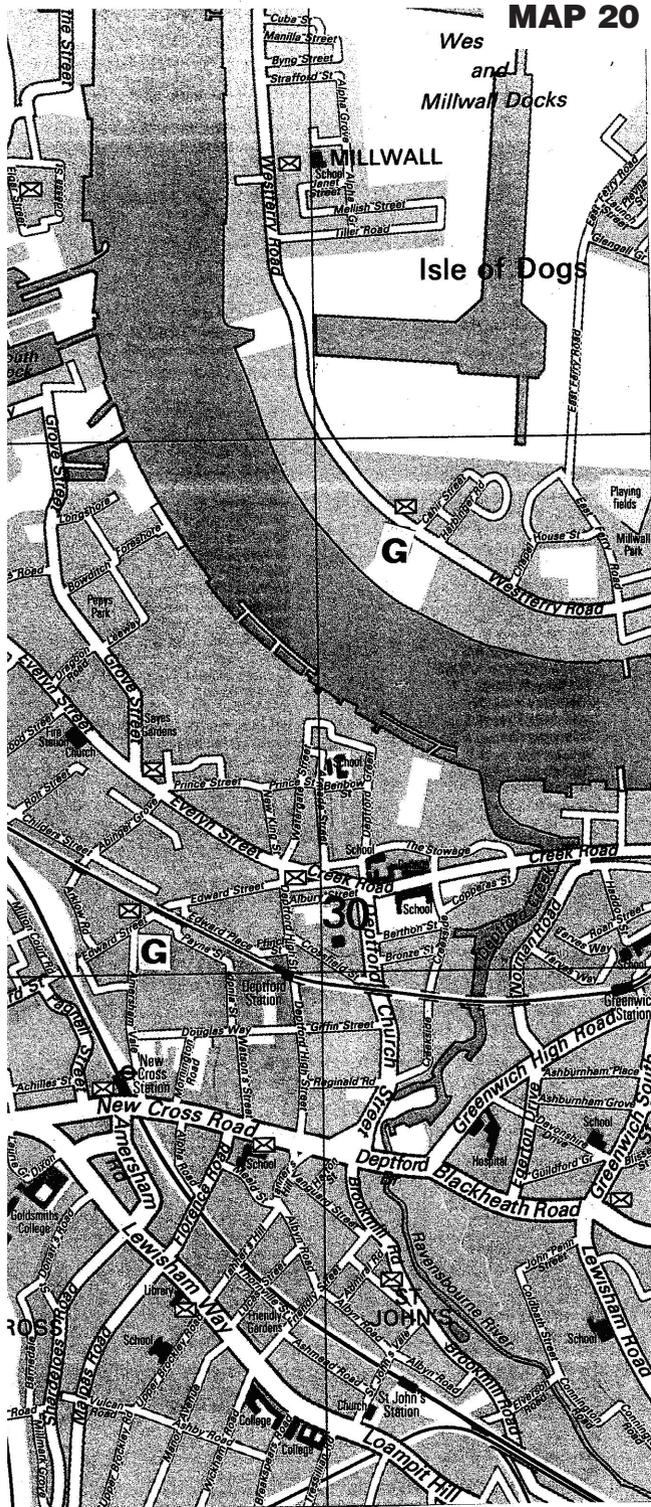
Body 3 (Evan Jones, Postilion): Metpol Patrolman's Armor minus helmet. Watch on wrist. Pockets contain loaded clip for S&W Model 4013, pen and notepad, and box of six matches. Empty pistol holster and sheath on belt. Bullet wounds from 5.45x39mm rounds in locations 7, 11 and 14; entry wounds from bayonet in left eye, locations 6 and 12.

Body 4 (Bandit): Dark green goggle jacket (PC 1-12, 21-28), pants and sneakers (HC 10-18). Bullet wounds from L-85 in locations 2, 4 and 8. Post-ruin tattoos suggesting that he's a member of Oglaiigh.

If the PCs make a successful First Aid roll, they can prevent McBride (Body 2), from bleeding to death; Advanced Medical will enable them to revive him (Aftermath! Book 1, p 37) and ask what happened.

4.1.1 FORCED PERSPECTIVE

McBride's essentially accurate version of events: "They ambushed us. We were heading back to London, and someone had strung a wire across the road, at just the right height to clothesline both of us. I was riding shotgun, and I'm lucky I had my visor down; I think Alex, who was driving, copped it in the throat. We both went down, the wagon stopped about a hundred yards down the track and Jonesy got out and came running towards me. That's when they started shooting at us from the forest. I had a shotgun, but I couldn't see anyone to shoot at – besides, I'd landed on my right hand and I think I broke my wrist. I drew my pistol instead, think I even got off a shot or two but I doubt I



hit anyone, and that's the last thing I remember before everything went black."

A closer look (Wit AST) at McBride's head injury and his helmet will show that a high-powered round hit the side of the helmet and fragmented as it went through the earpiece of the helmet radio; McBride's outer ear has been shredded, and he's temporarily deaf on that side, but while he has a mild concussion and has lost a lot of blood, his skull is intact.

"That one over there" he points at Body 4, "must be one of them, because there was only three of us. I guess Jonesy must have got him before they got Jonesy.

They must've planned this pretty well, to put that wire at just the right height and be waiting for us, but they're going to be seriously disappointed when they see what was in the cart. Nothing but bags of fertilizer for the farms – about half a ton of the stuff. I guess they got our guns, though, and my vest and my belt..." He pats his pockets, and sighs with relief as he takes out a small package. "Lucky they didn't get this. It's worth a lot more, to the hospital, at least. Something for their electron microscope."

Even if bandaged and splinted, McBride's leg is too badly injured for him to walk to the next village unaided; finding a limb suitable for using as a crutch that will enable him to hobble along at one meter per Detailed Action Turn requires another First Aid roll. (He can attempt a Health AST every hour to recover use of his right hand.) If the PCs have a vehicle that can carry him, this needn't be an issue; if not, McBride will ask them to contact the Guardhouse in Wherton (the next village, 20 + 1D10 kilometers along the poor road) and ask them to come to collect him. The radio in McBride's helmet was ruined by the bullet hitting it, but the radio in Jonesy's helmet is still functional, and will enable the wearer to speak to the Guardhouse once they're in range (20 kilometers).

McBride will also ask them to deliver the microtome blades to University Hospital in London and offer to write them an accompanying note that explains the situation, both to the Wherton Guardhouse and the hospital: "To Supply Sergeant Singer, University Hospital. We were ambushed on the outskirts. Cart and cargo taken, Constables Dean and Jones killed. I am injured and unable to travel. These people assisted me and brought you these parts. Please reward them. I will return to London when able. Yours, Sergeant William David McBride, Tower's First Infantry."

4.1.2 SLICER LIFE

Before the player-characters leave the scene, with or without McBride, a party of Slicers will stealthily approach, hanging back under the cover of the trees and the dim light (Hidden Things) while they assess the party.

If they see that they are outgunned or that the odds are no better than even, they will wait to see whether the player-characters are going to leave the dead bodies on or by the road; if they do, the Slicers won't attack, but will emerge from hiding to butcher the corpses once the player-characters are a safe distance away. If McBride is also left behind, the Slicers will attack him, using their crossbows and slings (but not the gun) before closing in.

If the player-characters have a vehicle and show signs of removing the bodies, the Slicer lieutenant, Dicer, will call out (while still in hiding), "Leave the bodies. Take everything else you want, but leave us the bodies, and we won't attack. No need for any of us to die." If the player-characters call their bluff, the Slicers will remain hidden but fire with crossbows and slings. If the player-characters return fire, Dicer will reassess the odds, deciding whether it's safer to retreat or to wait for the PCs to run out of ammunition.

The Slicers will only risk a frontal assault or fire his gun if Dicer is confident that he has good odds of killing the PCs without losing more than half of his party (granted, the Slicers eat their own dead, but someone has to carry the meat back to their lair) or being harmed himself.

DICER, SLICER LIEUTENANT

WT	WL	STR	DFT	SPD	HLH
14	14	16	16	16	14
BAP	MNA	PCA	CDA	DRT	
8	3	2	2	29	

Skills: (BCS 14): Brawling; Commerce; Gambling; Hunting; Knife; Rifle, Modern; Salvage Food; Single Weapon; Stealth; Streetwise;

Tracking (BCS 11) Climbing; Crossbow; Distillation; Literacy; Nutritionist; Search (Rural); Survival (Rural); Tactics; Technology Use; Throwing.

Armor: Deluxe street suit (BC20 4-12; Q-PX 1-2; PX 3-18, 21-28) in grey urban camo pattern; boots (LL 17-20).

Weapons: R50 (.30-30/20) with LLM01 laser sight/tactical light; Machete; Bowie knife. Also carries solar backpack with hydration bladder, two extra rounds of .20 Ga 2-Buckshot, magnifying lens, compass, thirteen matches, and dice.

Notes: Age 26, 5'8" tall, mediocre appearance (scarred face, bad teeth), Rec Factor 1.

Dicer (Andrew Clayton) was born in Birmingham, and was eight years old when he was orphaned by the avian flu. He was shuttled between various foster homes until he was thirteen, when he moved into a squat in Leeds with a small gang of scavengers and thieves. The gang turned cannibal nine years later, when Carver killed the former leader in a knife-fight and announced that he was going to butcher and cook the body.

Dicer is happy to remain Carver's loyal lieutenant, using his Gambling and Commerce skills on visits to village market days to turn the loot that the Slicers find on foraging expeditions into fresh food and other necessities.

SLICERS

Average quality

Skills: (BCS 14): Knife; Stealth; Survival (Rural) (BCS 11) Brawling; Crossbow; Gambling; Hunting; Polearm; Salvage Food; Search (Rural); Single Weapon; Sling.

There should be two slicers (including Dicer) for every PC. Roll 1D10 from the lists below for armor and weapons for each. Armor/clothing will be dirty enough to act as camouflage in the woods.

Armor:

- 1 Quilted vest (Q-PC 4-11); ski mask, pants and sneakers (HC 1-20); T-shirt (LC 4-11, 21-22).
- 2 Bomber jacket (PH 4-9, 21-28); pants (HC 10-18); ski mask (HC 1-3); bovver boots (HL 19-20); T-shirt (LC 4-11, 21-22).
- 3 Field jacket, ski mask and pants (HC 1-28); gumboots (PH 17-20); shirt (LC 4-11, 21-28).
- 4 Plastic flak jacket (LP-MP 4012); ski mask, shirt and pants (HC 1-18, 21-28); jungle boots (PC 17-20).
- 5 Leather jerkin (HL 4-11); pants (HC 10-18); ski mask (HC 1-3); muscle shirt (LC 4-9); motorcycle boots (HL 17-20).
- 6 Street suit (no ballistic cloth or hood); ski mask (HC 1-3); sneakers (HC 10-20); T-shirt (LC 4-11, 21-22).

Weapons:

- 1 Crossbow, 100 lb pull; 1D10 hunting bolts, 1D6 barbed bolts; Kukri.
- 2-3 Crossbow, 60 lb pull; 1D6 hunting bolts; Trench knife.
- 4-5 Sling, 1D10 bullets; machete; belt knife.
- 6 Fire ax; Bowie knife.

Other gear:

- 1 Large sack
- 2 Satchel, 1D6 matches
- 3 Shoulder bag, 1D6 matches
- 4 Knapsack, 1D6 matches
- 5 Photovoltaic Bag, 1D10 matches
- 6 Backpack, 1D10 matches

Notes: Ages 10-22 (2D6+8). Determine heights randomly, if needed.

Dicer will retreat into the woods if he loses more than half his men or half his DRT, and the rest will follow. If Dicer is killed leaving more than half of his party alive, the survivors will fight on until half the party is killed, at which point all will retreat. The survivors will return approximately two hours later with uninjured reinforcements (again, a total of two per surviving player-character) to see whether any dead bodies remain. If the Player-Characters and/or McBride have decided to camp for the night rather than move on, the Slicers will attack again.

If the player-characters kill any of the T-shirt wearing Slicers and search their bodies, they may notice (Hidden Thing) that all of the black shirts bear the logo of "LazerLeague". McBride will recognize the name as belonging to a chain of indoor laser tag and videogame arcades that went bankrupt before the Ruin, though he doesn't know the area well enough to know where to find one.

4.1.3 THE VILLAGE

WHERTON

Size: 276

Military Strength: 185 TP.

Resources: Food, blacksmith's forge, teaching, market, emergency medical care.

General reaction: -5

Background: Wherton is a (fictional) farming village, typical of many on the outskirts of post-Ruin London. The Guardhouse makes up two-thirds of the town's military strength, though a few of the inhabitants have double-barrel shotguns and/or rimfire rifles and some level of skill at using them. Most of the residents are farmers, but it is also home to a general practitioner (Advanced Medical 14), and a small Church of England church which doubles as an elementary school teaching Basic Research, Dirt Farming, First Aid, Literacy, Mathematics, Nutritionist, Salvage Food, Rural Survival and Technology Use. Students wanting more education either take on apprenticeships locally or travel to larger towns.

Off the grid, Wherton has become largely self-sufficient by breeding horses and reviving low-tech crafts – Beast Riding, Blacksmithing, Carpentry, Fermentation, Leatherworking, Masonry, Repair Muscle-Powered Vehicles, Tailor, Tracking and Weaver/Spinner - though solar panels, windmills and bicycle generators provide electricity for essential services and a few luxuries. The former BP gas station now holds a forge, and repairs horse-drawn carts more often than either electric or fuel-burning cars, and the pub serves more local cider than beer. Clothes are mostly made from local wool or linen or leather, and are almost always repaired or recycled rather than discarded. Leather shoes and boots can be repaired or made to order.



If the PCs contact Wherton's guardhouse by radio, Senior Sergeant Levine and Dr. Baker will come to rescue McBride on a buckboard large enough to carry all of the PCs, then take all of them back to the small clinic. If McBride is still alive and can vouch for the PCs, the population of Wherton will react to them at +10; otherwise, all reactions will be at -5.

If the PCs ask about the cannibals, Levine will say that they've attacked travelers before, probably more often than the villagers know about, but they've never been known to attack a vehicle before and seem to be too cowardly to raid the village, even to try stealing corpses or other food. Whenever there's been a report of an attack, the guards and

reservists have tried searching empty buildings in the hope of finding the cannibals' lair, but while they've found some abandoned camps (they seem to move three or four times a year) no-one in Wherton knows where they're hiding out now. The village children are forbidden to go looking for the lair, and while Levine is sure that many of them have disobeyed this order, none of them seem to have found it.

If Levine or Baker sees Dicer's face, they will recognize him from his occasional visits to Wherton to barter scavenged goods and gamble at the pub. If they see a Slicer wearing a leather jerkin, they will be more strongly motivated to go hunting: the decorations look suspiciously like tattoos Dr. Baker's son had when he left Wherton to start his apprenticeship as an electrician in a nearby village. If he notices one of the t-shirts, Baker will remember that there was a LazerLeague franchise in an abandoned farmhouse on a side road near the motorway exit, not far from where McBride was attacked. When Baker returns to Wherton, he will consult a map of the area in the Guardhouse and pinpoint the location; approximately twenty-seven kilometers away from Wherton, but only three kilometers from the scene of the attack.

If the player-characters arrive in Wherton wearing or openly carrying anything taken from McBride's team and/or the Slicers without having alerted the Guardhouse, they will be treated with suspicion; on a bad or worse reaction, they will be accused of banditry and put on trial.

4.1.4 VILLAGES IN THE OUTSKIRTS

A typical post-Ruin village more than a day's travel from a major city has a population of between one hundred and five hundred people. The larger, more permanent villages (200+ people), will have coalesced around essentials such as a reliable fresh water source, an established farm, pre-Ruin self-sufficient housing, or a major trade route. Smaller villages (hamlets) are more likely to be enclaves for a particular monoculture, and will often be centered on a place of worship. Larger ones are more likely to have facilities such as Guardhouses, schools, medical centers, etc.

To create a random village or hamlet, first roll 1D6, with the following modifiers for location:

- On Good Road: x2
- On Ruined Road: -1
- In Rough or Impeding Terrain: -1
- In Forest, Swamp, or Mountains: /2
- Multiply the result by 1D100 to determine population. If the result is less than 200, roll on the table below.
- Percentage chance that the village is multicultural (not an enclave) = population/2.
- Percentage chance that English is the community's dominant language = population x2
- Percentage chance of English speakers if English is not the dominant language = population x2
- Percentage chance of a Guardhouse = population/2 (guarantees at least one English speaker)
- Percentage chance of a healer with Advanced Medical skill = population/2

If the village is an enclave, the nature of the monoculture is likely to influence General Reaction, Resources, Trade, and Military Strength. A pacifist monoculture (Quakers, some Buddhists) may have zero TSP, while a highly militarized one with access to weapons and ammunition (such as an abandoned pre-Ruin military base or survivalist camp) may have TSP equal to or greater than the population; this will also affect the PCs' odds of being able to barter for ammunition or weapons. A village where English is a foreign language is likely to have a more negative reaction to people who don't speak their own tongue. Food and shelter may be free in communities that value charity, or prohibitively expensive in those that worship capitalism. Meat and/or alcohol are prohibited by some religions. A Mennonite ordnung, Society for Creative Anachronism barony, or other largely low-tech culture may be less likely to offer Advanced Medical or Pharmacy care. Minorities

(religious or ethnic) and other obvious outsiders may be welcome or persecuted, or even murdered outright. And so on.

Centers of Worship: approximately 25% of Londoners identify as Anglican (Episcopalian), 18% as Roman Catholic, 13% as Muslim, 6% as Methodist, 5% as Eastern Orthodox Christian, 5% as Hindu, 4% as Pentecostal, 3% as Baptist, 2% as Jewish, 2% as Sikh, and 1% as Buddhist, with less than 1% total of other religions (Ba'hai, Zoroastrian, Rastafarian, Neo-pagan, Mormon, Jehovah's Witness, Scientist, Druid, Voodoo, Jedi, etc.). Multiply these figures by population/100 to determine the likelihood of a church, mosque, etc., in a particular village, or to determine the dominant religion of an enclave.

Because of the relative scarcity of guns and ammunition in England, the TSP of a typical post-Ruin English village (minus the Guardhouse) is 30 + 1D10 TSP for every 100 people. The percentage chance of an Expert or Gifted Teacher is population/100 for Non-Technical Physical Skills and Knowledges, population/200 for Technical Physical Skills and Knowledges, and population/500 for High Technology Skills.

Dominant language in Enclave (D100)

01-86	English
87-88	Polish
89-90	Bengali (India, Bangla Desch)
91	Gujarati (India)
92	French
93	Urdu (Pakistan)
94	Portuguese
95	Turkish
96	Spanish
97	Arabic
98	Tamil (Sri Lanka)
99	Cantonese
00	Other

4.1.5 CANNIBAL HOLOCAUST

If Senior Sergeant Levine learns of a possible link between the Slicers and the LazerLeague building, he will plan an attack for shortly before sunrise the next morning, accompanied by both of his sergeants and three constables armed with L-85s and Stens (one spare clip each). The PCs will be invited to join in on the raid, but any loot will be shared equally; if the PCs want a larger share of the spoils, they'll have to reach the lair first.

The LazerLeague building is a converted eighteenth century inn. The exterior is foot-thick local stone (Barrier Factor 240), with a twentieth century tiled roof (Barrier Factor 30). The original glass windows were sold to an antiques dealer, replaced with safety glass (Barrier Factor 5) and painted black, except in rooms 1A and 1G. Exterior doors are inch-thick plywood (Barrier Factor 20): the door to 1M is locked with a heavy key lock, Complexity 4; the fire escape from the west end of 2G is held shut by a crossbar. The double doors to 1A have foot-wide clear windows of safety glass.

The interior walls are painted black, and most of the Slicers wear clothing that is black, dark grey or dark blue, including (if they have time to don them) black ski masks, making them almost invisible in the darkness. The building currently has no electricity supply, and the only running water comes from the old-fashioned pump and horse trough (T) in the yard. A solar shower hangs from a tree near the south-east corner of the building. The toilets (M and W) are no longer used; the seats have been moved to the improvised latrine in the woods, approximately forty meters behind the building.

Two Size VII attack dogs (Chuck and Norris, both DRT 41) lie near the trough, chewing on bones (roll Advanced Medical to identify as human) from the cooking pit (P); and will raise the alarm if they detect intruders. They will attack if attacked, or on orders from any of the Slicers.

The Slicers typically start the day shortly after sunrise by drawing lots to see who will go out with one of the dogs to check their traps and forage for food or saleable loot (roughly half of the gang) and who

will operate the bicycle generator, while the others play soccer in the courtyard, practice with their crossbows, or gamble for matches or moonshine. The first foraging party returns 1D3 hours later, handing over any food for cooking before joining in the games. Carver doles out the rations of food (and spirits, if the still has produced enough) around midday. Just before sunset, the Slicers who weren't in the first party take the other dog, check the traps again, and return 1D6 x 10 minutes later. They draw lots to see who will take guard duty (sleeping in 1A), and usually go to bed shortly after nightfall.

If the PCs join the raiding party led by Levine, they will arrive before the Slicers get up, but they will automatically lose the advantage of surprise unless they can convince Levine to let the characters with Stealth skill approach first. Taking command of the raid will require a character to win a contest of Tactics skill with Levine (who is smart and honest enough to admit it if someone comes up with a better plan). Levine will shoot the dogs if they bark, then try the door to 1M; finding it locked, he will assign a sergeant and a constable to watch it, and the other sergeant and a constable to watch the fire escape before making a frontal assault through the doors to 1A with any PCs who wish to join him.

The floor on the ground level has been replaced with painted concrete; the top floor is wood. The ground floor has a ceiling roughly three meters (10') high; the top floor has a ceiling just under 2.5 meters high (8'); doorways are two meters high (6'6"). The ground floor will be occupied by thirteen Slicers; the description below indicates their locations when the PCs first arrive: if/when the PCs lose the advantage of surprise (when the dogs bark or the first silenced shot is fired), the Slicers will be able to arm and position themselves to best advantage. They sleep in flexible armor; rigid and semi-rigid pieces will be grabbed once the alarm is raised (one Detailed Action Turn per piece). Crossbows and guns will be ready loaded.

Because of the blacked-out windows, the interior is in Darkness, day or night (-9 situation modifier) – but the Slicers have acclimatized to this, and are at -6. Good light in their eyes, however (for example, from a flashlight at close range), will temporarily blind them: giving them a -12 modifier for the next Detailed Action Turn, -11 for the following turn, until they're back to -6 (assuming they live that long). Of course, wandering around carrying a light will make the PC an easy target for ranged attacks.

Slicers travel light; each one owns his clothes/armor, weapons, a bag or pack, a knife, a flask (1D100 % full of home-distilled spirit), a bedroll (ranging from a pre-Ruin sleeping bag and mat, to a bin liner and flattened carton), a bowl and spoon suitable for stew or soup, and not much more. Books and magazines may be torn up for use as decorations or toilet paper. Individuals may hold on to a few small items that stronger Slicers aren't sufficiently interested in taking away from them, but anything else that is not of immediate value to the gang is likely to be bartered for food at markets. None of the Slicers expect mercy, and will fight to the death: if the PCs have any qualms about killing teenagers, let them decide what else they can do. Levine will kill all of the cannibals unless prevented from doing so: he does not trust any of the Slicers to reform, and forcing them to move will only make them someone else's problem.

SLICER'S LAIR GROUND FLOOR/FIRST FLOOR

A: Lobby. Slicer 1 sleeps on a bedroll on the floor, visible through the windows; Reaper sleeps behind the counter (Hidden Thing). One camping pack, one rucksack, two plastic flasks, two plastic bowls and two sporks.

B: Locker room (which is what the whole place smells like, except for 1M, where the dominant smell is the still). Twenty lockers (Medium ENC) line the north wall; the west has rows of coat-hooks. Slicers 2 and 3 sleep on bedrolls on the floor. Two plastic flasks, one shoulder bag, one large sack, two aluminum bowls, two sporks.

Locker 1: Locked with complexity 4 combination padlock, contains four plastic 1-liter bottles of home-brewed spirit and one deck of cards.

Locker 2: Unlocked; 4 contains 4 hunting bolts and a small sack of turnips

Lockers 3, 4, 7, 9, 11, 13, 15-17, 19 and 20 are all unlocked and empty.

Locker 5: Unlocked; contains three candles.

Locker 6: Locked with small key lock; contains six rounds of 7.62mm x 39 ammo.

Locker 8: Locked with complexity 3 combination lock; contains Plastic Repair Kit 1.

Locker 10: Locked with complexity 7 combination lock; empty.

Locker 12: Locked with complexity 1 standard key lock; contains nine bandages and 2 units of medical supplies.

Locker 14: Unlocked; sewing kit, leatherworking kit, and tanned human hide.

Locker 18: Locked with Complexity 3 Standard Key Lock; empty.

C: Slicer 4's bedroll, plastic flask, knapsack, hubcap, spork. North wall decorated

with pages from SuperBike and Back Street Heroes.

D: Passage. Empty.

E: Slicer 5's bedroll, plastic flask, photovoltaic bag, collapsible bowl, spork. South wall decorated with pages from Men Only, Asian Babes and Knave.

F: Slicer 6's bedroll, plastic flask, knapsack, enamel bowl, hobo knife, bar of soap, pre-Ruin toothbrush. Human skull adorned with black candle. South wall decorated with pages from Bizarre and Gothic Beauty.

G: Slicers 7's and 8's bedrolls, two plastic flasks, two large sacks, two plastic bowls, two sporks. South wall decorated with pages from superhero comics.

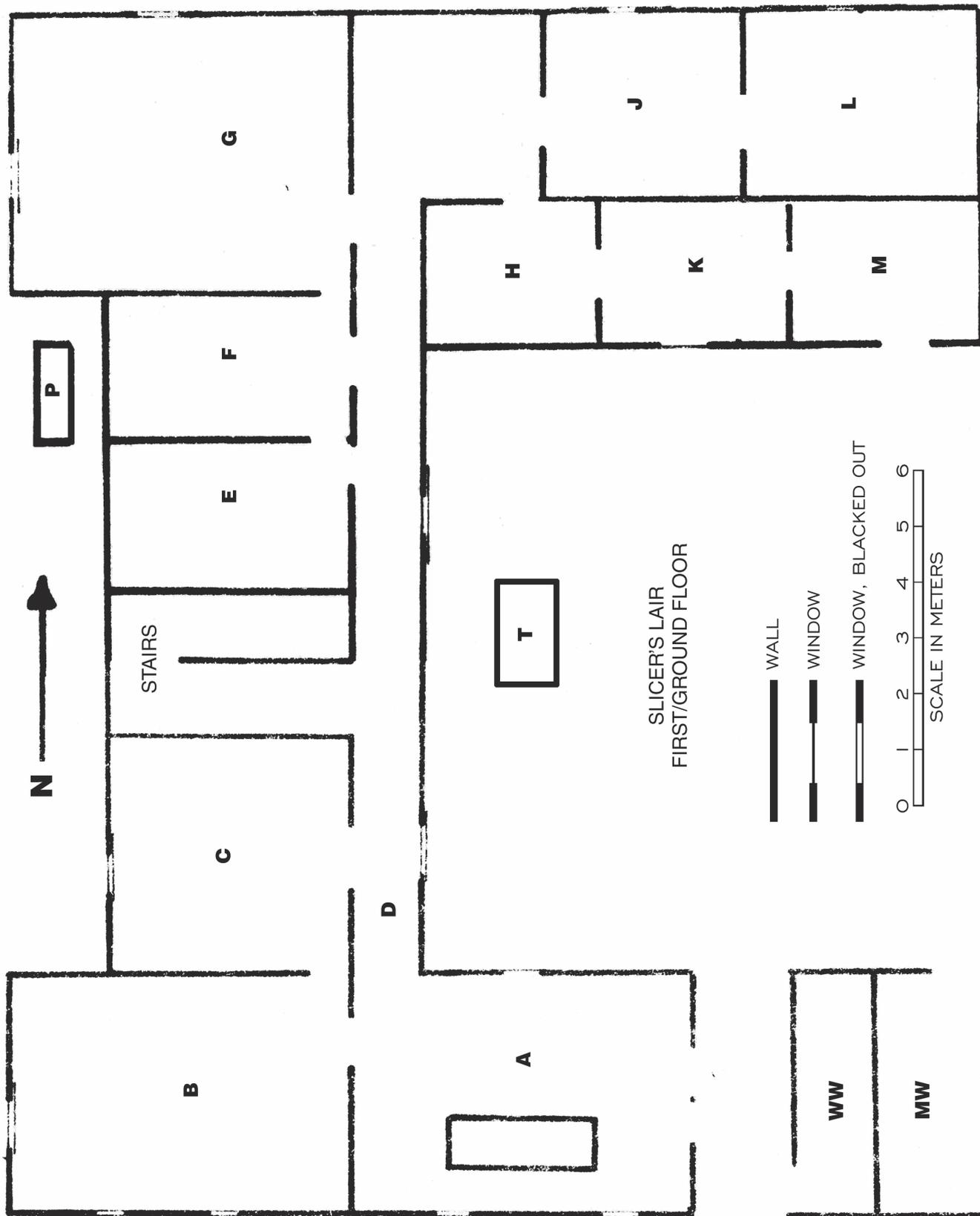
H: Formerly the storeroom; east and west walls lined with metal shelves holding seventeen half-liter bottles (plastic), eight forest camouflage T-shirts, and ten black baseball caps (PC 1), all with LazerLeague logo). The plywood door is locked with a complexity 1 key lock.

J: Slicer 9's bedroll, plastic flask, backpack, hubcap and hobo knife. North wall decorated with pages from Top Gear and Wheels Magazine.

K: Formerly the manager's office, now Carver's private quarters. Window not painted, but covered with old blanket. Insulated camping mat and sleeping bag; camping pack with hydration bladder; box of eighteen rounds 12 Ga 00-Buck; box of twenty 12 Ga slugs; box of fourteen rounds 12 Ga No 8 shot; box of fourteen rounds .44 Magnum ammo; box of eighteen rounds .458 Magnum; Medkit 2 (twenty bandages, ten units Medical Supplies, syrette Polycellulac-3; syrette 8-Gamma-PCP-III); photovoltaic bag; hand-cranked flashlight with socket for leech; E-1 in leech; military hand radio tuned to the Tower's frequency; mess kit; multi-tool; microfiber towel; grooming kit including toothbrushes, soap and comb; two candles in empty glass bottles (unlit).

L: Slicers 10 and 11's bedrolls, two mess kits, two large sacks. North wall decorated with pages from Soldier of Fortune, Guns & Ammo, and Recoil.

M: Kitchen. Contains a working still (Efficiency Factor 1) and a collapsible twenty-liter container part-filled with bathtub gin; a small fridge containing salted and frozen meat, hooked up to an Ev-10 and a bicycle generator; a hand-cranked flashlight with connection for a leech; a blood-stained table (with the competently butchered remnants of any corpses the slicers were able to bring back to their lair); a metal bucket of meat stew (twenty-two rations); a large bag of oatmeal (sixteen rations natural food, ENC 16); a Sockett; and a large collection of kitchen knives and other utensils, including a machete, a hacksaw, a hammer, and a lumber axe.



SLICER'S LAIR TOP FLOOR/SECOND FLOOR

The top floor is occupied by any Slicers from Dicer's party who returned from the ambush. If they hear shooting, Dicer and those with crossbows will gather at the top of the stairs and wait for any intruders to come into range; those who only have hand-to-hand weapons will wait in corridor 2G. If the shooters run out of ammunition or any intruders reach the top of the stairs, Slicers with machetes and axes will block their path. If the intruders hang back and keep firing rather than coming into melee range, any surviving Slicers will retreat into 2A, 2B and 2C, ready to ambush any intruders or attempt to flee down the fire escape.

A: Contains four bedrolls, four plastic flasks, four large plastic bowls, four sporks, four large sacks, and a candle in a bottle. North wall decorated with pages from Hustler Busty Beauties, D-Cup and Gent.

B: Contains two bedrolls, two satchels, two plastic flasks, two hubcaps and two hobo knives. North wall decorated with pages from SuperBike and Easyriders.

C: Dicer's room. Contains one bedroll, one plastic flask, one metal bowl, one hobo knife, one head-lamp (pocket flashlight on headband), fishing kit (rod, reel, and tackle box, ENC 1), tattered but otherwise intact paperbacks of Red Dragon, The Silence of the Lambs, and Psycho, and (if Dicer returned to the lair) one solar backpack with the rest of his gear. North wall decorated with horror movie posters and pages from Food & Wine magazine.

D: Contains one bedroll, one large sack, one plastic flask, one plastic bowl and one plastic spork. North wall decorated with pictures of large dogs.

E: Contains one bedroll, one photovoltaic bag, one plastic flask, one plastic bowl, one hobo knife. South wall decorated with pictures from the Transformers movies.

F: Contains three bedrolls, three satchels, three plastic flasks, three plastic bowls, three sporks. South wall decorated with pages from Barely Legal and 18Eighteen.

G: Passage.

H: Contains three bedrolls, three knapsacks, three plastic flasks, three mess kits. North wall decorated with pages from Soldier of Fortune, Recoil and SWAT.

I: Reaper's room. One bedroll, one camping pack with hydration bladder, one plastic flask, one mess kit, toothbrush, improvised weightlifting equipment and punching bag. South wall decorated with pages from Natural Bodybuilding, Hardgainer and Flex.

REAPER

WT	WL	STR	DFT	SPD	HLH
11	14	26	13	14	26
BAP	MNA	PCA	CDA	DRT	
7	2	3	1	46	

Skills: (BCS 17) Brawling; Knife (BCS 14) Polearm; Rifle, Modern; Salvage Food; Search, Rural; Streetwise; Survival, Rural; Two-Weapon Skill.

Armor: Sleeps in Metpol jumper (PX 4-12) and pants (HC 10-18). Ballistic Cloth sheathing (BC10 4-14), Black ski mask (HC 1-3) and boots (SY 17-20) nearby.

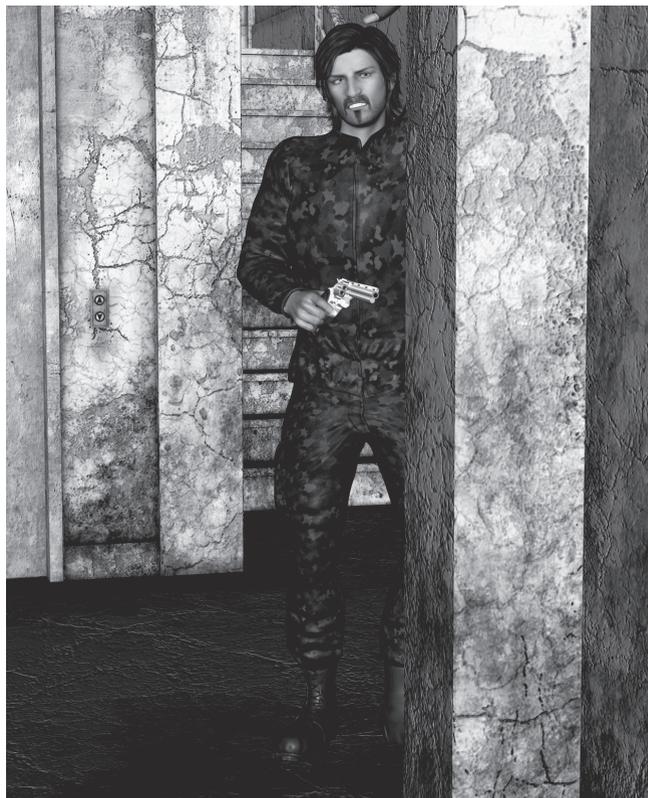
Weapons: 12 Ga Magnum SG9 (00 shot); tulwar; saber; kukri.

Notes: Age 28, 6'1" tall, 220 lbs. Mediocre looks (homely face, muscular body). Rec Factor 4.

When Graham (Grim) McCarthy's mother died of avian flu, Graham was sent to Glasgow to live with his father, a hard-drinking, hard-handed and corrupt stevedore (longshoreman). Graham learned to fight in self-defense, becoming so strong that he hit his father hard enough to send him to hospital. Fearing retribution, he ran away from home, heading south, working as hired muscle but never settling down until he encountered Carver and joined his gang of bandits.

CARVER

WT	WL	STR	DFT	SPD	HLH
13	19	21	22	26	26
BAP	MNA	PCA	CDA	DRT	
13	3	4	2	46	



Skills: (BCS 17) Knife; Pistol, Modern; Single Weapon skill; Streetwise. (BCS 14) Automobile Driving; Distillation; Lockpicking; Rifle, Modern; Salvage Food; Search; Technology Use; Throwing; Unarmed Combat.

Armor: Sleeps in Fatigues (PX 4-18, 21-28). In combat, dons Ballistic Cloth sheathing (BDG 10, 4-14), left hand rigi-glove; boots (SY 17-20) and mixed martial arts helmet and face shield (Q-FQ 1-2) – in that order (1 Detailed Action Term per item).

Weapons: .458 Magnum/12 Ga Magnum (00 shot) R49; .44 Magnum P26; katana; kukri.

Notes: Age 39. 6'2", above average looks. Rec Factor 3.

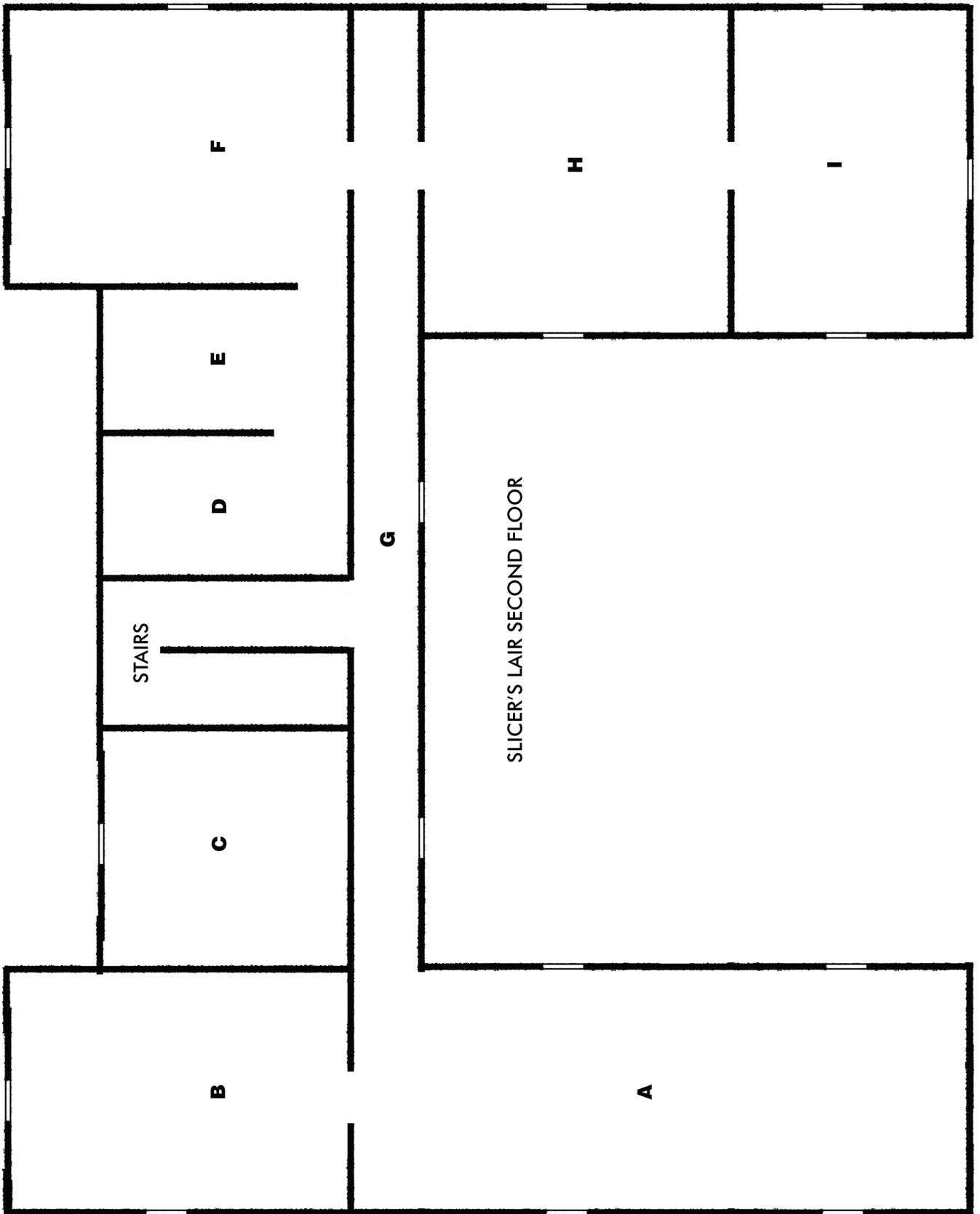
Unlike his lieutenants, Rodney Carver was a seasoned criminal for years before the Ruin. His time in youth custody centers for weapon offenses and car theft trained him in food preparation as well as honing his street skills, and he emerged ready to work his way up through the ranks of a local street gang. When the Ruin cut off supply and demand, for the drugs and stolen cars the gang sold, he returned to stealing food and other essentials from houses, moving from city to city to stay ahead of the police and later the RCDC.

While most of the Slicers have resorted to cannibalism only as an easy means of finding food, Carver actually enjoys the sense of power that killing people and eating their flesh gives him.

SLICERS

S01: Pants (HC 10-18) and T-shirt (LC 4-11, 21-22). Leather jacket (HL 4-11, 21-28), with good lockpicks in pocket, bover boots (HL 19-20) and ski mask (HC 1-3) near bedroll. Armed with Crossbow, 100 lb pull; 1barbed bolt; machete; and kukri.

S02: Street suit (PX 4-18, 21-28, no ballistic cloth), sneakers (HC 10-



20) and T-shirt (LC 4-11, 21-22). Armed with crossbow, 60 lb pull; four hunting bolts; belt knife. Ski mask under pillow.

S03: Shirt and pants (HC 4-18, 21-28) and jungle boots (PC 17-20). Steel breastplate (SP 4-10, front only), army helmet (SP 1), and ski mask beside bedroll. Armed with P32 loaded with 4 rounds .22 LR; machete; and short bayonet

S04: Shirt and pants (HC 4-18, 21-28) and jungle boots (PC 17-20); key to Locker 12 in pocket. Plastic flak jacket (LP-MP 4-12) and ski mask (HC 1-3) near bedroll. Armed with saber and trench knife.

S05: Pants (HC 10-18) and shirt (LC 4-11, 21-28); field jacket, with seven matches in pocket, and bover boots nearby. Armed with fire ax and bowie knife.

S06: Street suit (no ballistic cloth or hood), sneakers (HC 10-20) and T-shirt (LC 4-11, 21-22). Key to locker 6, and four matches in pocket. Armed with two sais and a throwing knife.

S07: Pants (HC 4-28) and shirt (LC 4-11, 21-28) with 8 matches and key to locker 18 in pocket. Hardened heavy leather body armor (H-HL 4-12) and steel helmet (SP 1) Armed with broadsword and hatchet.

S08: Coverall (PH 4-18, 21-28); plastic breastplate (DP 4-9) and boots (SY 17-20) and ski mask near bedroll. Armed with machete and short bayonet.

S09: Quilted vest (Q-PC 4-11); pants (HC 10-18); T-shirt (LC 4-11, 21-22). Ski mask and sneakers near bedroll. Armed with crossbow, 60 lb pull; three barbed bolts; kukri.

S10. Shirt and pants (HC 4-18, 21-28). Plastic flak jacket (LP-MP 4012), jungle boots (PC 17-20) and ski mask near bedroll. Armed with crossbow, 100 lb pull; three hunting bolts, six barbed bolts; long bayonet.

S11. Sleeps in pants (HC 10-18) and muscle shirt (LC 4-9). Leather jerkin (HL 4-11), motorcycle boots (HL 17-20) and ski mask near bedroll. Armed with tulwar and bowie knife.

4.2 THE DESERTED VILLAGE

Auburn is a (fictional) small farming village in Outer London, comprising twelve family homes clustered around a former tavern that has been converted to a Sikh gurudwara (temple) and elementary school. When the PCs reach it, it will be silent, and a quick investigation will discover that all of the houses are empty (nine recently occupied and ransacked; the rest abandoned years before, cleaned out and poorly maintained), and the gurudwara is full of corpses.

Any PC with Advanced Medical skill should be able to determine, fairly quickly, that all of the twenty-two people – seven men, seven women and eight children, all in traditional Sikh costume, died at approximately the same time, 1D3 days before. There are no obvious signs of violence, but the houses have clearly been plundered, though only hastily; a Search will prove very productive (see Class of Find Table below). There are ten surviving hens, twelve fresh eggs and two spent 9mm Parabellum cartridges in the chicken run; a vegetable garden; 2D3 solar screens per roof; rainwater tanks; plenty of clothing and light cloth stock in the houses; abundant natural and preserved natural food in the kitchens; axes, hammers, pickaxes and pitchforks; a Medkit 1, a Tool Kit 1, a weaving kit, two sewing kits, sixty units of thread, several flashlights, many candles and many books (sixty percent of them in Punjabi) in the houses; three of the adults have watches, and all of the men and the two oldest boys have belt knives. A critical success on Search skill will discover the gas grenade and timer in the roof of the gurudwara (a Hazard result indicates an encounter with a small amount of sarin residue). Unfortunately, if the PCs stay in Auburn for more than a few minutes, they will be discovered by the RCDC Sergeant and Constable doing their mounted patrol of the area.

Sergeant Stein and Constable Petridis come from the Guardhouse at Newton, a larger village further along the road the party was traveling. Though most of the enclave communities too small for a

Guardhouse do have at least one RCDC volunteer with a radio he or she can use to contact the nearest Guardhouse in the event of an emergency, Guards visit each village at irregular intervals (to foil ambushes) at least twice a month as part of a community policing effort, checking for problems, delivering and collecting mail, and speaking to locals. If Stein thinks the PCs are responsible for the massacre of the villagers (Bad or worse reaction), he will shoot them rather than let them leave. Pointing out that the villagers have been dead for at least a day will not mollify him. If the PCs can persuade him to contact the Guardhouse in Wherton and have Levine vouch for them, Stein will be more friendly, but will still try to prevent the PCs from leaving until a doctor (Dr. Baker) can be brought in to determine cause of death.

Dr. Baker will perform autopsies on two of the bodies, then ask Stein to call the Tower so she can consult an expert. Professor Crowe and D.I. Marshall will arrive by van a few hours later. The next day, they will announce that the villagers were all killed by a neurotoxin, probably sarin gas; Crowe will ask the PCs to consent to a medical examination, pointing out that if the victims' clothes were impregnated with sarin, the PCs may have been exposed to a non-lethal but still dangerous amount of the toxin. Marshall dons a CBW suit and searches the gurudwara; half an hour later, he emerges with what looks like a home-made device that he removed from the ceiling of the hall, a gas hand grenade hooked up to a timer.

Marshall will interrogate the PCs individually to make sure that their stories are consistent with each other, and confirm that they arrived on the scene after the gas attack and were not responsible for it. Marshall, Stein and Petridis will also search the village to see what was taken by the looters before the PCs arrived – the military-police radio that the local RCDC reservist, Thirath Singh, used to contact the Guard, as well as his Lee-Enfield rifle. Marshall suspects (correctly) that the looters also took food and weapons from the houses, but avoided the gurudwara.

Marshall will then insist that as Auburn is now a crime scene, no evidence should be removed from it, particularly as there is the danger that it is contaminated by sarin – therefore, anything the PCs have foraged from the village should be returned. If the PCs want to keep anything from Auburn, they'll have to convince him that they had it before they arrived. As compensation, Marshall will offer them a free trip to central London, free expert decontamination, and food and accommodation until the investigation is concluded. If the PCs object, Crowe will offer them other perks (job opportunities, training, alcohol, ammunition, etc.) to compensate them; if this fails, Marshall and the other guards are prepared to use force.

AUBURN CLASS OF FIND TABLE (Roll D100)

Class of Find	Die Roll
Food	01-20
Luxuries	21-25
Weapons	26-27
Fuel/Power	28-35
Clothing/Armor	36-55
Tools/Kits	56-70
Medicine	71-75
Data/	
Communications	76-85
Transport	86-88
Environment	89-96
Survival Equipment	97-00

4.3 THE WAR, ON DRUGS

While traveling through London one night, the PCs will see gang members (Graveyard Family) surrounding a woman who is doing her best to defend herself using her tonfa. Unfortunately, the gang has her surrounded, and the gang leader and three of his henchmen have taken 8-Gamma-PCP-III (Aftermath! Book 3 p 51). When the PCs

arrive, the woman – Lila, a member of the Werewolves – has taken 12 points of subdual damage and 4 points of lethal; Freddy and Jason have each taken 3 points of subdual damage and 1 point of lethal, and the others (one for each member of the PCs' party present) are unharmed.

Normally, gang members will fight rather than flee, unless either outnumbered or outgunned – but because guns and ammunition are difficult to come by in post-ruin London, they will not be deterred by the sight of pistols or rifles unless their opponents also demonstrate that they are willing and able to shoot (many of the pistols on London's streets are non-working replicas, and an unloaded gun has enough barter value to be worth the risk of trying to take it from its owner). Shotgun and military weapons are more likely to be loaded, and will be treated with more respect – so if the party is armed with these, or fire even once, the non-drugged members of the gang will flee, allowing Lila to escape. The four who are on PCP-III, however, will stand and fight whatever the provocation.

HANNIBAL, GANG LEADER ON PCP

WT	WL	STR	DFT	SPD	HLH
13	14	18	18	18	13
BAP	MNA	PCA	CDA	DRT	
9	3	3	2	26	

Skills: (BCS 14) Brawling; Knife; Pistol, Modern; Single Weapon; Streetwise. (BCS 11) Commerce; Polearm; Stealth, Urban; Survival, Urban; Tactics; Weapon and Shield (BCS 8) Literacy (English); Rifle, Modern; Technology Use; Throwing.

Armor: Deluxe Street Suit (BC20 4-12; PX 3-18, 21-28); boots (HL 17-20).

Weapons: Mace, spiked; Class 2 Plastic Police Shield; Kukri; P40 (.380 ACP, unloaded).

Notes: Age 26. 6' tall, above Average Appearance.

HANNIBAL'S HENCHMEN

WT	WL	STR	DFT	SPD	HLH
12	12	18	18	18	12
BAP	MNA	PCA	CDA	DRT	
9	3	3	2	24	

Skills: (BCS 11) Brawling; Knife; Single Weapon; Streetwise; Survival, Urban; Weapon and Shield. (BCS 8) Literacy (English); Pistol, Modern; Salvage Food; Technology Use; Stealth, Urban; Throwing.

Armor: Goggle jacket (PC 1-12, 21-28) in gang colours; boots (HL 17-20), pants (HC 3-18), t-shirt (LC 4-11, 21-22).

Weapons: Pipe, light, SW; metal garbage can lid; kukri.

Notes: Michael, Freddy and Jason are fairly loyal followers of Hannibal, and will not flee unless he does, nor will they abandon him if he's defeated. If he's killed, they'll want to divide his belongings and keep the body for dinner.

RANK AND FILE MEMBERS

Average Trained

Skills: (BCS 11) Brawling; Knife; Single Weapon; Streetwise; Survival, Urban. (BCS 8) Flexible Weapon; Literacy (English); Pistol, Modern; Salvage Food; Technology Use; Stealth, Urban; Throwing.

Armor: Goggle jacket (PC 1-12, 21-28) in gang colours; boots (HL 17-20), pants (HC 3-18), t-shirt (LC 4-11, 21-22).

Weapons: Cudgel; switchblade.

LILA

Average Trained

Skills: (BCS 11) Commerce; Computer Science; High Technology Use; Literacy (English); Search, Urban; Technology Use; Unarmed Combat. (BCS 8) Electrician; First Aid; Knife; Salvage Food; Single Weapon; Stealth, Urban; Survival, Urban; Tonfa; Two-Weapon skill.

Armor: Fatigues (PX 4-18, 21-28); boots (SY 17-20).

Weapons: Two tonfa; two bowie knives.

Notes: Age 30. 5'6", average looks.

A recent recruit to the Werewolves, Lamorna Peters builds computers from salvaged parts and works in IT at University College Hospital. If the PCs help save her from the gang, she will vouch for them later.

4.4 DEMOLITION ANGELS

One of the tasks of the RCDC is demolishing unsafe buildings that aren't worth preserving, and which provide hideouts for bandits and feral creatures. The RCDC offers Reservists the chance to help empty out these buildings; 'pay' takes the form of food (including rations of beer, and tea or coffee), free medical care for anyone injured, and the right to keep anything of value that they find.

The other advantages of joining an RCDC foraging party are that the RCDC will lend volunteers necessary equipment if they don't have their own - a helmet and a flashlight or headlamp each; a handheld military radio for the group; CBW suits or other breathing equipment if a hazard is detected – and that there will be at least one other group nearby if the PCs find themselves in more trouble than they can handle.

There are a variety of block-sized sites – Residential, Industrial and Commercial - in post-Ruin London that may be scheduled for demolition (and may be familiar from British TV shows): derelict housing projects such as the Excalibur, Heygate and Aylesbury Estates; abandoned factories such as the Millennium Mills, Borg and Ranalli, the Hyde Workshop, and the Wells Firework Factory; and innumerable disused shops and office buildings. See derelictionlondon.com for more locations.

4.4.1 THE RATS IN THE WALLS



While the PCs are searching an old building, a staircase suddenly gives way underneath the party – a Hazard with a BCS of 16, resulting in a fall of 6D3 meters for everyone who is “hit” and fails to make a saving throw. At least one member of the group should be Buried (Aftermath! Book 3, p19) under the debris, in a basement with no other exit. Extricating himself from the ruins will be made more difficult by the sudden appearance of 2D10 Mobs of Super Rats who assume that the trapped character(s) must be easy prey (it is possible that the trap was deliberately set by a Master Rat commanding the lesser rats; the GM should decide whether the Master Rat will make an appearance, or is content to lurk in the holes in the walls and floor).

On the bright side, there is loot in the basement: around the much-gnawed skeleton of the rats’ last human victim, there is a C18 (no ammo), an army helmet (SP 1), infra-red goggles (minus the strap, which has been chewed through), a solar-powered wristwatch on a metal band, a hatchet, a small crowbar (useable as a club), a jack knife, a compass, and a magnifying lens. The rest of his clothes and gear, as well as all of his flesh, have been eaten, or at least thoroughly gnawed, by rats.

The old filing cabinet, in the corner furthest from the stairs, has two drawers locked with 3-digit combination locks, and the bottom drawer crowbarred open. This has allowed the rats to squirm inside to eat the papers (mostly old tax records and receipts) in all the drawers, leaving nothing but paperclips, 1D6 pens, and a solar-powered calculator.

4.5 CRY WOLF

While traveling along a street in Greater London, at least twelve blocks from the nearest guardhouse, the PCs will be flagged down by a frantic woman who will babble that werewolves have her young daughter. PCs with Post-Ruin Culture may know that the Werewolves are one of London’s most-feared street gangs, known for their stealth, and reputed to be cannibals.

If the PCs agree to help the woman, Mita Sher, she will lead them to an abandoned, thoroughly looted, large shop. Dire stands guard at a door marked “STAFF ONLY,” and will try to prevent anyone entering – but if not attacked, he will attempt to explain the situation, which the PCs will observe if they go through the door.

There have been several sexual assaults on young girls in recent months, by two armed men claiming to be Guardsmen from another county. They’ve picked on children of women who are unlikely to go to the RCDC to lodge a complaint, so the Werewolves have decided to investigate; they’ve rounded up six men who match the descriptions the girls have given for a line-up, which is happening now. The girls will be released unharmed, as will any men who aren’t picked out of the line-up. If the girls agree on their choices, that man or those men will be put on trial. Dire will allow Mrs. Sher and the PCs into the ‘courtroom’ (a large storeroom) if they hand over any weapons and promise not to interfere with proceedings.

If the PCs allow it to proceed, the last two girls will be taken one by one past six men (all of them white, roughly average height and build, with grey or brown hair). The store-room is large and mostly poorly lit; Leah shines a camper’s floodlight on the faces of the men in turn, and the girls stay behind the light. Warg will then go up to the six men, and tell three of them they’re free to go, and two that they have been picked out by the girls and will be tried for their crimes (the sixth is Akela, one of the Werewolves). The girls are also allowed to leave; Mrs. Sher will take Lisa and make a hasty exit.

If the PCs don’t intervene, the ‘trial’ will consist of the two men, Perkins and Coulter, being given time to plead their innocence, after which the ‘jury’, the Werewolves present, can ask them questions, then consider their verdict. After voting and announcing that both men have been found guilty, the Werewolves will, if not stopped by the PCs, kill and butcher both men.

If the PCs decide not to interfere, the Werewolves will have a Good reaction to them when next they meet. If they try to convince the Werewolves that Perkins and Coulter should be handed over to the

RCDC for a more skilled Interrogation and a more formal trial, the GM should let them plead their case and decide whether the Werewolves are convinced (make a Reaction Roll if unsure); whether or not this is successful, the Werewolves are still likely to react positively when next they meet the PCs. If they have an excellent reaction, they will also hand over the guns that Perkins and Coulter used to intimidate the girls – a Webley Bulldog and a Walther PPK. If they have a bad or worse reaction or the PCs attack, of course, the chances that the Werewolves will assist them in the future are minimal.

Unlike the Slicers, ambush predators who hunt humans because it’s easy, and who might keep women or girls as playthings until the other food has run out, the Werewolves have a strict ethical code: they never kill any human just for food, only to defend themselves or the people around them.

4.5.1 WEREWOLVES OF LONDON

AKELA

Average Elite

Skills: (BCS 17) Foreign Language (German); Knife; Search, Urban; Stealth, Urban; Survival, Urban; Throwing; Two-Weapon skill; Unarmed Combat. (BCS 14) Boating; Climbing; Foreign Language (Japanese); High Technology Use; Literacy (English, German and Japanese); Nunchaku; Sai; Salvage Food; Seamanship; Streetwise; Survival, Rural; Swimming; Tactics; Technology Use; Tonfa. (BCS 11) First Aid; Hunting, Urban; Polearm; Rifle, Modern; Tracking.

Armor: Pants (HC 10-18); Boots (LL 17-20). Once the line-up is over, add a quilted anorak (Q-SY 4-11; SY 1-3, 21-28).

Weapons: Dagger in boot. If encountered on the street, add a swordstick (ceremonial sword inside a short length of light pipe), and a belt decorated with four shuriken.

Notes: Age 77. 5’9, mediocre looks. Silvery hair (receding) and small goatee.

Luke Grau was born in East Berlin and trained by the Volksmarine, but moved to England in 1991. Before the Ruin, he was a law-abiding dog breeder, scoutmaster, and sensei of a Wolverhampton dojo (martial arts school) teaching ninjutsu, jujutsu, and Okinawan weapon skills. That changed during the food riots, when hungry looters broke into his home. Luke and his wife Charlotte fought back with whatever weapons came to hand, inadvertently killing one of the thieves. The overworked local police were prepared to write it off as self-defence, and advised him to quietly dispose of the body rather than clutter up the morgue. Luke, initially reluctant to cook and eat the corpse, placed it in his empty freezer, but eventually hunger, desperation, and the threat of power cuts drove Charlotte to slice meat from the legs and roast it.

When Wolverhampton was abandoned, a year later, the Graus trekked to Perivale in Outer London to be with their surviving daughter and grandchildren. They taught martial arts and survival skills in exchange for food, and led a vigilante group to protect the locals against bandits. This group eventually became the Werewolves – stealthy nocturnal prowlers who rarely kill, but who eat their victims rather than let fresh meat go to waste.

While Akela is no longer as strong or fast as in his younger days, he is still a very dangerous enemy with an extremely loyal and well-trained gang.

LEAH

Average Elite

Skills: (BCS 17) Archery; Knife; Sai; Salvage Food; Survival, Urban; Swimming (BCS 14) Culture, Pre-Ruin; First Aid; High Technology Use; Hunting, Urban; Literacy; Search, Urban; Streetwise; Technology Use; Two-Weapon Skill; Unarmed Combat.

Armor: Deluxe Street Suit with hood (Q-PX 1-2; PX 3-18, 21-28; BC20 4-12); Sneakers (HC 19-20).

Weapons: Longbow, 40 lb pull, quiver of 20 fibreglass-shafted

hunting arrows; Sai; Kukri.

Notes: Age 75. 5'7, mediocre looks. Silvery hair, with some traces of red at the end of her braid.

Charlotte Grau (nee Conroy) was born in Kilrush, Ireland, and raised on horror stories of the Great Famine. She was teaching Phys Ed and home economics at a girl's school when she signed up for a self-defense course at Luke Grae's dojo, and still gives classes in archery, food preparation and survival skills.

DIRE

WT	WL	STR	DFT	SPD	HLH
10	15	37	12	10	27
BAP	MNA	PCA	CDA	DRT	
6	2	3	1	53	

Skills: (BCS 14) Blacksmithing; Brawling; Polearm; Throwing; Tonfa; Two Weapon (BCS 11) Armorer; Crossbow; Hunting, Urban; Knife; Leatherworking; Literacy; Sai; Salvage Food; Survival, Urban; Unarmed Combat; Weaponsmithing.

Armor: Steel helmet (SP 1); Hardened leather body armor and bracers (H-HL 4-12, 27-28); boots (HL 17-20); pants (HC 10-18); and shirt (LC 4-10, 21-24).

Weapons: Crossbow, 150-lb pull, with cranechin; quiver of twenty standard target bolts; broadsword; tonfa; sai; bowie knife.

Notes: Age 15. 6'4"; mediocre looks.

The youngest of the werewolves, Dire (Russell Dyer) is a Strong Changed apprenticed to a blacksmith and armorer. He prefers to fight with his broadsword in his right hand and sai in the left, hoping that if he disarms and intimidates his foes, they'll run away.

WARG

WT	WL	STR	DFT	SPD	HLH
12	12	27	12	12	18
BAP	MNA	PCA	CDA	DRT	
6	2	3	1	38	

Skills: (BCS 14) Brawling; First Aid; Hunting, Urban; Knife; Longsword; Salvage Food; Single Weapon; Throwing. (BCS 11) Archery; Fishing; Literacy; Nutritionist; Polearm; Survival, Urban; Technology Use; Unarmed Combat.

Armor: Hardened leather helmet, gorget and body armor (H-HL 1-12); leather pants (LL 10-18); boots (HL 17-20); and shirt (HC 4-10, 21-24).

Weapons: Longsword; bowie knife.

Notes: Age 37. 6'1"; above average looks.

Volcker Van Pelt was the eldest son of a successful banker who died trying to protect his home during the food riots. He now supports the surviving members of his family by working as a butcher, fishmonger, and undertaker's assistant.

LONG JANEY

Superior Elite

Skills: (BCS 17) Acting/Disguise; Fencing; High Technology Use; Knife; Streetwise; Technology Use (BCS 14) Commerce; First Aid; Flexible Weapon; High Technology Use; Literacy; Survival, Urban; Throwing; Unarmed Combat (BCS 11) Archery; Hunting, Urban; Longsword; Pistol, Modern; Sai; Search, Urban.

Armor: Coverall (PH 4-18, 21-28); Boots (LL 17-20).

Weapons: Saber; Steel-tipped leather whip; Bowie Knife.

Notes: Age 27. 5'10" tall, comely looks.

Jane Long was raised by Goths, and grew up loving classic horror movies and Shakespearean tragedies. She has retained some of that macabre sense of humor and flair for the dramatic, and was responsible for the gang's name and many of the more frightening rumors about their exploits. She works as a dancer and barmaid in an alehouse near Leather Lane.

RAKSHA

Average Elite

Skills: (BCS 17) Archery; Commerce; Knife (BCS 14) Bowyer; Foreign Language (Bengali); High Technology Use; Hunting, Urban; Literacy (Bengali and English); Salvage Food; Stealth, Urban; Survival, Urban; Technology Use; Weaponsmithing (BCS 11) Armorer; Leatherworking; Single Weapon.

Armor: Steel helmet (SP 1); Hardened leather body armor and bracers (H-HL 4-12, 27-28); boots (HL 17-20); pants (HC 10-18); and shirt (LC 4-10, 21-28).

Weapons: Bow, 60lb pull; Quiver of 20 aluminium-shafted target arrows; Kukri.

Notes: Age 42. 5'6" tall, above average looks.

Niyati Rao and Raghav Khan (Rama) are successful bowyers with a stall at Brick Lane Market.

RAMA

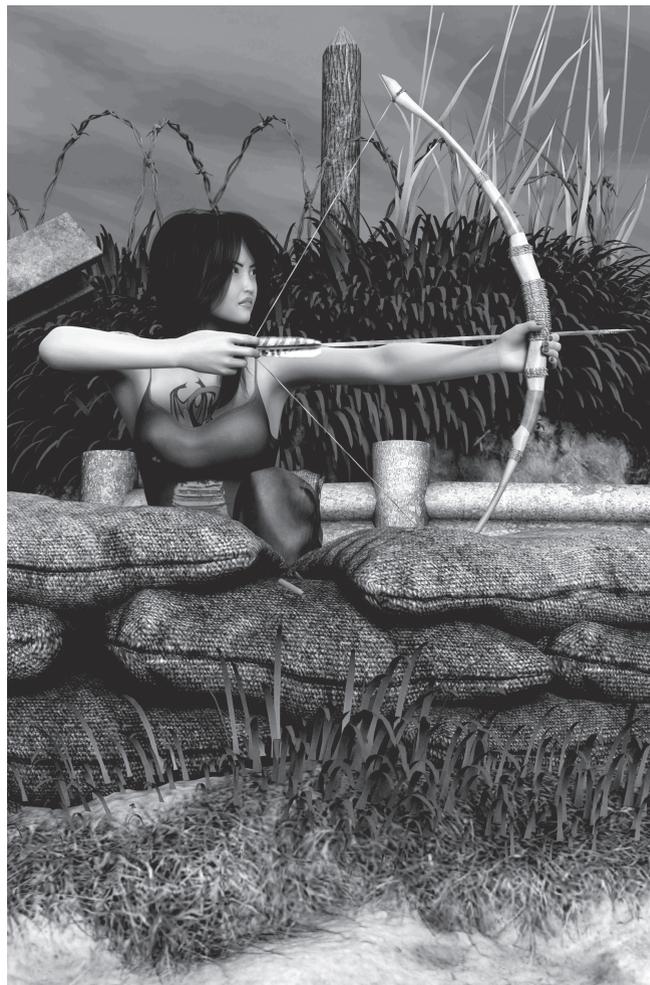
Superior Veteran

Skills: (BCS 14) Archery; Bowyer; Carpentry; Foreign Language (Bengali); Hunting, Urban; Knife; Literacy (Bengali and English); Single Weapon; Technology Use; Weaponsmithing. (BCS 11) First Aid; High Technology Use; Knife; Machining; Stealth, Urban; Survival, Urban; Unarmed Combat.

Armor: Steel helmet (SP 1); Hardened leather body armor and bracers (H-HL 4-12, 27-28); boots (HL 17-20); pants (HC 10-18); and shirt (LC 4-10, 21-28).

Weapons: Bow, 60lb pull; Quiver of twenty aluminum-shafted target arrows; Tulwar; Kukri.

Notes: Age 45. 6'2 tall, above average looks.



LUNA

Average Veteran

Skills: (BCS 14) Archery; First Aid; Literacy; Knife; Search, Urban; Technology Use (BCS 11) Advanced Medical; Basic Research; High Technology Use; Hunting, Urban; Lab Technique; Pathology; Salvage Food; Single Weapon; Stealth, Urban; Survival, Urban; Throwing; Unarmed Combat.

Armor: Deluxe Street Suit (Q-PX 1-2; PX 3-18, 21-28; BC20 4-12); boots (SY 17-20).

Weapons: Longbow, 30 lb pull, quiver of twenty standard hunting arrows; tulwar; kukri; four shuriken.

Notes: Age 17. 5'3", above average looks.

Lucy May is a Receptive Eye (Aftermath! Book 3, p. 62). and partial albino: naturally pale-skinned and white-haired (currently dyed black) with pale violet eyes. As well as the light-sensitivity she has from being an Eye, she suffers from long exposure to direct sunlight: treat as a slow poison: D – L – HLH – 1 hour – 1 – 1 hour. Lesions.

Luna works most nights as a nurse's aide at University College Hospital, where she studies medicine.

HIDE

WT	WL	STR	DFT	SPD	HLH
11	12	16	11	12	19
BAP	MNA	PCA	CDA	DRT	
6	2	3	1	33	

Skills: (BCS 14) Hunting, Urban; Knife; Leatherworking; Stealth, Urban; Survival, Urban; Technology Use. (BCS 11) Literacy (English); Salvage Food; Single Weapon; Unarmed Combat.

Armor: Hardened leather helmet, gorget and body armor (H-HL 1-12); boots (HL 17-20); pants (HC 10-18), muscle shirt (LC 4-11).

Weapons: Machete; kukri.

Notes: Age 33. 5'8", ugly.

Harry Howell, a Tough Changed (Resistance Number 2), works at a slaughterhouse and tannery in Barking.

GINGER

Average Veteran

Skills: (BCS 14) Acting/Disguise; Knife; Literacy; Sai; Salvage Food; Search, Urban; Streetwise; Technology Use; Survival, Urban; Swimming (BCS 11) Archery; Culture, Pre-Ruin; Culture, Post-Ruin; First Aid; High Technology Use; Tailor; Two-Weapon Skill; Unarmed Combat.

Armor: Street suit (PX 4-18, 21-28); boots (SY 17-20).

Weapons: Sai; Kukri.

Notes: Age 25. 5'9" tall, comely.

Gina Johnson, an attractive redhead, is the Graus' granddaughter. When not at the dojo, she works as a cleaner, specializing in crime scenes and homes where someone has recently died – bodies removed at no extra cost.

JOJO

Average Veteran.

Skills: (BCS 14) Carpentry; Polearm; Salvage Food; Survival, Urban; Technology Use; Tonfa; Unarmed Combat. (BCS 11) High Technology Use; Hunting, Urban; Literacy; Knife; Nunchaku; Repair Muscle-Powered Vehicles; Search, Urban; Stealth, Urban; Throwing; Two Weapon skill; Weaponsmithing.

Armor: Coverall (PH 4-18, 21-28); Boots (LL 17-20).

Weapons: Fire axe; tonfa; trench knife.

Notes: Age 23. 6'1" tall, mediocre looks.

Jake Johnson, Gina's younger brother, works for an undertaker, collecting bodies and making coffins.

SHADOW

Average Veteran

Skills: (BCS 14) Commerce; Dirt Farming; Foreign Language (Cantonese); Hunting, Urban; Knife; Salvage Food; Search, Urban; Single Weapon; Stealth, Urban; Technology Use (BCS 11) Advanced Farming; Archery; Climbing; Culture (Pre-Ruin); High Technology Use; Literacy (English and Cantonese); Leatherworking; Lockpicking; Survival, Urban; Tailor; Throwing; Unarmed Combat; Weaver/Spinner.

Armor: Street suit (PX 4-18, 21-28); boots (SY 17-20); collar and hood (LL 1-3).

Weapons: Machete; kukri.

Notes: Age 17. 5'1", average looks.

Jade Cho works on her family farm and market stall as duty demands, but prefers to spend her time training with the werewolves or foraging in abandoned buildings.

SILVER

Average Veteran

Skills: (BCS 14) Bicycle Riding; Commerce; Crossbow; Foreign Language (Spanish); Knife; Repair Muscle Powered Vehicles; Search, Urban; Single Weapon; Technology Use (BCS 11) Automobile Driving; Automobile Mechanic; Carpentry; Boating; High Technology Use; Hunting, Urban; Literacy (English and Spanish); Machining; Marine Mechanic; Motorcycle Driving; Survival, Urban; Unarmed Combat; Weaponsmithing.

Armor: Fatigues (PX 4-18, 21-28); boots (SY 17-20).

Weapons: Crossbow, 80-lb pull, with cranechin; twenty target bolts with aluminum shafts; machete; trench knife.

Notes: Age 37. 5'5", above average looks.

Lupita da Silva runs a bicycle repair shop near the Brick Lane Market, and frequently accompanies Shadow on foraging expeditions.

FREKI

Average Veteran

Skills: (BCS 14) Commerce; Flexible Weapon; Knife; Search, Urban; Technology Use (BCS 11) Acting/Disguise; High Technology Use; Hunting, Urban; Literacy (English); Salvage Food; Single Weapon; Stealth, Urban; Survival, Urban; Unarmed Combat.

Armor: Leather jacket (HL 4-9, 21-28), leather pants (LL 10-18), boots (HL 17-20); muscle shirt (LC 4-11).

Weapons: Metal nunchaku; Chain; Trench knife.

Notes: Age 22. 5'10", above average looks.

Sebastian Frost is a sex worker living near Leather Lane.

SKOLL

Average Trained

Skills: (BCS 11) Commerce; Distillation; Fermentation; Knife; Literacy (English); Salvage Food; Tonfa; Stealth, Urban; Unarmed Combat. (BCS 8) First Aid; High Technology Use; Hunting, Urban; Survival, Urban; Two Weapon Skill.

Armor: Hardened leather helmet, gorget and body armor (H-HL 1-12); boots (HL 17-20); pants (HC 10-18), T-shirt (LC 4-11, 21-22).

Weapons: Two tonfa; two bowie knives.

Notes: Age 18. 5'11", average looks.

Paul Scott works as a labourer at a brewery and distillery in Battersea.

GAROU

Average Trained

Skills: (BCS 11) Hunting, Urban; Knife; Literacy (English); Pistol, Modern; Salvage Food; Technology Use; Unarmed Combat. (BCS 8) Climbing; First Aid; High Technology Use; Single Weapon; Stealth, Urban; Survival, Urban.

Armor: Hardened leather helmet, gorget and body armor (H-HL 1-12); boots (HL 17-20); pants (HC 10-18), T-shirt (LC 4-11, 21-22).

Weapons: P-08 Luger (Box 8) with sound suppressor; kukri.

Notes: Age 19. 5'8", average looks.

Another recent recruit, Gary Wilkes works with Hide at the slaughterhouse.

CHARLES COULTER & RICHARD PERKINS

Coulter and Perkins are both RCDC Volunteers. They are unarmed, have been stripped down to their pants and shoes, and are suffering six points of subdual damage from "resisting arrest." They will deny their guilt to the last, knowing that informing on the other will not reduce their sentence – though if the only choice is between execution at the hands of the Werewolves, and a second trial which will give a slim chance of acquittal at best and a brief stay of execution at worst, they'll co-operate with any attempt to extricate them from the storeroom.

If the PCs take Coulter and Perkins to a Guardhouse (a trip of 10 + 2D6 blocks), Coulter will attempt to bolt as soon as they're out in the open; Perkins, more cautious, will wait until he thinks he has a good chance of a successful escape (diving into the river, ducking behind someone who can serve as a human shield, etc.)

4.6 ROUGH TRADE

If the PCs look for ammunition in the markets at Leather Lane, Brick Lane, Deptford or Leadenhall, they will encounter Selina, a trader who alternates irregularly between those four markets. While she always has a few watches, books, packaged foods and other small items to barter, her real business is spruiking for Miss Molly's, a gambling hall and brothel.

Selina's cashbox always contains a syrette of Neo-Heroin and 1D3 rounds of .458 Magnum ammo, as well as 1D3 rounds of exotic ammo and any hard-to-find calibre that the PCs want. If the PCs express an

interest in any item on her stall, she will say there are many more back at her place of business (thirty percent chance that this is actually true of any particular calibre).

Miss Molly's is a small 3-star hotel converted into a brothel, casino and trading post. To reach the trading post, however, one must first negotiate the lobby - occupied by 1D6 of their more attractive sex workers, reading, gossiping, and playing low-stakes games of cards. Brock, the bouncer, will ask them to check any weapons at the cloak room before allowing them into the bar and trading post, which has a cover charge (1 BP each) for the live show. The show is usually a very slow and badly-lit striptease, but Miss Molly will tell them that the show can be made more interesting for a small extra charge.

While in the bar, the PCs will be pestered by 2D6 sex workers (of both sexes and a range of ages and levels of attractiveness), who ask them to buy them a drink (1 BP each), and ask if they're interested in either sex or gambling. Miss Molly will spend this time sizing up the PCs to see whether it's worth the risk of robbing them. If she decides that it is, there are three ways of doing this.

All the sex workers will insist that their clients strip to be examined for signs of disease, then – if they pass muster – bathe, before going into one of the cribs. The PCs will be offered lockers for their belongings, which they can lock themselves if they have padlocks – but the lockers have a false back, and their gear will be rifled. At the very least, all ammunition will be removed from the guns; other items will be taken if Miss Molly thinks they can easily be bartered but not easily identified by their owners. As a result, there is a thirty percent chance that she will have 1D20 rounds of ammunition in any calibre the PCs want; she will also have 1D6 syrettes each of Neo-Heroin and HDAP.

The gamblers in the private rooms mostly rely on skill (BCS 14 + 1D3) rather than cheating, at least while the stakes are lower than 100 BP, to allow PCs to gain confidence... but the cards are marked, honest dice can be swapped for loaded ones, and most of the NPC players work for



4.7 ON THE ROAD AGAIN

the house to better fleece high rollers (Gambling BCS 19: Wit CST to spot cheating). Gamblers working for Miss Molly are also armed with pistols (1-5 Walther PPK, 6-9 Browning Hi-Power, 10 P32) and belt knives.

If PCs resist these temptations and Miss Molly still thinks they're easy prey, she will spike their drinks with a potent narcotic, then strip them of everything except their basic clothing, then leave them in the cribs until they regain consciousness. (Molly is on good terms with the local guardhouse, but they won't overlook murder.) Narcotic: G – N – WT, DFT, SPD – 1 Combat Turn – 4 – 1 Combat Turn – Dizziness, Nausea.

MISS MOLLY

WT	WL	STR	DFT	SPD	HLH
19	16	12	16	12	10
BAP	MNA	PCA	CDA	DRT	
6	3	2	1	26	

Skills: (BCS 17) Commerce; Gambling; Streetwise (BCS 14) Acting/Disguise; First Aid; Flexible Weapon; High Technology Use; Literacy (English); Pistol, Modern; Search, Urban; Technology Use. (BCS 11) Brawling; Knife.

Armor: Leather catsuit (LL 4-18, 21-28) over concealable ballistic vest (BC10 4-9); boots (LL 17-20).

Weapons: Sig-Sauer P-228 and double-barrel Taser under bar.

Notes: Age 48. 5'6"; average appearance.

SELINA

Average Elite

Skills: (BCS 17) Commerce; Streetwise (BCS 14) Acting/Disguise; Flexible Weapon; Gambling; Search, Urban. (BCS 11) First Aid; Knife; Literacy (English); Pistol, Modern; Technology Use; Unarmed Combat.

Armor: Leather jacket (LL 4-9, 21-28), PVC skirt (HP 10-12), leggings (LC 10-18), boots (LL 17-20), crop top (LC 4-7).

Weapons: Chain; belt knife; one-shot retch gas pen.

Notes: Age 28. 5'6"; comely appearance.

Selina is Miss Molly's protégé.

KYLE

Average Elite

Skills: (BCS 17) Gambling; Streetwise (BCS 14) Acting/Disguise; Commerce; First Aid; Pistol, Modern; Search, Urban; Technology Use. (BCS 11) Brawling; Knife; Literacy (English); Single Weapon.

Armor: Leather vest (LL 4-9), leather pants (LL10-18), boots (HL 19-20), shirt (LC 4-9, 21-28).

Weapons: Browning High Power with spare clip.

Notes: Age 26. 5'11"; handsome appearance.

Kyle runs the gaming room of Miss Molly's, and is also Molly's current favorite lover.

BROCK

WT	WL	STR	DFT	SPD	HLH
6	14	36	8	12	26
BAP	MNA	PCA	CDA	DRT	
6	2	3	1	51	

Skills: (BCS 14) Brawling; Single Weapon; Throwing (BCS 11) Knife; Pistol, Modern..

Armor: Trench coat (HC 4-16, 21-28) over brigandine vest (LP-SP 4-12); cargo pants (HC 9-18), boots (HL 19-20).

Weapons: Tactical flashlight, SW; trench knife; .44 Magnum P23.

Notes: Age 17. 6/4", ugly appearance. Strong Tough, Resistance Number 2.

Brock acts as bouncer at Miss Molly's. He is fiercely loyal to her, and also convinced of his own immortality (not without cause), so he will cheerfully take on any number of opponents, however heavily armed, to protect the business.

After the hijacking of the fertilizer shipment, the RCDC will beef up security on all of its transports to and from London. If the PCs have volunteered for the RCDC and have the necessary skills, they will be offered the chance to ride shotgun on future journeys.

Most of these trips will be fairly uneventful, though the stopovers in towns and cities that have been largely abandoned apart from small, secure enclaves (including "Green Zones" of 4D6 blocks, safe residential and industrial areas with some farmland, patrolled by the local Guard) and will give the PCs the chance to forage in new territory. The only other cities in Britain that are mostly safe during daylight are Cardiff and Edinburgh, both "Boss Cities" for their region.

On one trip back to London, however, while passing through a heavily forested area a day's ride from London, the wagon will be ambushed shortly after sunset by Streicher and his squad of C18 blackshirts, who have placed a wire (Hidden Thing) at what they estimate will be neck height for the driver and the PC riding shotgun. If the PC riding shotgun fails to detect this in time, the driver, Rosen, will see it slightly too late to stop the trotting horses, but soon enough to duck underneath it and warn the PC to do the same. If the PC makes a saving roll (average DFT and SPD AST) or is no more than five-feet tall, he will manage to duck in time; if not, he will take 1D10 damage (50% subdual, 50% lethal) to location 3 and risk being unseated. Rosen will rein in the horses if the PC is unseated; otherwise she will set them to galloping. In either event, the gang members will start firing from the cover of the trees. The eight men are spaced 1D6 meters apart and 1D6 meters back from the right-hand side of the road, ahead of the wire.

The other PCs will be in the back of the wagon with the cargo: 500 kg. of natural food (fruit, vegetables and grain), 200 kg. of packaged



food, 100 kg. of preserved natural food, 200 kg. of assorted books, sixty pairs of shoes (various sizes and styles), a box of fifty blasting caps, 5 kg. of smokeless powder, a Bren gun in .303 (with no ammo), and a set of underwater gear.

ROSEN

Superior Veteran

Skills: (BCS 14) Beast Riding; Dirt Farming; Pistol, Modern; Rifle, Modern; Unarmed Combat; Streetwise (BCS 11) Acting/Disguise; Automobile Driving; First Aid; Foreign Language (Vietnamese); High Technology Use; Knife; Literacy (English, Vietnamese); Search, Rural and Urban; Single Weapon; Survival, Rural; Tactics; Technology Use; Throwing; Weapon and Shield.

Armor: Metpol Patrolman's Armour.

Weapons: .44 Magnum P23; .44 Magnum P22 loaded with .44 Special; Collapsible Baton (Club); Trench Knife in boot.

Notes: Age 45. 5'3" tall, comely, Recognition Factor 3. Charismatic Talent 15, Combative Talent 12, Natural Talent 11.

Sergeant Josephine "Gypsy Rose" Rosen inherited her beauty from her Vietnamese mother, and was a 'Page 3 Girl', model and actress until she was jailed for possession of cocaine and ecstasy. She was one of the non-violent prisoners released shortly after the Ruin, and chose to work on a farm rather than continuing to rely on her sex appeal. She discovered an unexpected proficiency with guns when her farm was attacked by bandits, and was recruited by the RCDC.

Because Rosen is petite and still good-looking, Streicher and his gang will underestimate her and attack her companions first.

STREICHER

Average Veteran

Skills: (BCS 14) Automobile Driving; Brawling; Fencing; Rifle, Modern; Technology Use; Streetwise; Tactics. (BCS 11) Automobile Repair; Autoweapon; High Technology Use; Hunting; Knife; Literacy (English, German); Lock picking; Pistol, Modern; Polearm; Salvage Food; Single Weapon; Survival, Urban; Throwing.

Armor: Army helmet (SP 1); leather trench coat (LL 4-16, 21-28) over concealable ballistic vest (BC10 4-10) with titanium alloy insert (BC 4-7, front only); boots (LL 17-20); pants (HC 10-18); shirt (LC 4-12, 21-28).

Weapons: H&K G-36C with short bayonet; Walther PPK; saber; trench knife.

Notes: Age 39, height 5'8". His other gear includes a spare clip for his rifle, infra-red goggles, a camper's flashlight, a wristwatch, a compass, standard lockpicks, a map of the region, and a rucksack (see below).

Martin Streicher joined a chapter of C18 when he was fourteen and serving his first sentence for car theft and ram-raiding, in a Youth

Offender Institution in Yorkshire where he spent most of his teens. Fortunately for him, he was out of prison when the food riots began and so avoided being executed as a violent criminal. He fled to London after most of his gang was ambushed by a rival gang and all but wiped out, then began working his way up the hierarchy of the C18 in New Cross to the position of Zellenleiter (cell leader).

Like everyone in C18, Streicher is unaware that 'Hans Reinhardt', who provides C18 with weapons and the information they need to attack RCDC transports, also supplies the Cannon Street Saracens (using the name Yusuf Abdul-Rahman) and Ogligh (as Jim Ryan), and commands the Morlocks (as Mantus). If the PCs can prove this to them, C18 will turn on him; they hate authority figures, but they hate Muslims and mutants much more.

If Streicher and/or Klipsch are successfully interrogated, it will come out that they were responsible for planting the sarin gas grenade in the gurudwara in Auburn (fingerprints taken from the scene can confirm this, if proof is needed). They know little of Reinhardt/Random's larger plans, but are aware that he has a tame chemist who can produce chemical weapons and explosives from raw ingredients, and believe that he is using the fertilizer to make a truck bomb, though they don't know the target. They can also reveal the location of their cell's base, an apartment above a barbershop in New Cross.

C18 BLACKSHIRTS

Average Trained

Skills: (BCS 11) Brawling; Knife; Pistol, Modern; Rifle, Modern; Single Weapon; Streetwise; Survival, Urban. (BCS 8) Autoweapon; Literacy (English); Polearm; Technology Use; Salvage Food; Stealth, Urban; Throwing.

Armor: Army helmet (SP 1), trench coat (HC 4-16, 21-28), pants (HC 10-18), boots (LL 18-20), and t-shirt (LC 4-10, 21-22).

Weapons: See below.

Notes: Age 10 + 2D6. Each also carries a rucksack containing a 1-liter metal canteen, a mess kit, 1D6 rations of preserved natural food, a flint and steel, a space blanket, 1D3 pieces of chalk, and a box of eighteen matches. Each gun has one full clip, but no reloads.

KOCH

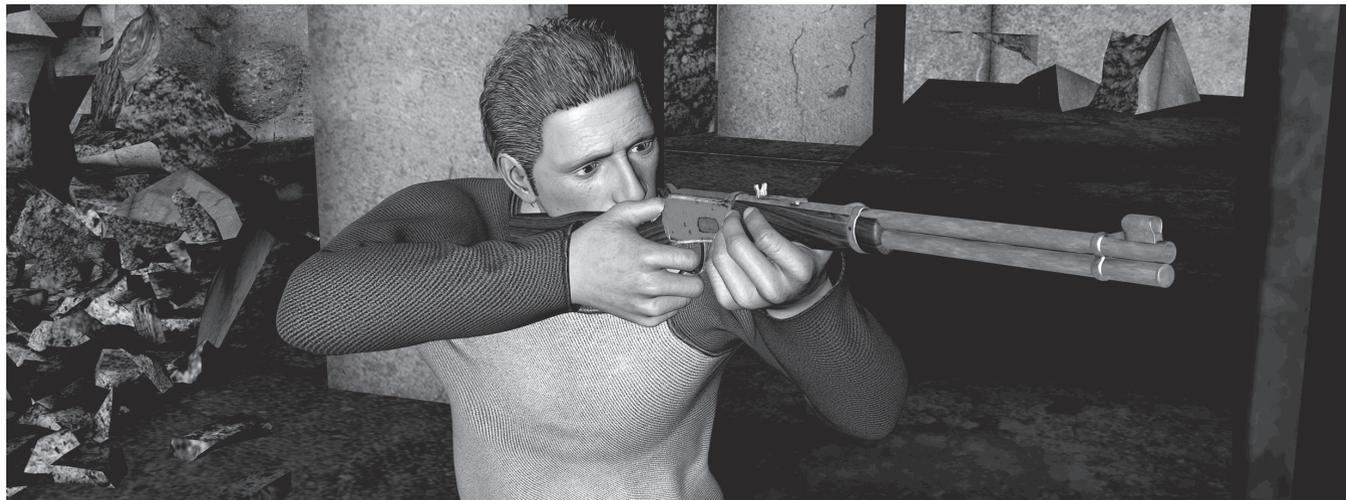
Weapons: Mauser M32 (Box 20); machete; bowie knife. Mult-tool and 20m roll of duct tape in rucksack.

AKERMAN

Weapons: H&K SR9; saber; trench knife.

BISCHOFF

Weapons: MP-44; ceremonial sword; dagger. Bible, paperback English translation of Mein Kampf, and paperback of The Turner Diaries in rucksack.



FINK

Weapons: KAR 98K; saber; short bayonet. Deck of cards in backpack.

SKANCKE

Weapons: Walther P-38; machete; switch blade. German pornographic magazine in rucksack.

VAN ROOYEN

Weapons: MP-40; trench sword; belt knife.

VITTER

Weapons: Mauser M1896; saber; long bayonet.

4.7.1 CELL DIVISION

If the PCs go to the apartment the C18 cell uses as a base, they will find the bullet-riddled corpses of eight C18 blackshirts, plus 3D10 spent 9mm Parabellum cartridges. A successful roll on Physician will reveal that they have been dead less than three hours, but more than thirty minutes (a second roll and the use of a thermometer will narrow it down further, to between one and two hours; a more thorough examination of their wounds will reveal that they were shot with fragmenting bullets). The apartment contains nothing of value except a half-full bottle of home-brewed liquor, a coal-scuttle helmet (SP 1), a few books and magazines (.5 ENC of paper), some ska CDs, a Nazi flag used as a curtain (PC, 10 locations), and the perforated and bloodstained clothing on the corpses (eight undamaged pairs of boots, one leather greatcoat, seven fatigue jackets, plus t-shirts and camo cargo pants). A CST on Tracking will enable the PCs to follow footprints down to the street and to a set of tire tracks left by an electric van: a second CST will show that the tracks lead west to the Old Kent Road to central London.

4.8 MARKET FORCES

During a visit to a market or a tavern, one of the PCs will be approached by one of the Werewolves (if they have a good relationship with the gang) or by a trader with whom he's had some dealings. After a little small talk, the contact will say that a friend has a problem that the PCs may be able to help solve to mutual benefit. The friend, while foraging in an abandoned building, discovered a cache of weapons that he suspects were stolen from the RCDC. The friend has no use for that level of firepower, so he tried to pawn the weapons at Fang's: Fang took some of them, but the heavy weapons in the cache were too hot even for him. The friend hasn't given up hope of getting something back for the weapons, but he won't sell them openly because he doesn't want to run the risk of being branded (literally!) as a thief, or of being targeted by whoever stashed the stolen weapons. The contact has seen the weapons but not examined them closely, and cannot give any more information about them, though he is willing to set up a meeting with his friend if the PCs promise to come alone.

If the PCs visit Fang's, they can see the items that Fang agreed to pawn (and will re-sell at a huge mark-up): one H & K MP-5 SD3; one L-85 with LLM01 laser sight and 40mm grenade launcher; eight DM51 hand grenades; four hand-held military radios; and one helmet from a suit of Light Reconnaissance Unit Armor. If Fang has a Good or better reaction to the PCs, he will describe the other weapons he turned down: four White Phosphorus hand grenades; a light mortar with eight rounds; an AT-4; an M-72 LAW; an M-249 SAW; and a Barrett M82 "Light 50" Rifle. Fang will not reveal the identities of the men - Paul 'The Mall' West and his partner Peter 'Ferret' Friedman - who brought the guns to him, and will even deny knowing them (Hidden Thing) unless the PCs can convince him it's in his best interests to tell the truth.

If the PCs approach the RCDC, they will be referred to the Tower, where DI Marshall will confirm that an incoming shipment matching the description given by Fang was hijacked more than two years before. The RCDC is willing to pay for their return, and if Marshall has

a Good or better reaction to any of the PCs, will authorize him to act as an intermediary.

If the PCs approach Fang or their contact to tell them that the Tower will buy back the weapons, they will be advised to speak to West at the Deptford Market. When they meet West, however, he will inform them that he's already found another buyer, a mercenary company leader planning to re-capture one of the northern cities, who instantly agreed to pay the asking price of a working battery-powered van after he's inspected the weapons and found them satisfactory. If the PCs take this offer back to the Tower, Kris Dao will say that the Tower doesn't currently have a van they can spare, but asks them to ask West to name an amount of alcohol and ammunition that the Tower can pay him over time. They also lend the PCs a digital camera so that they can take pictures of the weapons.

When the PCs return to West's stall, West will agree to let them photograph the weapons if they meet him back at the market shortly after sunset. Just before sunset, a black van will pull up near the markets and Riley will emerge, telling West that has the van and he's ready to view the weapons. West will explain that the PCs are also there to inspect the weapons and may buy them if Riley doesn't, or buy individual items from Riley if there are any Riley wants to sell on. He will tell Riley that if he follows him back from the market in a few minutes, he'll show him the weapons. Riley will reply that since his van is faster than a man pushing a barrow, it would make more sense if West gave him the address so Riley could meet him there.

If the PCs suspect this is a trap, they may be able to prevent West giving away his address. If not, Riley and his Oglagh will reach the house and storeroom while West is wheeling his pushcart back home (approximately six hundred meters north, off Deptford High Street), to find the van parked outside, and three of Riley's Oglagh carrying the light mortar out of the storeroom.

The PCs should arrive on the scene after Riley has shot Friedman (the only person in the building) with his silenced pistol and begun to remove the weapons and load them into the van, starting with the disassembled mortar and Barrett M82. If West and/or the PCs try to stop them, Riley, Aherne, Pernel and Regan will draw their guns and fight, providing cover for the other Oglagh to continue loading weapons into the van. If the fight seems to be turning against them, the Oglagh will drive away with the mortar and as many of their wounded as can make it back into the van. They will not use any of the weapons taken from the storeroom except for the machinegun (if they can get it set up) and the WP grenades (to cut off pursuit while they attempt to get away). If forced to abandon the van, the Oglagh will split up and will head for different Underground stations.

Friedman is comatose and losing blood from internal injuries, having taken a critical hit to the chest; West will promise to give the PCs all the weapons not taken by the Oglagh, and anything from his table, if they can save him.

PAUL "THE MALL" WEST

Average Elite

Skills: (BCS 17) Commerce (BCS 14); Culture, Pre-Ruin; Fermentation; Foreign Language (Hebrew); Literacy (English and Hebrew); Salvage Food; Survival, Urban; Technology Use. (BCS 11) Computer Science; Distillation; High Technology Use; Knife; Search, Urban.

Armor: Jacket (HC 4-12, 21-28), pants (HC 10-18), hat (HC 1), shirt (LC 3-10, 21-28) and boots (HL, 19-20).

Weapons: Belt knife.

Notes: Age 45. 5'10" tall.

West, a former bookseller, now sells post-Ruin homebrewed beer and spirits, as well as a wide range of pre-Ruin goods which he and Friedman have found on their foraging excursions. On the day the PCs visit his stall, he will have the following items for sale: a liter of 32-year-old single malt Scotch; six liters of post-Ruin beer; one wooden baseball bat; one lady's wristwatch; one leech transformer; four steel helmets; a stethoscope; a solar-powered scientific calculator; an

Advanced Text (0-75) in Pathology; a Manual (BCS 11) in Handloading; a smoke detector; nine empty plastic bottles (five .5 liter, four 1 liter); and a wide range of fiction, magazines, DVDs and music CDs. His cashbox holds three rounds of .22 Long Rifle, ten of 9mm Parabellum, ten of .223, one of .303 and three of .308.

RILEY

Average Veteran

Skills: (BCS 14) Autoweapon; Brawling; Complex Explosives; Electrician; Pistol, Modern; Rifle, Modern; Technology Use; Throwing. (BCS 11) Automobile Driving; Commerce; Demolition; First Aid; Foreign Language (Gaelic); Grenade Launcher; High Technology Use; Knife; Literacy (English and Gaelic); Mortar; Simple Explosives; Single Weapon; Stealth, Urban; Survival, Urban; Tactics.

Armor: Overcoat (HC 4-16, 21-28) over ballistic vest (BC20 4-12), shirt (HC 3-11, 21-28), and pants (HC 10-18); ski mask worn as watch cap (HC 1); boots (HL 19-20); gloves (LL 29-30).

Weapons: MAC-10 with silencer; trench knife. AK-74 in van.

Notes: Age 39. 6'1"; short red hair and beard. Pockets contain two spare clips for MAC-10, IR goggles, multi-tool, 2D10 matches.

Patrick Riley was born in Belfast, to a family with a long tradition of short tempers and short lives, Irish Republicans who had learnt to make violence pay and wanted no part of any peace deal. He fled to England after his father and brothers were arrested, a few months before the Ruin, and finished his apprenticeship as an electrician. He joined the Oglagh after the food riots began, and was soon promoted to the gang's Sergeant-at-Arms.

Riley has a Combative Talent of 13, and loves violence and destruction for its own sake - whether it's a blowing up a building, or just brawling in a bar.

AHERNE

Average Veteran

Skills: (BCS 14) Autoweapon; Handloading; Pistol, Modern; Rifle, Modern; Repair Firearms, Modern; Technology Use. (BCS 11) Automobile Driving; Brawling; Commerce; First Aid; Foreign Language (Gaelic); High Technology Use; Knife; Literacy (English and Gaelic); Machining; Mortar; Single Weapon; Survival, Urban; Throwing.

Armor: Overcoat (HC 4-16, 21-28) over ballistic vest (BC20 4-12), shirt (HC 3-11, 21-28), and pants (HC 10-18); ski mask worn as watch cap (HC 1); boots (HL 19-20); gloves (LL 29-30).

Weapons: Intratec Tec-9 (Box 20); Colt Lightweight; trench knife.

Notes: Age 34. 5'10". Pockets contain one spare mag for Tec-9, IR goggles, multi-tool, 2D10 matches.

Mick Aherne is the gunsmith for the London chapter of Oglagh. While less hot-tempered than Riley, he is almost as dangerous.

O'GRADY

Average Veteran

Skills: (BCS 14) Automobile Driving; Automobile Mechanic; Pistol, Modern. (BCS 11), Autoweapon; Brawling; High Technology Use; Knife; Literacy (English); Machining; Rifle, Modern; Single Weapon; Survival, Urban.

Armor: Overcoat (HC 4-16, 21-28) over boiler suit (HC 4-18, 21-28) and T-shirt (LC 4-11, 21-22); ski mask worn as watch cap (HC 1); boots (HL 19-20).

Weapons: VZ61 Skorpion (Box 20); Switchblade.

Notes: Age 26. 5'8". Pockets contain multi-tool, 2D10 matches.

Liam O'Grady is the gang's wheel-man. He and Aherne are the only members of the team Riley doesn't consider completely expendable.

BURK, DARCY, LONERGAN PERNELL, and REGAN

Average Trained

Skills: (BCS 11) Brawling; Technology Use; Throwing. (BCS 8)

Automobile Driving; Knife; Pistol, Modern; Rifle, Modern; Single Weapon; Survival, Urban.

Armor: Overcoat (HC 4-16, 21-28) over pants (HC 10-18) and T-shirt (LC 4-11, 21-22); ski mask worn as watch cap (HC 1); boots (HL 19-20).

Weapons: Zastava CZ40 (no reloads); Trench knife.

All of the Oglagh have tattoos similar to those of the dead bandit in 4.1, though only Aherne and O'Grady were directly involved in the ambush. If Aherne and/or O'Grady are successfully interrogated, they will reveal that this was done because the organizer they know as Jim Ryan gave them the details of the convoy because he wanted raw material that his tame chemist could turn into explosives, paying them with grenades and ammunition. They can also reveal the location of their clubhouse - Mulligan's, an old pub in Kilburn - but not of Ryan's hideout, saying only that it is somewhere in London. They have no way of contacting Ryan, saying only that he contacts them when it suits him, meeting them in a different place each time: they delivered the load of fertilizer to the parking lot of a pub on Archway Road in Highgate.

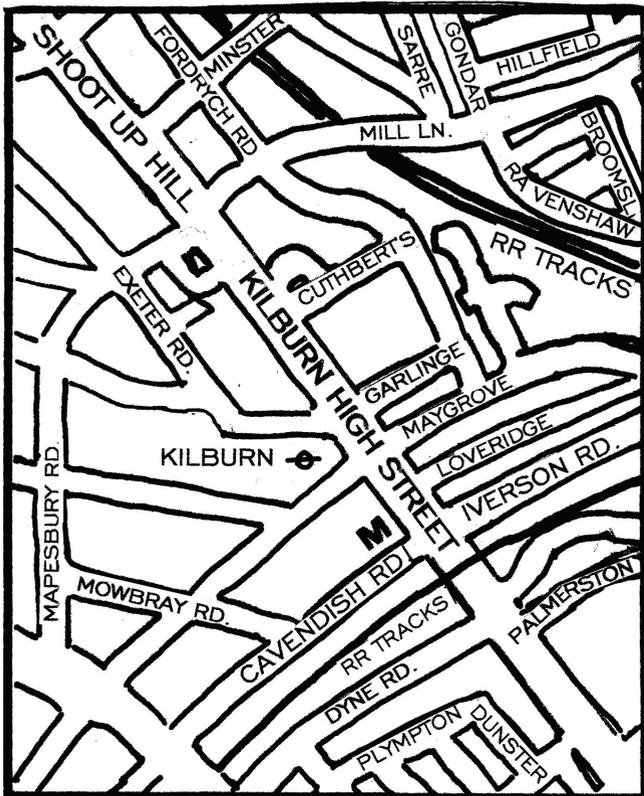
4.9 GONE TO THE DOGS

If the PCs report the location of the Oglagh's clubhouse to the RCDC, they will be asked to steer clear of it until Wil Quinn has had a chance to investigate it. A day later, Quinn will report that Mulligan's is a fairly ordinary all-male drinking establishment serving poitin (home distilled liquor) and beer. There's a basement that's off-limits to anyone but members, and a walled-off area behind the pub that's used for



KILBURN: AREA AROUND KILBURN TUBE STATION

¾ MILE WEST OF MAP 15



boxing matches and dogfights. The dogfights, held every other Saturday, give the RCDC an excuse to raid the place: Quinn plans to attend one to count heads and guns, then raid two weeks later.

Mulligan's is located in Kilburn, approximately three-quarters of a mile west of the western edge (top half) of Map 12. It can be found on the northwest corner of Kilburn High Street and Cavendish Road, close to the Kilburn tube station. (See letter "M" on Kilburn Map.)

Quinn will report that the dogfights are attended by 3D10 people; six of them have Oglagh tattoos; two of those carry Zastava CZ40s, and one has a double-barreled shotgun (SG24, 12 Ga). There don't seem to be any other guns, unless they're in the basement, but the Oglagh members carry knives, and there are chairs (one medium chair per spectator) and bottles in the yard, as well as 2D6 attack dogs (roll 1D6 for size). The bartender and 1D6 old men stay in the bar drinking.

If the PCs wait for Quinn, they will also be accompanied by Robyn Greenwood and David Blake (both dog lovers).

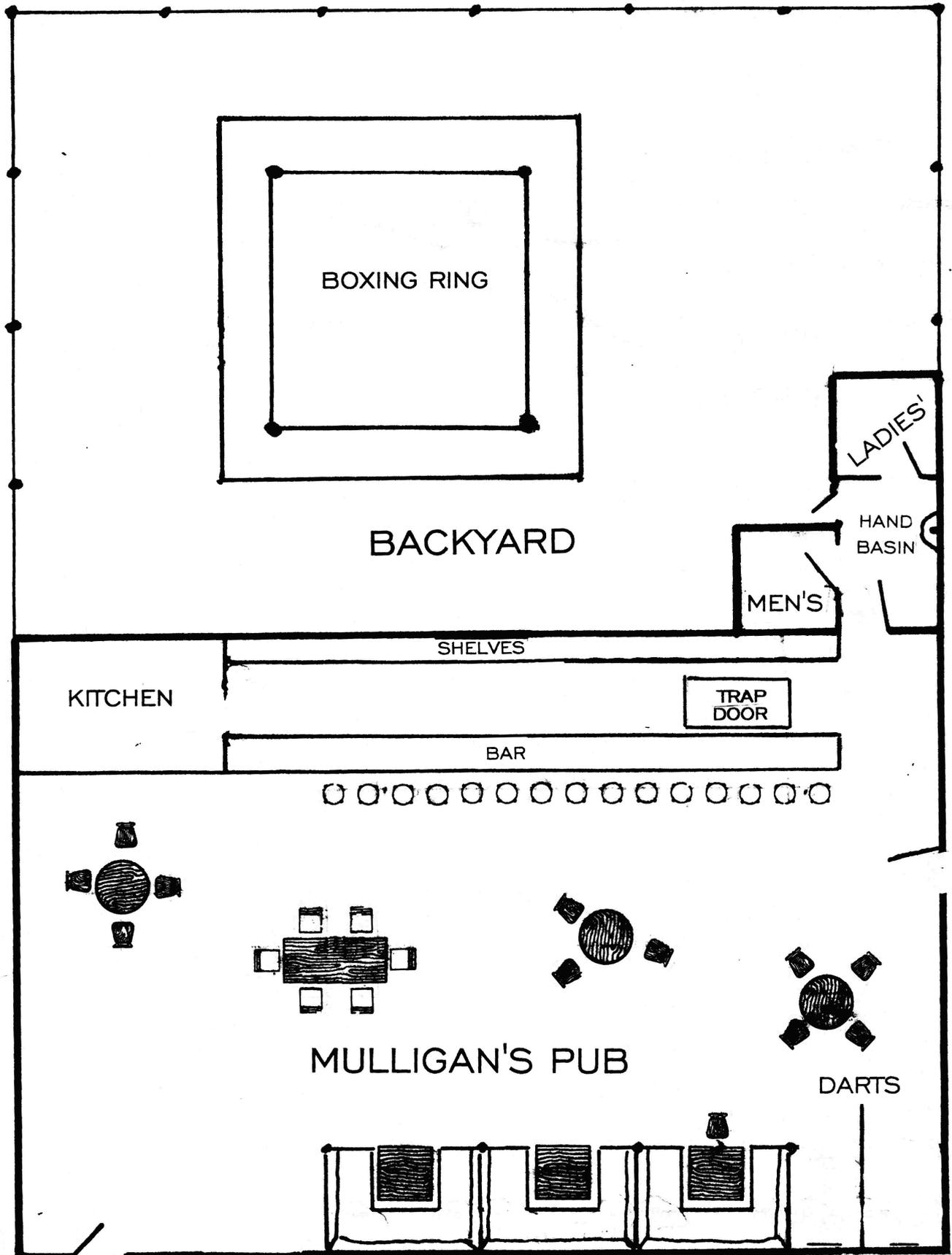
Bar-room: Bartender (Average Trained). .44 Special P27 under bar. 1D6 drinkers (Average extras, no weapons) at bar.

Behind the bar: two 1-liter bottles of pre-Ruin Irish whiskey, two 50-liter beer kegs (1D100 liters beer), one 50-liter of keg home-distilled liquor; gravity light; tactical flashlight; small fire extinguisher; first aid kit; calculator; battery-powered CD boombox. Cashbox holds 1D20 matches, 1D6 -1 rounds each of .22 rimfire, 9mm Parabellum, .223, .303, .308 and 12 gauge ammunition.

In room: 1D6 medium chairs, one large and two small tables, 1D6 candles in empty bottles. Dartboard and six darts.

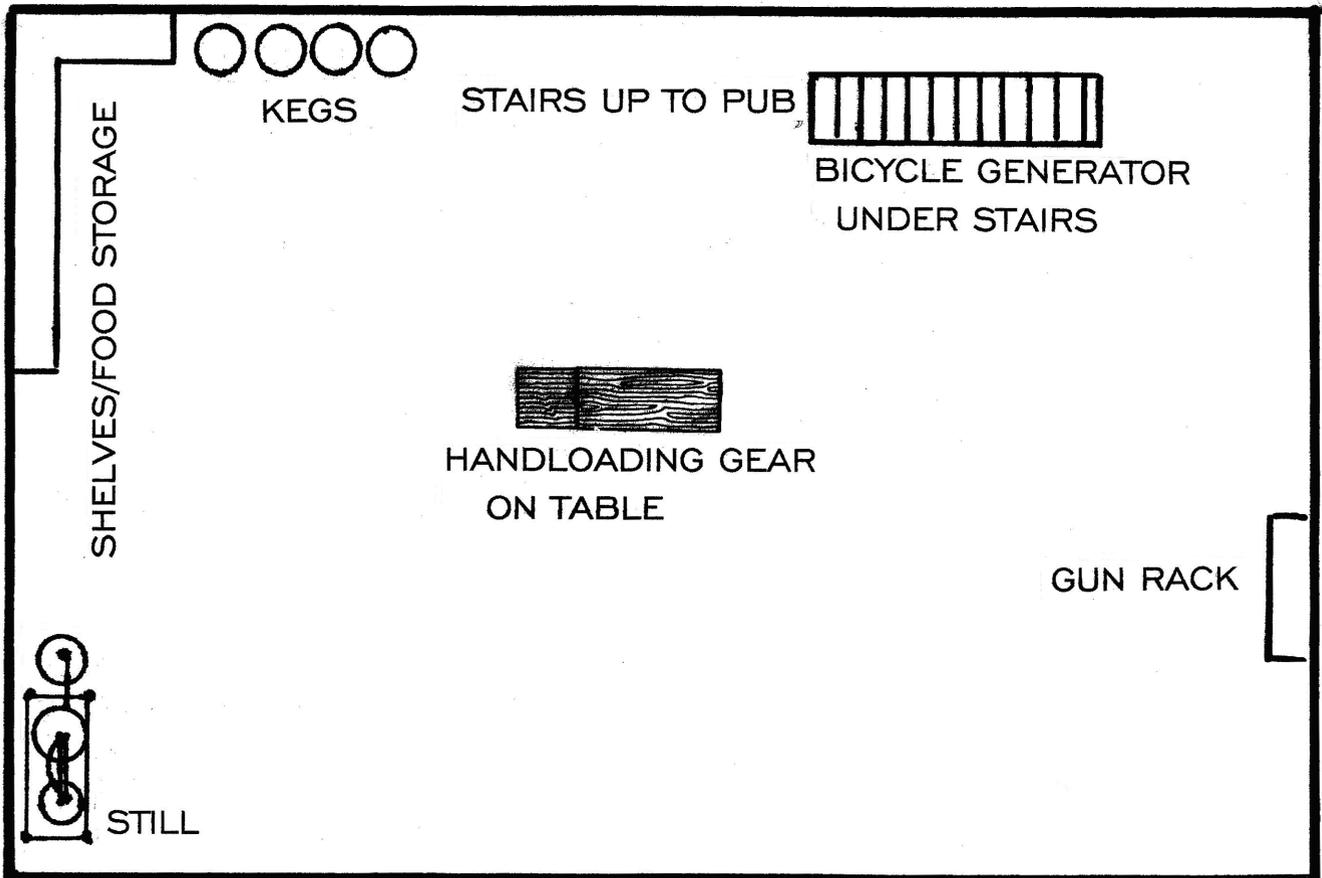
Basement: Four Zastava CZ99s, loaded, with five extra loaded magazines. Two AK-47s, one loaded, three empty magazines. One Mk. 2 Sten with two loaded magazines. Two 12 Ga SG21s, loaded. One 12 Ga Magnum SG10, loaded. One VZ61 Skorpion with two empty magazines. Eight US Mk. 6 Grenades. 1D100 rounds 9mm Parabellum. 1D20 rounds 12 Ga OO. One machete, one fire axe, one pick axe, one sledge hammer. Handloading kit for pistol, with Efficiency Factor 40







MULLIGAN'S BASEMENT



swage for 9mm Parabellum. 1D3 units of primers, 1D100 units of smokeless powder. Still, Efficiency Factor 2. One large table, 1D6 medium chairs. One Camper's Floodlight. One gravity light. Bicycle-operated generator with leech. Sockett. Tool Kit 1. 100 liters of beer, 100 liters of home-distilled liquor. 2D6 rations packaged food, 2D20 rations natural food (sacks of potatoes and onions).

Yard: As described by Quinn.

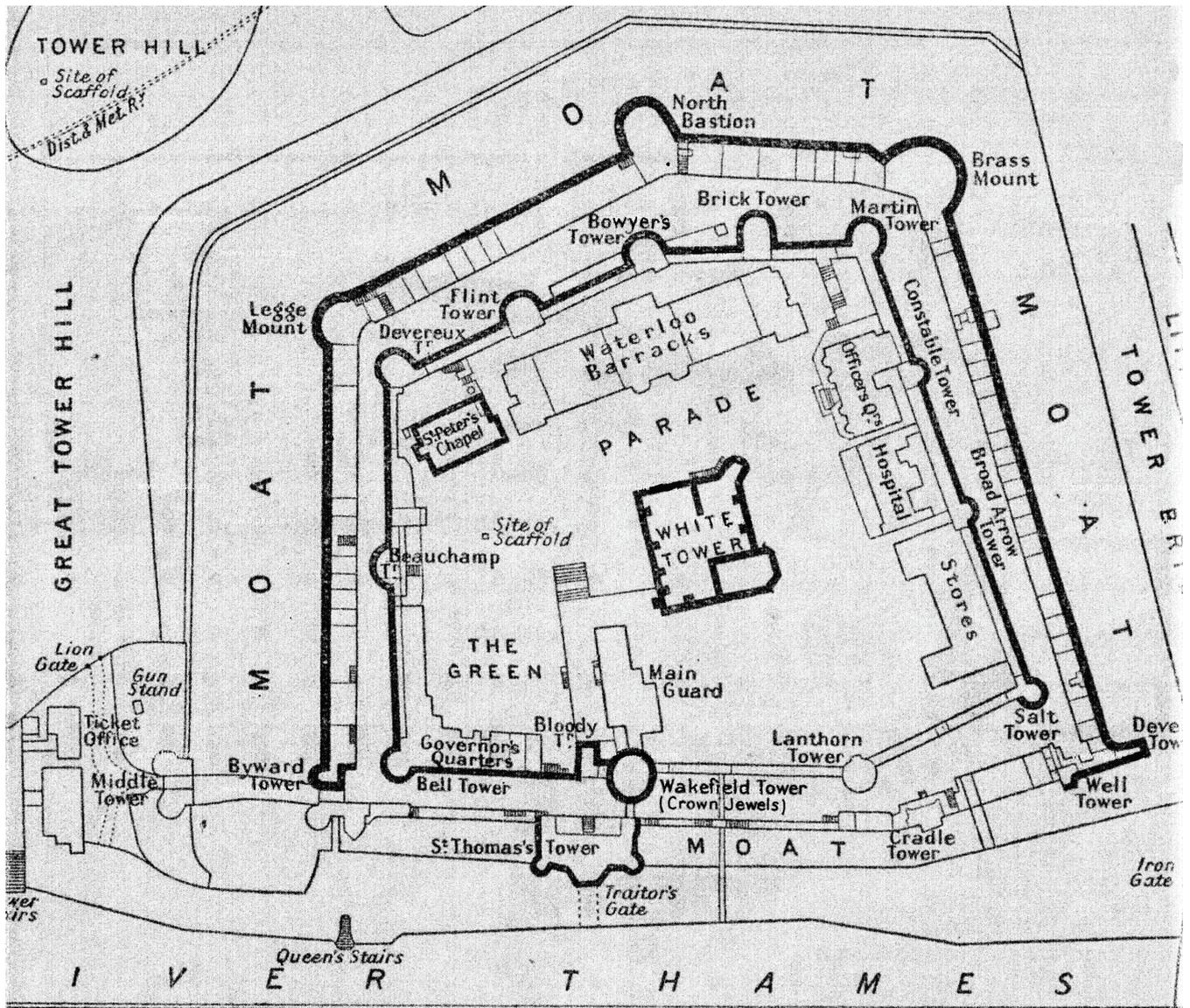
Quinn will lead the raid, ordering the bartender and any drinkers in the bar to lie on the floor, leaving Greenwood and the PCs to watch them. He and Blake will then check the washrooms and the basement, before walking into the yard. The PCs may choose to follow them into the yard or stay in the bar with Greenwood.

When Quinn walks into the yard, two evenly matched dogs will be fighting each other in the improvised boxing ring. While most of the spectators will surrender at the sight of the guns, one will unleash his Size VI dog, which will charge at Quinn. The three Oglagh men with guns will take advantage of the distraction and commence firing; the ones armed only with knives will not attack unless they can pick up a fallen gun.

If the Oglagh members are successfully interrogated, they will confirm that the grenades and much of the ammunition in the basement came from Ryan, in exchange for the stolen fertilizer.

4.10 THE BLOODY TOWER

On a rainy day when Samantha Hill, Tyler Vaughn and Jesus Chavez visit the Tower, the PCs should also be given a reason to go there (reporting for duty, handing over prisoners for interrogation, receiving rewards, bartering for weapons or armor, etc.). This will mean queuing with the other petitioners and traders to be searched by the guards at the gatehouse (Middle Tower) – David Blake, and RCDC sergeants Michael Spenser and Susan Marx. Standing in front of them is a couple, one in an abaya and hijab and apparently pregnant, the other in a long hooded waterproof poncho over jeans. When these reach the front of the queue, the Guards will look at their pass, then ask to search their backpacks. If any of the PCs make a Wit AST, they will hear the man in the poncho (Ahmed) explain that they have found shells filled with nerve gas, and were told to come to the Tower where there were experts who would know how best to deal with them. Blake will continue to insist on a search, at which point Ahmed will pull a Colt Lightweight out from under his poncho and shoot Blake and the two sergeants - while the woman (Fatima) runs through the Middle Tower eastward, shouting, "I have nerve gas and a dead man switch: try to stop me, and I will kill you all! I demand to speak to the American ambassador!" (two detailed action turns per repetition: she will



continue to shout this as she runs towards the White Tower). Ahmed, if not stopped, will follow.

Blake has been shot in the cheek (Location 2) for 5 points of damage, Spenser in the neck (Location 3) for 8 points, and Marx in the chest (Location 5) for 3 points. Spenser has also suffered a Disable Critical effect and failed the saving throw against System Shock.

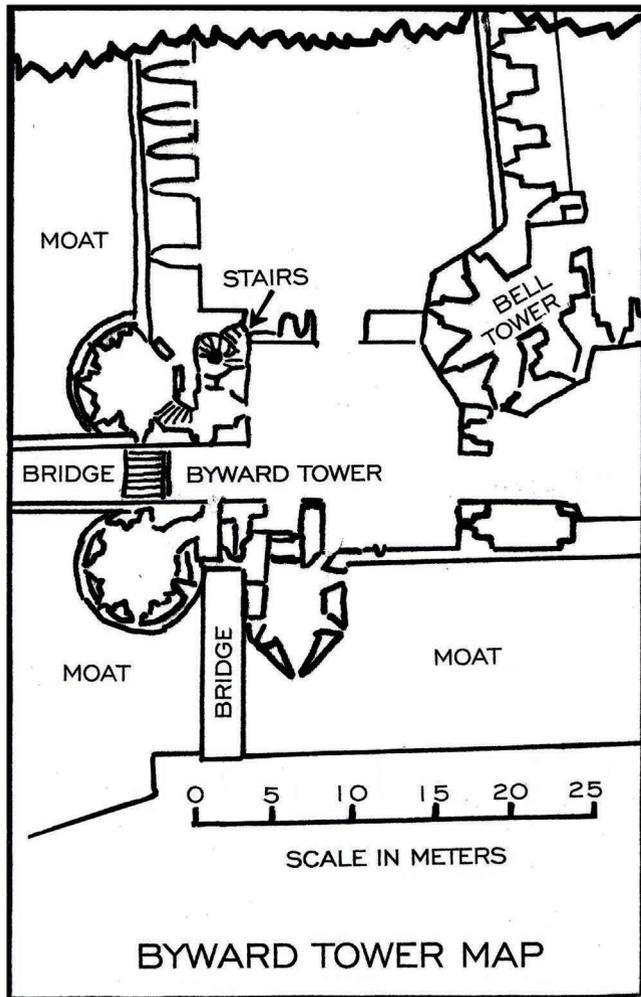
If Ahmed is not stopped, he will run the distance to the Byward Tower in six turns and then try the door up to the upper levels. Finding it locked (one more turn) he will shoot through the lock with his Colt Lightweight (loaded with jacketed rounds), then replace the half-empty clip in his pistol and run up the stairs to the portcullis chamber (one turn). When he sees the room is occupied by a sergeant and a constable armed with machetes and Glock-17s, he will throw in a US Mk 8 grenade and duck back down the stairs. The next turn, after the explosion, he will return to the chamber, intending to hack through the rope holding the portcullis up, trapping the occupants of the Tower inside. If the PCs fail to stop him, he will succeed in dropping the portcullis, leaving the PCs, Blake and the sergeants trapped outside until the portcullis can be raised again, some hours later.

Fatima will take eighteen turns to run the one hundred forty meters towards the Wakefield Tower before finding her way blocked by Rhian Mohammed and Jesus Chavez.

For the PCs, this is mostly an exercise in following orders, first aid, and not making things worse. One turn after being shot, Blake will attempt to shout, "Don't shoot the woman! She might not be bluffing!": unfortunately, the bullet wound means that his words can only be understood by Marx or by a PC making a Wit CST. Blake and Marx will attempt to prevent the PCs shooting Fatima, but Blake's next words will be, "Stop the man. Don't let anyone else in; this may be a diversion. And someone take care of Spenser."

Mohammed and Chavez will try talking to Fatima while barring her way, and will soon be joined by Tyler Vaughn. Fatima demands that no-one else come closer than ten meters, so a Wit AST will be needed to overhear much of the conversation. Fatima demands that the Americans abandon their embassy by sunset, leaving behind any weapons and medical supplies, or she'll release the dead man switch in her hand, killing everyone in the Tower (and, of course, herself). A fellow Saracen will come to the tower to tell her whether this has happened; if the messenger is not allowed to pass, she will release the switch. The two canisters of sarin hidden under her skirt, she adds, are fitted with a gravity switch, so if she falls over, the nerve gas will be released.

If any of the PCs have Stealth skill that matches or exceeds Will Quinn's, they'll be asked to sneak up behind Fatima while Mohammed



and Tyler are distracting her by trying to negotiate, and grab her hand, keeping her thumb on the dead man switch. Otherwise, Quinn will do this; he and Chavez will then hold her upright and immobile while Mohammed cuts her abaya open and examines the bomb. If the PCs do not interfere, Mohammed will be able to successfully defuse the device without anyone else being harmed.

If the PCs cause the bomb to be triggered, by shooting Fatima or knocking her down, the GM may choose to reduce the impact of the disaster: e.g. the two canisters (modified from 105mm shells) under her abaya may contain retch gas rather than sarin, or they may be corroded, releasing gas at a rate of 1/120 rather than the designed 40/3.

Fatima will be interrogated (as will Ahmed, if he survives). Both are members of the Cannon Street Saracens, and can reveal the location of their clubhouse, above a former curry house on Whitechapel Road. Their weapons and the plan came from Yusuf Abdul-Rahman, who they met outside St Aldate's underground station. The council will call for volunteers to attack the clubhouse, but by the time they arrive, the place will have been abandoned and stripped of anything of value.

FATIMA GUL

WT	WL	STR	DFT	SPD	HLH
12	14	13	14	17	13
BAP	MNA	PCA	CDA	DRT	
8	3	2	2	26	

Skills: (BCS 11) Knife; Literacy (English and Arabic); Nutritionist; Salvage Food; Nutritionist; Survival, Urban; Tailor; Technology Use.

Armor: Headscarf (LC 1-3), abaya (HC 3-18, 21-28), sneakers (HC

19-20).

Weapons: Suicide bomber harness with dead man switch and two canisters of gas.

Notes: Age 19. 5'5", average looks.

AHMAD GUL

WT	WL	STR	DFT	SPD	HLH
12	14	16	13	14	13
BAP	MNA	PCA	CDA	DRT	
7	2	3	1	28	

Skills: (BCS 11) Brawling; Knife; Pistol, Modern; Single Weapon; Stealth, Urban; Streetwise; Survival, Urban. (BCS 8) Literacy (English and Arabic); Technology Use.

Armor: Hooded rain poncho (HP 1-16, 21-28); hoodie (HC 1-11, 21-28), jeans (HC 10-18), T-shirt (LC 4-11, 21-22), sneakers (HC 19-20)..

Weapons: Colt Lightweight, jacketed rounds, plus spare magazine; US Mk 8 Offensive Hand Grenade; Saw-backed Machete; Hand ax.

Notes: Age 19. 5'8", average looks.

SERGEANT MICHAEL SPENSER

Average Veteran

Skills: (BCS 14) Autoweapon; Rifle, Modern; Search, Urban; Single Weapon; Streetwise (BCS 11) Automobile Driving; Beast Riding; Brawling; First Aid; High Technology Use; Literacy (English); Technology Use; Weapon and Shield. .

Armor: Metpol Patrolman's Armor.

Weapons: Mk 2 Sten, Electrobaton.

SERGEANT SUSAN MARX

Average Veteran

Skills: (BCS 14) First Aid; Pistol, Modern; Rifle, Modern; Search, Urban; Streetwise; Unarmed Combat (BCS 11) Automobile Driving; Autoweapon; Beast Riding; High Technology Use; Literacy (English); Single Weapon; Technology Use; Weapon and Shield.

Armor: Metpol Patrolman's Armor.

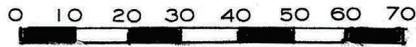
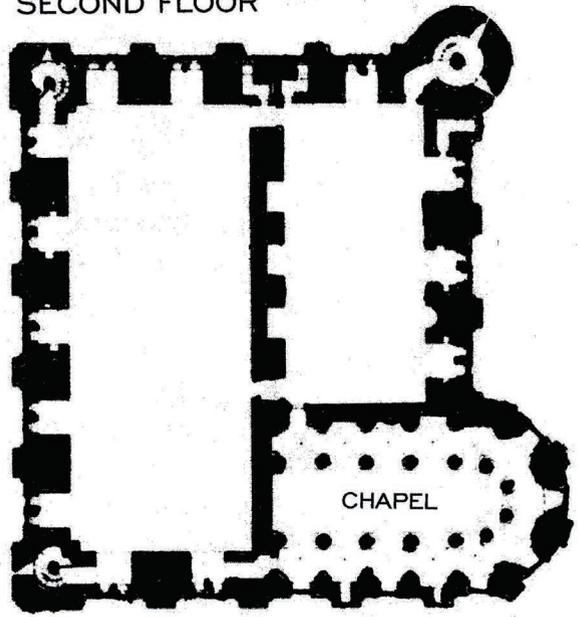
Weapons: Uzi (Box 40), Single-barrel Taser



THE WHITE TOWER

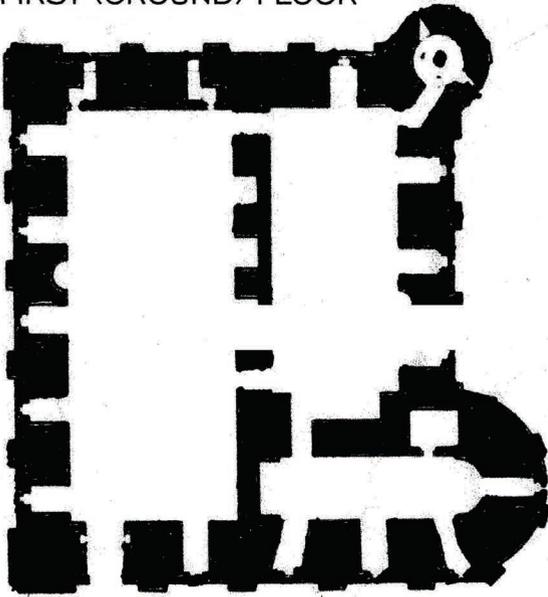


SECOND FLOOR

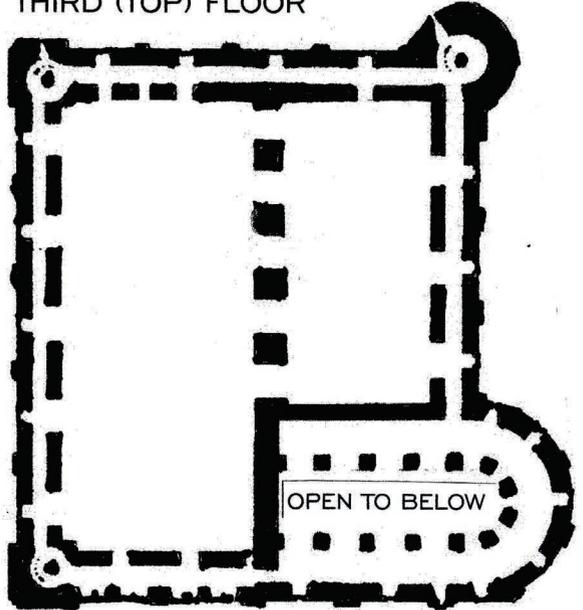


SCALE IN FEET

FIRST (GROUND) FLOOR



THIRD (TOP) FLOOR



4.11 BATTLE BENEATH THE EARTH

Note to the GM: Nine Elm Station, like the new US Embassy, is still in the planning stages. Batman Close exists; the bunker does not, but is modeled after the Group Control Centers on Church Hill Road (now demolished) and under Pear Tree House (unused, but extant).

4.11.1 WOLF IN THE FOLD

When the PCs are walking through London one morning, a few days after the CSS attack on the Tower, Warg will come running up to them and ask for their help. A Werewolf foraging party was attacked; Hide and Garou were killed, and Luna and Silver badly wounded, beyond the ability of any of the Werewolves to heal. Warg offers the guns taken from their attackers if the PCs will help them.

If the PCs accompany Warg back to the abandoned shop near Kennington Tube Station where the wounded Werewolves are sheltering, they will find that Luna, with a barbed crossbow bolt sticking out of location 5, has taken 20 points of lethal damage and gone into shock; Silver, with bullet wounds in locations 6, 9 and 27, has taken 18 points of damage and is dazed but conscious. The bodies of Hide, Garou, and four Morlocks are piled in the back of the shop (Werewolves don't believe in wasting good meat). The oldest and most heavily tattooed of the Morlock corpses wears the helmet, fatigues and boots from Light Reconnaissance Unit Armor; the other high-tech Morlock wears infra-red goggles, an army helmet, the tattered and blood-soaked remains of a field jacket, camo cargo pants, and sneakers. One of the changed Morlocks, killed by an arrow through the eye, wears a leather jacket (HL 4-10, 21-28), jeans and sneakers; the other, the only female, wears a black ski mask, the remains of a dirty grey tracksuit, and sneakers. The Werewolves offer the PCs a H & K MP SD3 (box 15, no ammo), a P39 with three hollow-point rounds still in the magazine, the Light Reconnaissance Unit gear, the infra-red goggles and the steel helmet if they can heal Luna and Silver – a job made more difficult by the fact that Silver has been shot with fragmenting bullets. Dire has also taken 6 points damage from a hollow-point .22 round in Location 28.

If the PCs agree to provide medical care, Warg will go looking for other Werewolves; Freki, Long Janey, Akela and Leah will arrive half an

hour later with a Medkit 2, bandages and medical supplies, with other random Werewolves coming in 2D10 minutes apart.

If the PCs ask the Werewolves what happened, Dire will say that they were foraging in the tube when they heard the sound of a wheeled cart being pushed along the tracks. They followed the sound until they saw the four Morlocks, who opened fire as soon as they saw the light from the Werewolves' flashlights. The Werewolves closed with them, killing all four, and were disappointed to find that the bags on the cart, that they'd thought might be food, were labeled 'fertilizer'. They dumped the bags near the scene, and used the cart to bring the bodies back to the nearest exit. Once the wounded Werewolves have been treated, Dire will offer to take the PCs to where the fight happened.

4.11.2. DARK AS A DUNGEON

If the PCs accept his help, Dire will lead them to Kennington Underground Station and down onto the tracks for the Northern Line, heading roughly south-west towards Nine Elms Station 2.4 km away. The firefight happened six hundred meters along the "northbound" track, around a curve. The tunnels are 3.5 meters wide at their widest and three meters high at the highest, approximately two meters wide at the base (tracks are 1.5 meters apart).

The only light at this end of the tunnel will come from light sources the party is carrying. The stronger the light, the further away they can be spotted by the Morlocks. Any light makes stealth impossible, and makes them a potential target. When the party reaches the scene of the firefight, and the trolley with the two 25 kg. sacks of fertilizer, the two Morlocks who have been sent from Nine Elms Station to investigate the delay in its arriving, Morrison and Pine, will be a further one hundred meters down the same track. If they see they are badly outgunned, Morrison and Pine will attempt to retreat to the nearest access passage, three hundred meters behind them.

MORRISON

Average Trained

Skills: (BCS 11) Brawling; High Technology Use; Knife; Pistol, Modern; Rifle, Modern; Single Weapon; Stealth, Urban; Streetwise; Survival, Urban; Technology Use. (BCS 8) Crossbow; Salvage Food; Throwing.

Armor: Winter anorak (Q-PC 1-12, 21-28); sneakers (HC 19-20),



pants (HC 11-18), t-shirt (LC 4-11, 21-22).

Weapons: C10 (loaded); Machete; trench knife.

Notes: Age 52. Wear infra-red goggles.

PINE

Average Trained

Skills: (BCS 11) Brawling; Crossbow; Knife; Salvage Food; Stealth, Urban; Streetwise; Survival, Urban. (BCS 8) Culture, Post-Ruin; Pistol, Modern; Rifle, Modern; Technology Use; Single Weapon; Throwing.

Armor: Fur coat (HH 4-14, 21-28), denim shorts (HC 10-12), sneakers (HC 19-20), baseball cap (HC 1), shirt (LC 4-11, 21-28), thermal tights (LC 10-20).

Weapons: Crossbow, 60-lb. pull, 2D10 hunting bolts; kukri.

Notes: Age 14. Eye, receptive and perceptive. Female, homely appearance (huge eyes, small jaw): wraparound sunglasses in hoodie pocket.

If the party reaches the last access tunnel without alerting the Morlocks, Abbot will be in the “northbound” tunnel, near the east end of Platform 1, looking east; Bishop the “northbound” tunnel, looking west; Robb the “southbound” tunnel, looking east, and Brand the “southbound” tunnel looking west. If not already alerted to the PCs unwanted intrusion, Erin Furey will be watching John Hunt, who will be working at the table until the shooting starts, at which point he will hide under it. If the PCs haven’t been sufficiently stealthy, Morlocks 4-6 will be waiting in the access tunnel in the hopes of ambushing the PCs, and Erin Furey will be waiting on Platform 2.

ABBOT

Average Veteran

Skills: (BCS 14) Knife; Rifle, Modern; Stealth, Urban; Technology Use (BCS 11) Autoweapon; High Technology Use; Literacy (English); Single Weapon; Streetwise; Survival, Urban; Unarmed Combat. (BCS 8) Culture (Post- and Pre-Ruin); Pistol, Modern; Salvage Food; Throwing.

Armor: Deluxe Street Suit with hood (Q-PX 1-2; PX 3-18, 21-28; BC20 4-12) and gas mask; sneakers (HC 19-20).

Weapons: FN-FAL on bipod (fully loaded) with LLM01 laser sight on infra-red setting; short bayonet.

Notes: Age 39. Wear infra-red goggles.

BISHOP, ROBB, and BRAND

Average Veteran

Skills: (BCS 14) Knife; Stealth, Urban; Survival, Urban (BCS 11) Autoweapon; Brawling; Pistol, Modern; Salvage Food; Single Weapon (BCS 8) Culture, Post-Ruin; Literacy (English); Rifle, Modern; Streetwise; Technology Use; Throwing.

Armor: Patrolman’s Issue Armor, painted black.

Weapons: Bishop has a PPSH-41 (Box 35) and a kukri. #5 has a Sterling L203 (Box 32, fragmenting ammo) and a trench knife. #6 has a Calico M-100 (hollow-points) and a bowie knife. Each has 2D10 rounds of ammunition for their gun, but no spare clips.

Notes: Age 19. Eye (perceptive) mutation. Sunglasses in coverall pocket.

On Platform 1 (“northbound”) of Nine Elms Station, the PCs will find forty-four 25-kg. sacks (1.1 tons!) of ammonium nitrate fertilizer turned into explosive, plus a large fire extinguisher, a fire axe and two solar LED lanterns. On Platform 2, there is a Chemistry Lab 2 and laptop computer on a medium folding table, a small folding chair, a detailed readout detector for chemical hazards, a Medkit 2 (with ten syrettes of atropine, ten of Panomycin, five of Polycellulac-3, two of Cardiacine, two of Neo-Heroin, one of HDAP, ten units of medical supplies and twenty units of bandages), a large sack containing three gas masks, a large fire extinguisher, a 20-liter collapsible water carrier with tap, a case of twelve MREs (packaged food), two solar LED lanterns, a filthy

mattress, and two old blankets.

ERIN FUREY

WT	WL	STR	DFT	SPD	HLH
10	19	39	13	13	19
BAP	MNA	PCA	CDA	DRT	
6	2	3	1	48	

Skills: (BCS 17) Autoweapon; Brawling; Rifle, Modern; Technology Use. (BCS 14) Flexible Weapon; High Technology Use; Single Weapon; Throwing (BCS 11) Automobile Driving; Crossbow; Grenade Launcher; Knife; Literacy (English); Stealth, Urban; Survival, Urban; Two Weapon.

Armor: Heavy Infantry Armor Mark IIIa with grey camouflage ballistic cloth oversuit.

Weapons: FAR Assault Carbine with LLM01 laser sight on infra-red setting, Box 30 jacketed ammunition; 12 Ga Magnum SG10, 00 Buck; Mustard Gas Hand Grenade (2/5); broadsword; short bayonet.

Notes: Age 19. 6’1”, bright red hair cut short, mediocre looks. Also carries web gear holding a 22m Sarin gas Rifle Grenade, a spare magazine for the Carbine (Box 30, hollow points), a demolition multi-tool, and the keys to Apartment D and room D3.

Erin Furey, a Strong Changed, is the bad-tempered younger sister of an Oglagh “soldier.” She was resented by Oglagh for being stronger than any of the men, but Random realized that she could be useful as a bodyguard and seduced her into joining his inner circle. She is unwaveringly loyal to Jason Random; she helped him abduct Diana Hunt, and will die to protect him or his secrets. Fortunately for the PCs, she has been ordered to watch and protect John Hunt, and will do so unless given new orders – and radio reception in the subway is too poor for her to contact Random unless she can return to the surface.

JOHN HUNT

WT	WL	STR	DFT	SPD	HLH
29	8	8	14	11	11
BAP	MNA	PCA	CDA	DRT	
5	2	2	1	19	

Skills: (BCS 14) Basic Research; Chemistry; Complex Explosives; Demolitions; High Technology Use; Lab Technique; Literacy (English); Simple Explosives; Technology Use; (BCS 11) Automobile Driving; Computer Science; Culture (Pre-Ruin); Decontamination; Defusing Explosives; Distillation; Fermentation; First Aid; Handloading; Mathematics; Physics; Salvage Food; Stealth (Urban) (BCS 8) Nutritionist; Pharmacy; Plastics Synthesisation; Pistol, Modern; Production of Fuel (Hydrides); Radio Communications; Survival (Urban).

Armor: Metpol Patrolman’s Issue Armor minus flak jacket.

Weapons: Demolition multi-tool (jack knife).

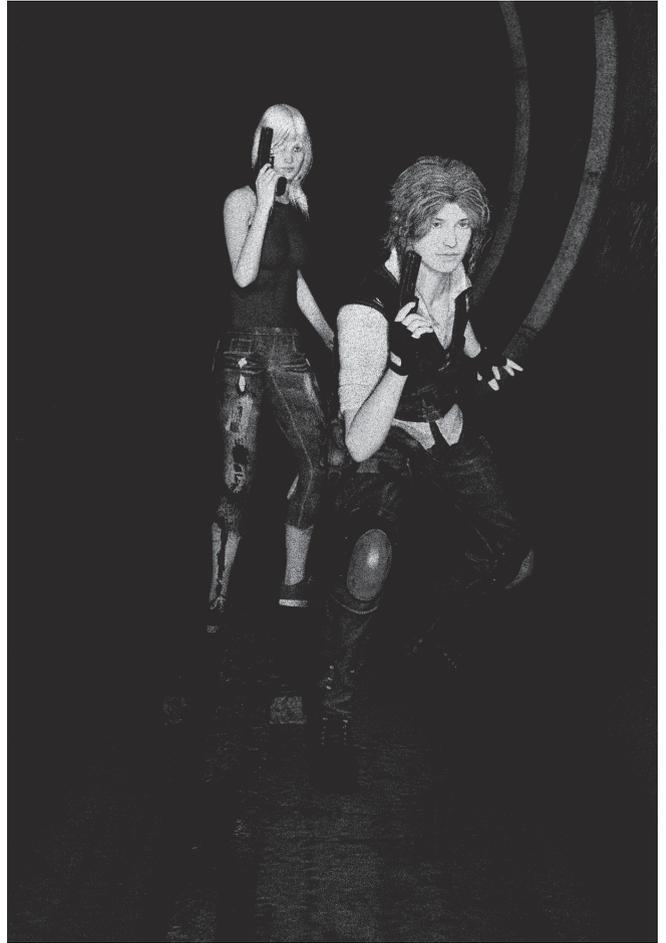
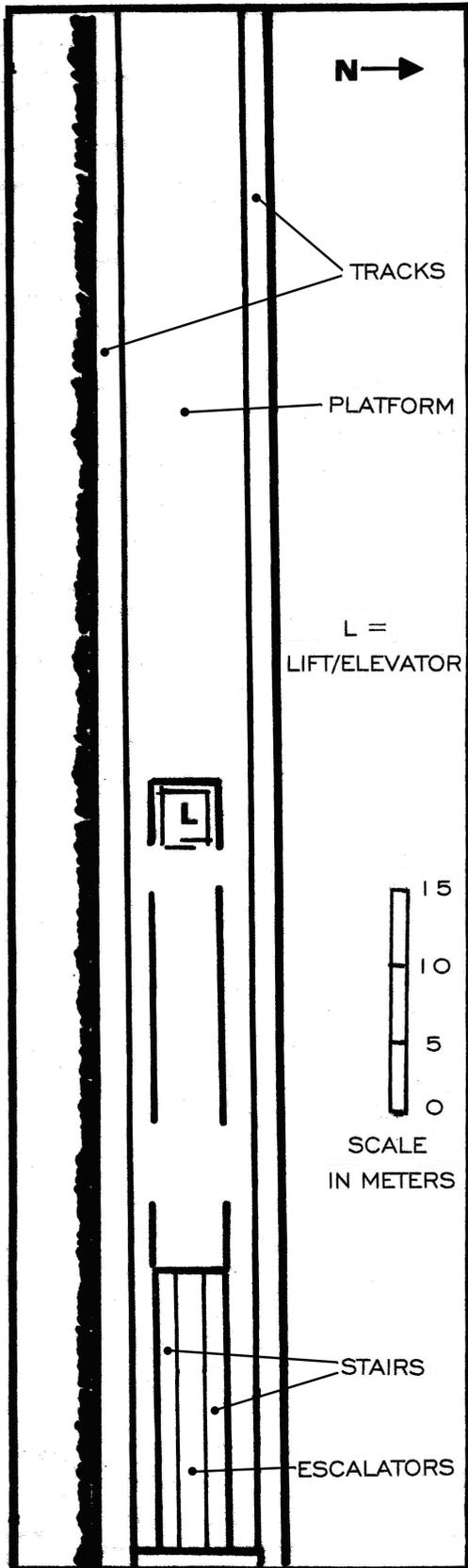
Notes: Age 51. 5’8”, mediocre looks.

John Hunt is a coward, though his fear for his daughter’s life is genuine: this timidity has made it easy for Jason Random to manipulate the former industrial chemist into making explosives and chemical weapons. It also means that Hunt will not need to be interrogated; if he survives the battle at Nine Elms Station, he will gladly tell the PCs everything he knows about Random’s plans in exchange for their promise to attempt to rescue his daughter.

4.11.3. REVELATION

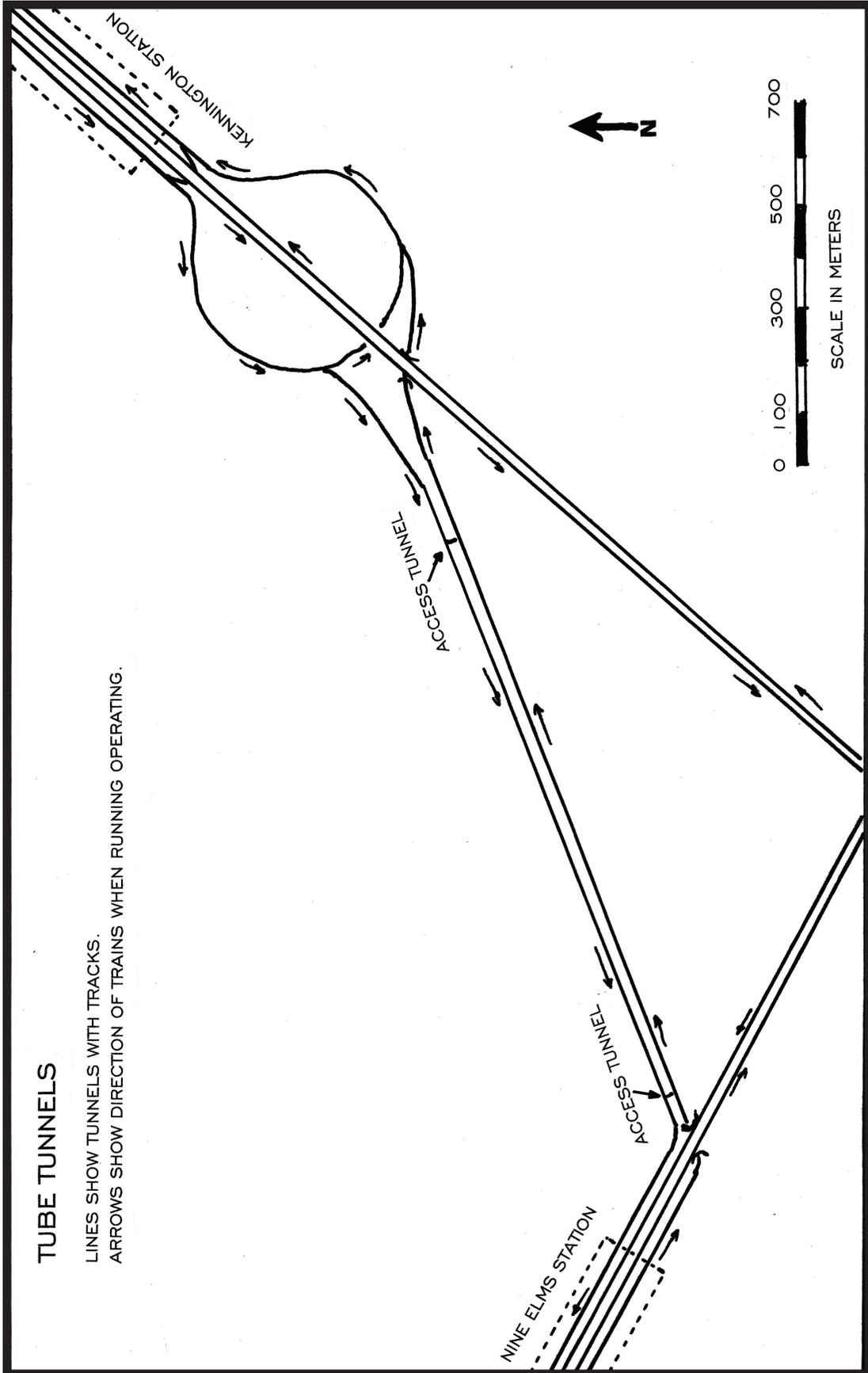
Hunt knows that Jason Random has been working with the Oglagh, Morlocks, C18 and Cannon Street Saracens to gather enough ammonium nitrate fertilizer to make a truck bomb big enough to blow a hole in the US Embassy gates. The truck will be driven by a Cannon Street Saracen who expects to be martyred; C18 and Oglagh gang members will then attack. Random will stay at a safe distance, commanding a CSS mortar crew armed with sarin and mustard gas shells. When the building has been captured, Random will turn it into his personal palace. Random is only a week or two away from acquiring enough explosives for the bomb.

TUBE STATION



Random is living in a small two-storey four-apartment building in Batman Close, Hammersmith, which was built above, and conceals, a Civil Defense Group Control Center accessible from the back yard. Hunt's daughter Diana, his only surviving relative, is imprisoned in this bunker below the apartments. Random normally lives in one of the top floor apartments with the favorite of his three 'wives', a young woman who calls herself Mania; the other top floor apartment houses the lab where Hunt makes chemical weapons, and where he sleeps. The ground floor apartments are the living quarters and workplace for his other wives – Erin and Tiffany. The three women also act as prostitutes, and Hunt rightly suspects that some of their clients are from the Tower or upper echelons of the RCDC, which is how Random knows where and when to ambush the fertilizer shipments. For this reason, Hunt recommends that the PCs don't tell anyone in the Tower that they're going to attack Random's house, or Random will be alerted and will either barricade himself in the bunker, if time is short, or find another hiding place. Hunt also warns the PCs that if he and Erin Furey aren't waiting near the station entrance shortly after sunset, ready to be picked up by Random's driver and taken back to the apartment building, Random will realize that something has gone wrong: Hunt doesn't know what Random is likely to do under the circumstances, but it will almost certainly make him more difficult to defeat. Hunt does know that neither Random nor his women have ever come to collect him; it's always been a gang member or one of Random's black market contacts who is also a client at the brothel.

(Hunt is correct about Random getting information about shipments from staff at the Tower who visit the girls, but wrong about there being traitors in the RCDC: Mania uses her ESP powers to read the minds of any guardsmen who visit the brothel and have access to the roster. William McBride was one of her regular clients.)





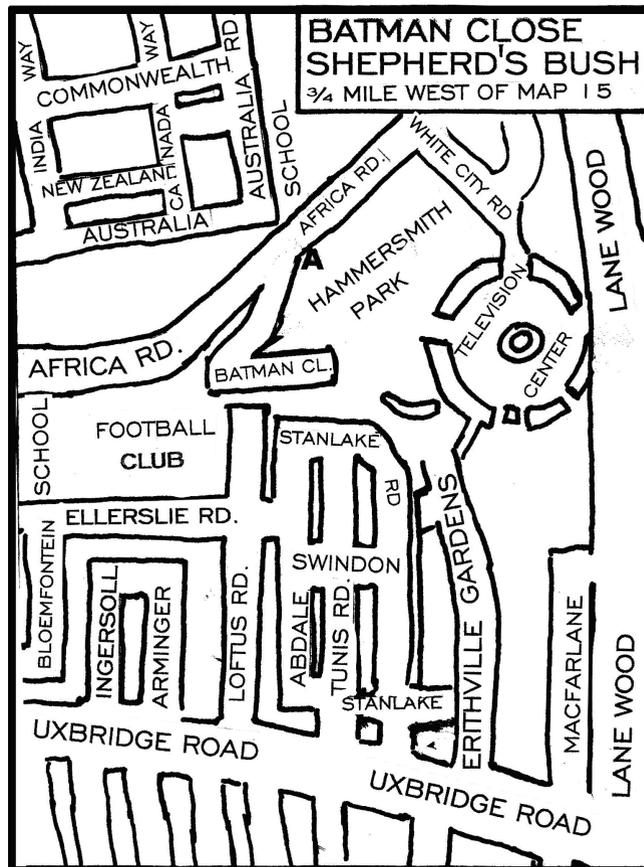
4.12. ATTACK THE BLOCK!

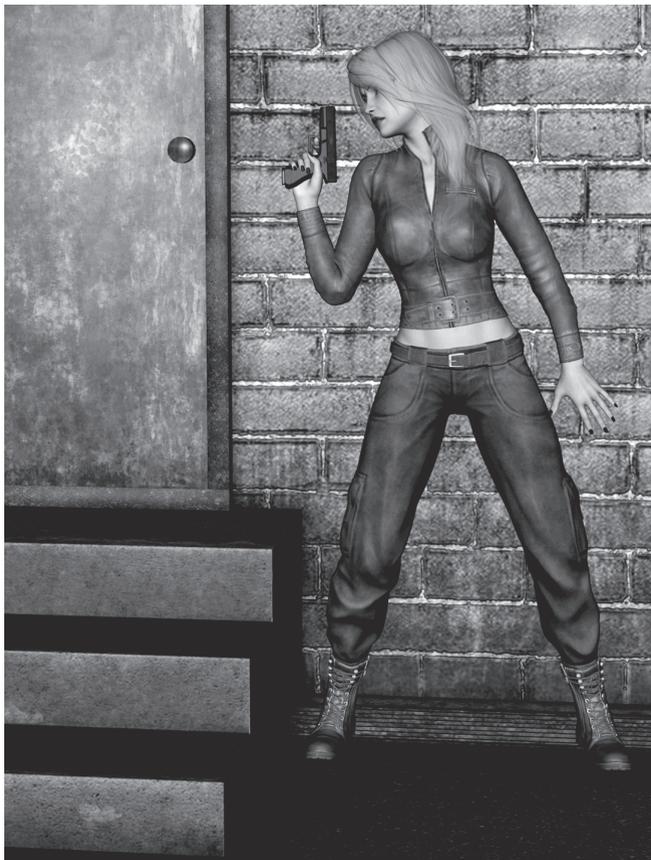
If the PCs decide to use the van Random sends to collect Hunt and Furey as a Trojan Horse, they will find it surprisingly easy to carjack; the driver is a C18 blackshirt, Klipsch, who is armed only with a Walther PPK and a short bayonet and not expecting any trouble.

The four apartments above the bunker have the same layout, mirror-imaged. Exterior walls, floor, roof and ceiling are 8" brick and reinforced concrete, Barrier Factor *240; interior walls are 4" reinforced concrete, Barrier Factor *120. The roof is lined with solar screens providing electricity during daylight hours, and rainwater is piped through filters in the bunker. Windows are ¼" shatter resistant glass, Barrier Factor 6, with hardened metal shutters (controlled from inside), Barrier Factor 7. The doors are 1" reinforced plywood, Barrier Factor 20; except for the airtight blast doors, which are 2" hardened metal, Barrier Factor *120. Apartment exterior doors have fisheye lens peepholes and security chains. All locks are Complexity 6 key locks, Barrier Strength 20; lockable doors (including all interior doors in the bunker, except for the bathrooms) are deadlocked unless otherwise indicated.

The small apartment building is located on Batman Close, about a three-quarters of a mile west of Map 15 (southern half) and a quarter mile south of Mulligan's Pub in Kilburn. On the map showing Batman Close and surrounding streets, the apartment building (and the bunker) are indicated by the letter "A" near the corner of Batman Close and Africa Road.

The building has no garage, but there is a driveway large enough for the van. The back yard is surrounded by a 5' brick wall; the front by a 2' high brick wall topped by a 3' spear-topped wrought-iron fence. The gates, left open when the van is in use, are also spear-topped iron. The garden areas, front and back, are now used for growing potatoes. The building is surrounded on all sides by similar buildings (though without bunkers); sixty percent of ground floor apartments and forty percent





of top floor apartments are occupied.

If the PCs take Random and Mania by surprise, they will be wearing the fatigues and boots of their Light Reconnaissance Armor, and armed only with their sidearms and knives: Random's sabre, Mania's katana, and the rest of their armor will be in Cc, and other weapons in Cb. Tiffany will either be asleep or engaged with a customer (random male NPC).

TOP FLOOR

APARTMENT C

a: Kitchen. Stove replaced by multi-fuel camping stove. 25-liter collapsible container of safe water and large camper's LED lantern on benchtop. Cupboards contain assorted kitchen utensils, 2D6 candles, 2D3 boxes of twenty-five matches, a small fire extinguisher, one bottle of good pre-Ruin Irish whisky, and 4D10 rations of packaged foods ranging from luxury foodstuffs to spam and worse.

b: Living Room. Gun rack holds: an AK 108 with M-203 Grenade Launcher (loaded with HEAP) and LLM01 laser sight; a H&K MP-5 SD3 loaded with fragmenting rounds; an SR-3 Vikhr with suppressor; a Franchi SPAS-15 loaded with 00 Buck; a M-25; and a Dragunov SVD loaded with jacketed rounds. Medium table holds: four full spare magazines for each gun; one HEAP, one HEAT and one WP 22mm Rifle Grenade; six HEAP, two canister, two sarin and two mustard gas 40mm grenades; six DM51 hand grenades; a military/police grade short-wave radio receiver (ENC 1.5) and a portable DVD player (ENC .1). Bookcase contains Advanced Texts on Handloading (rating 25-90), Interrogation (40-70) and Tactics (60-85) (.1 ENC each); Manuals on Automobile Repair (BCS 16), Distillation (BCS 16), Fermentation (BCS 14), Firearms Repair (BCS 16), First Aid (BCS 12) and Salvage Food (BCS 16) (.1 ENC each); a Shakespeare Second Folio (ENC .1) and ENC 2 of fiction paperbacks and DVDs. Bicycle generator hooked up to leech and radio. One medium and one small chair. Walls decorated with playbills.

c: Bedroom 1. Contains a queen-sized bed, and a closet with mirrored doors filled with Random's and Mania's clothes (including a Civilian CBS Suit, Mania's Deluxe Street Suit, and any armor they're not wearing at the time) and two large lightweight packs with hydration bladders. Beretta M-93R under pillow, katana rack on headboard.

d: Bathroom. Cabinet contains Medkit 2 (with ten syrettes of atropine, ten of Panomycin, five of Polycellulac-3, two of Cardiacine, two of Neo-Heroin, one of HDAP, ten units of medical supplies and twenty units of bandages), as well as soap and cosmetics. Twenty-three rolls of pre-Ruin soft toilet paper near toilet.

e: Bedroom 2. Contains a queen-sized bed, and an empty closet with mirrored doors.

APARTMENT D

a: Kitchen. Contains a Chemical Lab #3, a 25-liter collapsible container of safe water, a large fire extinguisher, and a large camper's LED lantern.

b: Living room. Contains a large chair, a bicycle generator hooked up to a leech, a laptop computer on a small table, and a bookcase. Bookcase holds a Reference for Pharmacy (BCS 19, ENC .3); Advanced Texts on Complex Explosives (Rating 50-90), Demolitions (45-80), and Simple Explosives (50-90) (each ENC .1); Manuals on First Aid (BCS 16) and Production of Fuel (Hydrides) (BCS 14) (each ENC .1).

c: Hunt's bedroom. Contains an army cot, a sleeping bag, a pillow, and a camping pack filled with Hunt's other clothes. Bolt and standard key padlock (Complexity 3) on outside of door.

d: Bathroom. Cabinet contains Medkit 1 and one syrette of atropine. Periodic Table of Elements shower curtain. Soap and one roll of toilet paper.

e: Erin's bedroom. Contains a queen-sized bed, a closet with mirrored doors containing Erin's other clothes (mostly Army surplus in green) and a large lightweight pack, and a large LED lantern. 12 Ga Magnum SG10 and Micro-Uzi beside bed.

GROUND FLOOR

APARTMENT A

a: Kitchen. Cupboards contain one bottle of post-Ruin mead, one bottle of post-Ruin spirits, 2D6 candles, 1D3 boxes of twenty-five matches, a small fire extinguisher, assorted drinking vessels and assorted sex toys. A 25-liter collapsible container of safe water and a large camper's LED lantern on bench.

b: Living room. Decorated to resemble a fantasy version of an Arabian harem. Floor covered with large cushions. Large hookah filled with Granny Green's best hashish. Two large LED lanterns.

c: Bedroom. Designed to resemble a fantasy version of a medieval torture chamber, with rack and whipping post. Leather whip hanging on west wall; sconces for torches (unlit, useable as clubs) on north and south walls.

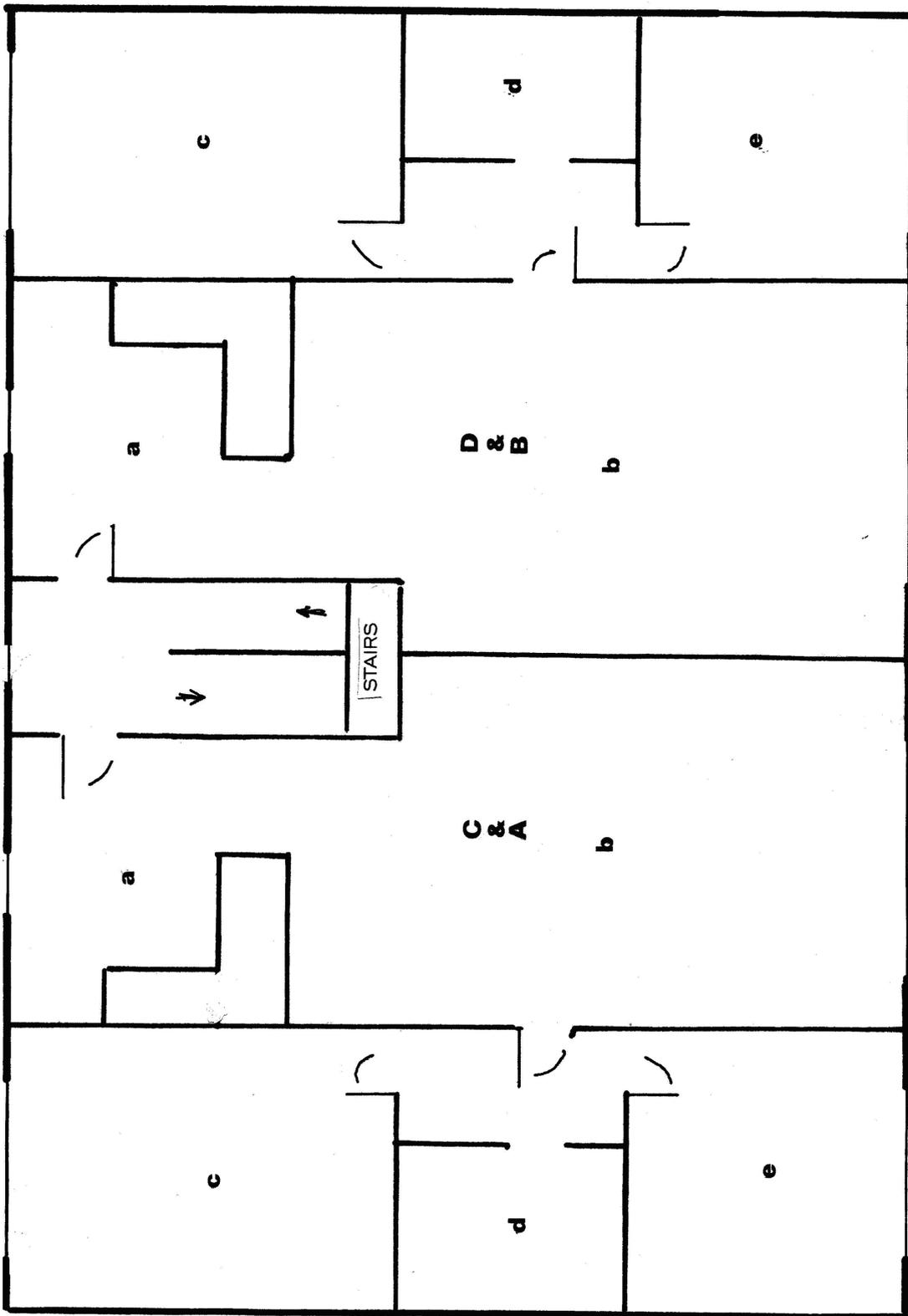
d: Bathroom. Cabinet contains Medkit 1, soap and cosmetics. two rolls of pre-Ruin soft toilet paper near toilet.

e: Bedroom. King-sized four-poster bed, a closet with mirrored doors containing Tiffany's costumes and other clothes and accessories (including a Glock 17, a Walther P-38, a tonfa, a metal nunchaku, two sais, a Deluxe Street Suit, a Metpol jumper and helmet, an aluminum alloy chainmail bikini, a hardened heavy leather cuirass, a plasthide catsuit, a steel helmet, light leather jackets and pants, two gas masks, handcuffs, lengths of rope, and assorted boots, shoes, hats, gloves and jewelry). Electrobaton and one-shot tear gas pen under bed. Decorated with mirrors, and prints of Degas paintings and Toulouse-Lautrec posters. If the party makes a surprise attack shortly after sunset, Tiffany Weaver will be asleep in the bed, naked.

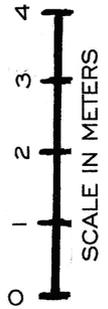
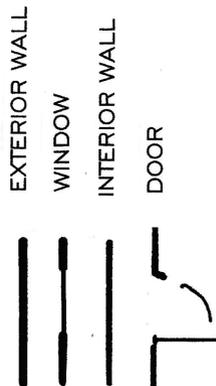
APARTMENT B

a: Kitchen. As for Apartment A.

b: Living room. Decorated to resemble a schoolroom, with whiteboard, desks and small chairs. Bookcase contains a portable



THE APARTMENTS



DVD player, and .6 ENC of pornographic magazines and DVDs.

c: Surgery (old, but functional when fully powered – transplanted from bunker).

d: Bathroom. As for Apartment A.

e: Bedroom. Queen-sized futon bed and folding massage table. Japanese erotic prints on walls. Electrobaton and one-shot tear gas pen under bed.

BUNKER

b. Blast doors.

A. Former canteen, now empty except for 1D100 Giant Cockroaches. North wall lined with sinks; taps are filtered to produce (cold) safe water.

B. Rainwater tank.

C. Men's bathroom.

D. Women's bathroom.

E. Rainwater tank.

F. Former communications center, now empty.

G. Former mainframe room, now heavy weapons and explosives storage. Contains an M174E3 Grenade launcher, thirteen light mortar rounds filled with Sarin, six Claymore mines in canvas satchels, two hundred rounds of .22 LR hollow-point ammunition, one Electrician's Kit 2, twelve blasting caps, twenty meters of Cordite 10, six electrical igniters, two chemical timers, and four digital watches usable as electric timers. If the PCs were unsuccessful in taking West's weapons from the Ogliaigh (see 4.7), there will also be a light mortar with eight rounds HEAP; an AT-4; an M-72 LAW; an M-249 SAW; and a Barrett M82 "Light 50" Rifle.

H. Former library, now empty.

I. Former office, now empty.

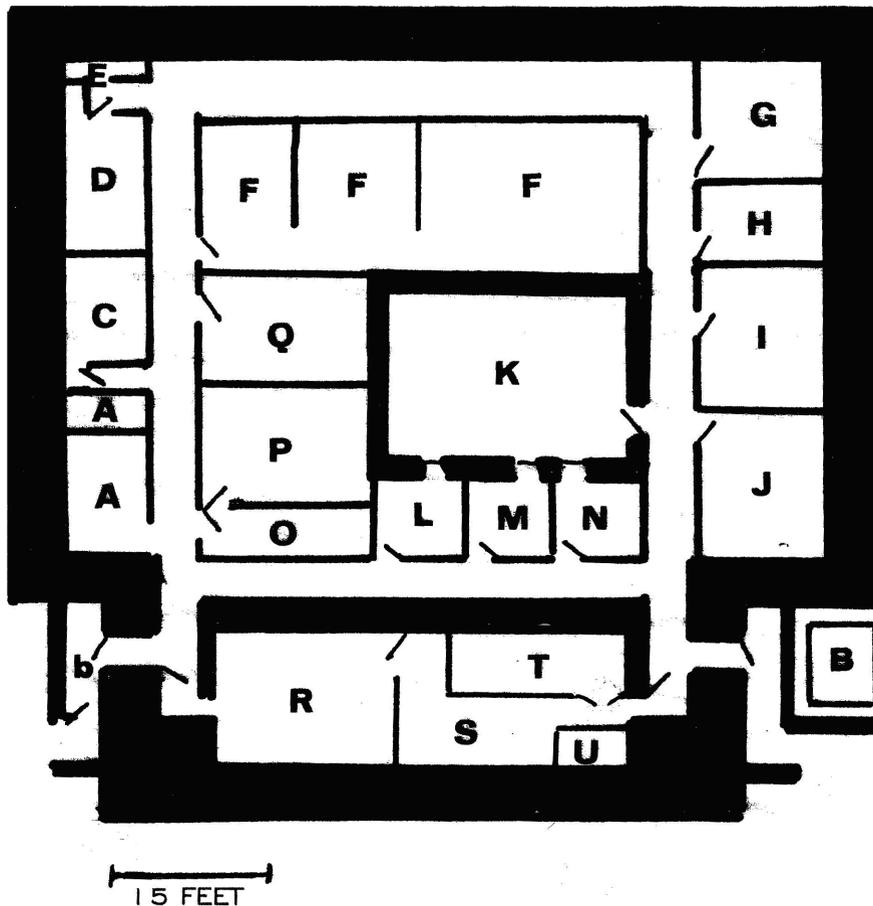
J. Former surgery, now Diana Hunt's cell. Contains a comfortable single bed, a medium chair and small folding table, a gravity light, a portable DVD player, a two-liter plastic bottle of safe water and a cup, a chemical toilet and a bicycle generator.

K. Control center. Random, Mania and Tiffany will retreat here if they have sufficient warning of an attack. Gun rack holds two Desert Eagles, an AKS-74U, a H&K MP-5 SD3 loaded with fragmenting rounds, an SR-3 Vikhr (with suppressor), and a Franchi SPAS-15 loaded with 00 Buck. On desk, three spare magazines for each gun, two D51 hand grenades, and a laptop with Medcomp software and peripherals, plus References for Advanced Medical, Pathology, Pharmacy and Therapy; desk drawers hold six hundred rounds 9mm Parabellum (two hundred fragmenting, four hundred standard, all in 20-round boxes), six hundred rounds 9x39mm, six hundred rounds 5.45x39mm, one hundred rounds 12 Ga 00 Buck, and one hundred rounds of .44 Magnum. Room also contains one wall-mounted detailed readout chemsniffer, two gravity lights, two camper's LED lantern/flashlights, one bicycle generator, two medium chairs, one flat-screen TV with DVD player, one small rack of assorted DVDs (ENC .6). North wall covered with pre-Ruin map of Greater London, west wall with map of world, east wall with map of UK and Ireland.

L. Former office, converted into bedroom. Contains queen-sized futon bed and gravity light. South door booby-trapped; if Room #11 is occupied, anyone touching the southern handle will receive an electric shock, doing 1D10 subdual damage if touched.

M. Former office. Contains chemical toilet, gravity light, and six rolls pre-Ruin soft toilet paper. South door booby-trapped with bouncing betty mine and US Mk 8 Offensive Grenade.

N. Contains queen-sized futon bed and gravity light. South door booby-trapped; if Room #11 is occupied, anyone touching the southern



handle will receive an electric shock, doing 1D10 subdual damage if touched.

O. Former security station. Contains remains of outdated monitoring systems and an empty gun rack.

P. Kitchen. A functional, reasonably well equipped kitchen containing eight hundred rations of packaged foods (tins and MREs), two hundred rations of Freeze-Dried Foods, and two hundred Super-K Rations.

Q. Former office. Large table holds handloading kits for pistol and rifle, each Efficiency 1.5, with swages for 9mm Parabellum, 9x39mm, 5.56mm NATO, 5.45x39mm, 7.62mm NATO and 7.62x54R, plus 40 units of primers, 1000 units of smokeless powder and 100 units of lead. Also contains one small chair and two gravity lights.

R. Air filters

S. Plant room

T. Motorized Light Industrial Generator, in disrepair.

U. Fuel tank for generator (empty).

TIFFANY WEAVER

WT	WL	STR	DFT	SPD	HLH
10	10	12	26	16	13
BAP	MNA	PCA	CDA	DRT	
8	4	2	2	24	



Skills: (BCS 17) Acting/Disguise (BCS 14) Commerce; Flexible Weapon; Knife; Pistol, Modern; Technology Use; Unarmed Combat. (BCS 11) Culture (Post-Ruin and Pre-Ruin); High Technology Use; Literacy (English); Rifle, Modern; Single Weapon; Stealth, Urban; Streetwise; Survival, Urban; Two Weapon.

Armor: If asleep, naked. If awake and not expecting visitors, bathrobe (HC 4-16, 21-28) and slippers (HC 19-20). If given time, will don Deluxe Street Suit and Metpol gloves and boots.

Weapons: Normally unarmed.

Notes: Age 19. 5'5", Comely looks; waist-length blonde hair. Has keys for handcuffs and for Apartments A, B and C.

Tiffany Weaver is beautiful, blonde, blue-eyed and busty, but her popularity as a sex worker owes almost as much to her extreme flexibility as her looks. Random seduced her away from one of London's swankiest hotels/brothels with promises of making her one of his queen consorts in his new palace; while he has not yet kept this promise, he has given her a comparable degree of safety and comfort with shorter working hours, and she remains loyal to him – up to a point, anyway. Unlike Mania and Furey, she will surrender if things seem hopeless.

MEG GEARY, AKA MANIA

WT	WL	STR	DFT	SPD	HLH
16	14	12	14	14	11
BAP	MNA	PCA	CDA	DRT	
7	2	3	1	24	

Skills: (BCS 17) Gambling; Interrogation; Knife (BCS 14) Literacy (English); Pick Pockets; Pistol, Modern; Rifle, Modern; Single Weapon; Stealth, Urban; Streetwise; Survival, Urban; Technology Use. (BCS 11) Acting/Disguise; Autoweapon; Culture (Post-Ruin and Pre-Ruin); High Technology Use.

Armor: Light Reconnaissance Unit Armor.

Weapons: Glock 19; katana; kukri.

Notes: Age 18. 5'3", Above average looks; shoulder-length curly black hair. Communicative Talent 13. Carries one syrette 8-Gamma-PCP-III, one Polycellulac-3, master key for Bunker, handcuff key, and keys for Apartments A, B and C.

Orphaned at age four, Maria Geary was surviving as a scavenger and pickpocket in Birmingham when she was caught trying to steal from one of Random's caches. Random put her to work in his brothel, until he noticed her consistently winning poker games with the other sex workers and her ability to communicate in multiple languages. A little testing revealed that she had an underdeveloped telepathic ability (Psi 8), which he realized would be very useful; she has been his favorite 'wife' ever since, and began calling herself Mania, after the wife of Mantus. This does not stop Random occasionally ordering her to have sex with people whose minds he wants her to read. This has enabled him to keep track of events in the Tower and the RCDC (the local guardhouse is approximately seven hundred meters away, and Mania knows the sergeant well enough to read his mind at that distance) and assess the loyalty of the gang leaders he has manipulated into supporting him.

Mania is callous and utterly amoral, but unlike Random, not motivated by any particular resentment or hatred. She has a weakness for 8-Gamma-PCP-III, and if she has time, will inject herself before donning her armor. Her telepathy will not allow her to anticipate the attack by the PCs, but once the attack has begun, she may be able to use it to assess the party's abilities and intentions and track their movements: this will be even easier for her if the PCs bring John Hunt or anyone else she knows within seven hundred meters of her location.

DIANA HUNT

Average Trained

Skills: (BCS 11) Basic Research; Computer Science; Decontamination; First Aid; High Technology Use; Lab Technique; Literacy (English); Salvage Food; Sling; Technology Use. (BCS 8) Advanced Farming; Archery; Chemistry; Dirt Farming; Distillation; Fermentation; Fishing; Hunting; Stealth (Urban); Survival (Urban).

Armor: Track suit (HC 4-18, 21-28), ballet flats (19-20).

Weapons: None.

Notes: Age 24. 5'7", above average looks.

John Hunt trained his daughter to be his lab assistant and carry on scientific skills essential for survival in the post-Ruin world. She has no combat experience, and while competent with a sling, has never killed anything larger than a duck.

4.13 TO THE VICTOR, THE SPOILS

Whether the PCs defeat Random alone, or whether they call for backup from the RCDC, the reward for Random's death or capture will go to them; in either event, they will also (at a minimum) be entitled to keep anything taken from Erin Furey and the Morlocks. The 1100 kg. of Ammonium Nitrate explosive at the station has a Barter Value of 27,500 BP.

If the PCs have enlisted any help in attacking Random's hideout, the GM should find an equitable way to divide any loot from the building.

After Random has been defeated, London should be safer – but never completely safe. Morlocks and rats still lurk in the Tube, bandits prowl the streets at night, and gang wars may break out at any time. The party may also choose to use a building in London as their base while exploring further afield to less settled areas in Britain – or even venture across the Channel to the largely anarchic European mainland. If Random escapes, he is likely to seek revenge on the RCDC before fleeing London, and has a well-worked-out contingency plan for a mortar attack on the Globe Theatre while Richard King is attending a play.



APPENDIX 1: TECHNOLOGY

DM51 HAND GRENADE

A hand grenade with a removable fragmentation sleeve. Used with the sleeve, it does Blast 10, Frag 10. With the sleeve removed, Blast 10 with no Frag.

GRAVITY LIGHT

Working on the same principle as an old-fashioned cuckoo clock, this four Watt lamp provides twenty-five minutes of good light for six meters when a weight (a bag filled with about 9 kg of rocks) is attached and allowed to run down. With the bag empty, ENC .4, Barter Value 50 BP.

HYDRATION PACK

A tough waterproof bladder with a drinking tube, usually stored in a special pocket of a backpack. Models typically hold from 1.5 to 3 liters; ENC.1 collapsed. Barter Value = capacity in liters x4.

LASER SIGHT

As described on Aftermath! Book 2 p.74, but miniaturized: adds only .01 to ENC, and an E-1 powers it for 6D10 hours. The LLM01, the standard laser sight for the L-85, also serves as a tactical light (small flashlight) and has both a visible light and an infra-red setting (visible through an IR scope or goggles).

LED FLASHLIGHTS AND LANTERNS

Light Emitting Diodes have replaced incandescent bulbs in most modern flashlights, increasing efficiency by x10. LED versions of the older flashlights in Aftermath! Book 2 will typically cast a beam of good light twice as far for 1/5 of the wattage. They are also much less fragile: the LED version of the Camper's Flashlight is the ruggedized Tactical Flashlight, specifically designed for use as a club (WDM 1.2C) and popular with police and security guards (drawing a nightstick usually leads to paperwork; drawing a flashlight doesn't): it only becomes disrepaired on a 'Weapon Breaks' critical miss result, and is Junked on a second. Similar LED flashlights have also been incorporated into metal baseball bats (WDM 1.3C) and spiked maces (WDM 1.9B). The GM should decide whether the Barter Value of old flashlights has dropped accordingly, or whether LED flashlights are ten times as expensive as the old.

LED Headlamps are pocket flashlights attached to the forehead or helmet with an elastic strap: ENC .1, Wattage 1, Power Source: One E-1. Beam range ten meters.

LED Lanterns are identical in size and power source to the flashlights in Aftermath! Book 2, but ten times as efficient (divide Wattage by 5) and designed to cast a 360-degree pool of good light rather than a narrow beam: two-meter radius for pocket size; four-meter radius for small; eight-meter radius for heavy. Many are designed to switch between lantern and flashlight mode; add 20% to barter value.

MECHANICALLY POWERED FLASHLIGHT

A Squeeze Flashlight or dynamo torch is a small flashlight powered by continuous squeezing: ENC .3 with grip folded, Barter Value 20. A Crank Flashlight is powered by turning a crank; one minute of turning giving twenty minutes of Good Light followed by 5D6 minutes of Dim Light. A pocket size model is ENC .1 with crank folded, Beam Range 4 meters, Barter Value 10. A small model is ENC .25 with crank folded,

Beam Range 10 meters, Barter Value 20. Small crank flashlights may also include a radio receiver with small speaker or earbud (+ .1 to ENC and +10 to Barter Value), a plug for a battery leech (+10 to Barter Value), and/or a solar panel (one hour of light for ten hours exposure to sunlight, double barter value).

MULTI-TOOL

A Leatherman, Swiss Army Knife, or similar gizmo which incorporates such useful items as a blade (treat as a jack knife), screwdrivers, pliers, bottle and can openers, small saw and file, etc. Other possible features include a magnifying lens, pocket flashlight, tweezers, pry bar, pen, or even a USB thumb drive or a punch for plastic explosives and a blasting cap crimper. Treat as Utility-1 equipment for most repair and craft skills.

PHOTOVOLTAIC BAG

A large sack made of photovoltaic textiles, with a built-in leech, a replaceable E-1 Eternabattery, and a 4-watt LED lamp. It generates 20 watt/hours per hour of sunlight – much less efficient than a solar screen, but much lighter, and useable as a carryall. ENC .2 collapsed, Barter Value 80 BP.

SOCKETT

A slightly heavier-than-usual soccer ball (ENC .6) which converts the kinetic energy from ten minutes of play into 10 watt/hours; used to power a light (small flashlight) or with a leech (not included) to recharge batteries. 30 BP.

SOLAR BACKPACK

A camping pack with a half-sized Solar Screen and a leech: ENC .6 collapsed. 200 BP.

SOLAR LED LANTERN

A modular unit with quarter of a Solar Screen (Aftermath! Book 3, page 36) on one side, an LED lamp with a 90 degree reflector on the other, a plug for a leech, and a folding handle/stand. Popular as street lighting, or can be left outside to charge (preferably padlocked to something unmovable) and brought inside at night. Six hours sunlight recharges the battery to prove twelve hours Good Light for a four-meter radius and Dim Light for another forty meters. ENC .5.

Pocket Flashlights and Small Flashlights are also available in solar versions; six hours of sunlight recharges the inbuilt battery. ENC is the same, but double the Barter Value.

SOLAR SHOWER

Essentially a waterproof tough black plastic bag with a hook for hanging on a tree limb or something similar, and a shower nozzle on a hose. Holds up to twenty liters. Works much better in warm sunny weather. ENC Collapsed .3. 5 BP.

SOLAR DIGITAL WATCH

Recharges the battery by means of a small solar panel; keeps time even in darkness, but switches off the display to save battery power. Some models have an alarm that can be set up to a year in advance – very useful as a timer for explosives.

TITANIUM ALLOYS

As strong as Quality Steel at 1/3 of the weight, but 2x the cost: a popular choice for body armor (particularly when combined with ballistic cloth) pre- and post-Ruin. High utility weapons with reduced ENC (Aftermath! Book 2, Page 4) may be made of titanium rather than steel.

	CODE	FORMAT	ENC /LOC	ARMOR VALUE	BARTER VALUE
Titanium Alloy	TA	R	.024	11	30
Plated Titanium Alloy	LP-TA	SR	.031	9	18
Mesh Titanium Alloy	M-TA	FH	.035	7	14

APPENDIX 2: GUNS

NAME: (Short Magazine) **Lee-Enfield**

BBL: Rifle Action: BA
MAG: Box (5) DUR: 5 ENC: 1.4
CAL: 303 BDG: 23



Features: Bayonet Lug. The SMLE or “Old Smelly” was the standard infantry rifle of British Commonwealth countries in the first two world wars; seventeen million were produced. The Mk. 4 Rifle (Aftermath! Book 3, page 80) is a Lee-Enfield converted to fire 7.62mm NATO.

NAME: **Enfield L85A2 Assault Rifle**

Action: AL/FA MAG: box 30 (uses STANAG/M16 magazines)
DUR: 4 ENC: .71



Features: Bullpup stock, Bayonet lug, S-1-F trigger group (safe, semi-auto, full auto). L85A2 rifles also can be fitted with 40mm under-barrel grenade launcher, using a special handguard. The standard sighting equipment is the 4X SUSAT (Sight Unit, Small Arms, Trilux) telescope, with illuminated reticle. The SUSAT is mounted on a quick-detachable mount at the top of the receiver, and features an emergency backup open sights at its top.

UV WATER STERILIZER

Available in various sizes; a popular portable Pre-Ruin model is ENC .1, and removes all biological (but not chemical or radiological) contaminants from a liter of water in ninety seconds. Four E-1 batteries provide enough charge for one hundred liters. 50 BP without batteries.

WATER FILTERS

The best water filtration units remove nearly all biological, radiological and chemical contaminants from a liter of water. Popular models include a foot-long straw (.1 ENC, filters one-thousand liters, 50 BP), a .75 liter canteen (.1 ENC empty or .6 ENC full, replaceable filter good for six-thousand liters, 250 BP), and an 18.5 liter jerrycan (.6 ENC empty or 1 ENC full, replaceable filter good for twenty-thousand liters, 600 BP).

NAME: **Sterling L2A3**

BBL: XLNG Action: AL/FA
MAG: Box (34) DUR: 5 ENC: .8
CAL: 9mm BDG: 5



Features: Bayonet lug. Folding stock. Can use clips for the Sten, which it replaced as the standard SMG in most Commonwealth countries: more than 400,000 produced.

A 7.62mm NATO variant, using 20-round clips for the FN-FAL or 30-round clips from the Bren LMG, was produced in limited numbers, but never saw combat.

NAME: **Franchi SPAS-12**

Action: PA/AL MAG: Tub-Mag 8
GAUGE: 12 GA DUR: 5 ENC: .77

Features: Folding stock. Combat shotgun, popular with SWAT teams and special forces. Can be used in semi-automatic mode, or pump-action for lower-recoil less-lethal rounds.

NAME: **Franchi SPAS-15**

Action: PA/AL MAG: Box 3 or 6
GAUGE: 12 GA DUR: 5 ENC: .77

Features: Folding stock. Swivel sling. Developed from SPAS-12, but takes box magazines.

APPENDIX 3: CATALOG OF FINDS

FOOD

01-10	U0	Stagnant, brackish or muddy water
11-15	U0	Nest of 1D6 rats
16-20	U0	1D20 Giant Cockroaches
21-36	U1	Rainwater tank, containing 4D10 litres safe water
37-41	U1	1D10 half-liter plastic bottles of safe water
42-44	U2	Fish-trap in creek: 1D6 rations of fresh fish, plus safe water source
45-50	U2	Chicken or duck sitting on 1D6 fresh eggs.
51-55	U2	Field of potatoes or carrots: 2D10 rations of fresh food
51-60	U2	Fruit tree: 2D10 rations of fresh food
61-62	U2	Large container of pickled cabbage (sauerkraut or kim chi): 2D10 rations of preserved natural food
63-64	U3	Large tin of hardtack: 2D10 rations
65-66	U3	Plastic jar (2 liters) of pickled onions or pickled eggs (two rations).
66-68	U3	Large sack of trail mix: 1D10 rations of preserved natural food
69-70	U3	2D10 rations of dried meat or fish
71-72	U3	2D10 rations of pre-Ruin tinned food (10% unlabelled, 10% pet food)
73-75	U3	2D10 jars (one ration each) of preserved fruit.
76-90	U4	2D10 assorted freeze-dried meals
91-00	U5	2D10 assorted Super-K rations, assorted flavours.

MEDICINE

01-20	U0	1D10 bandages
21-35	U1	1D10 bandages and 1D10 units of medical supplies
36-40	U1	1D10 bandages and 1D3 inflatable splints
41-60	U2	Medkit 1, 1D10 bandages and 1D10 units of medical supplies
61-75	U3	Medkit 2, 1D10 bandages and 1D10 units of medical supplies
76-77	U4	Medcomp
78-80	U4	Defibrillator and Medkit 1
81-83	U4	1D3 Syrettes Polycellulac-3
84-85	U4	1D3 Syrettes Neo-Heroin
86-88	U4	Medkit 1, one Syrette Polycellulac-3, one Syrette Cardiacine
89-90	U4	1D6 Syrettes Panomycin
91-93	U5	Medkit 2, Medcomp, Defibrillator, Electric Cautery/Knife
94-95	U5	Medkit 2, 1D3 Syrettes Polycellulac-3, 1D6 Syrettes Panomycin, 1 Syrette Cardiacine, 1 Syrette Neo-Heroin, 1 Syrette Anarad, 1 Syrette Atropine
96-98	U5	Surgery. If connected to working power supply, 70% chance it will belong to a Doctor with Advanced Medical at 14+ (treat as a Cache).
99-00	U5	Ambulance: disrepaired van containing Medcomp, Medkit 2, 1D10 bandages, 1D10 units of medical supplies, 1D6 inflatable splints.

LUXURIES

01-03	U0	1D6 bottles of bad liquor (pre-Ruin wine turned sour, or bad post-Ruin homebrew).
04-05	U0	Junked vacuum cleaner.
06-08	U0	Junked gaming console.
09-10	U0	Junked VCR (1-7 VHS, 3-10 Betamax).
11-13	U0	2D10 vinyl records (your least favorite genre or artist)
14-15	U0	2D6 8-track cartridges
16-17	U0	Junked office photocopier.
18-20	U0	1D6 junked CRT computer monitors.
21-24	U1	1D6 liter bottles of home-brewed beer, wine and/or mead
25-27	U1	Working DVD player and 1D10 DVDs.
28-29	U1	Working hairdryer.
30-31	U1	Working washing machine.
32-34	U1	Working fridge with freezer.
35-36	U1	Working microwave oven.
37-38	U1	Bulky and possibly fragile artwork.* Roll 1D10: 1-3 ENC .3; 4-7 ENC .6; 8-9 ENC 1, 10 ENC 3.5 x 1D3 1
39-40	U1	Designer-label shoulder bag stuffed with looted jewelry and/or very small antiques: ENC 3.5
41-43	U2	1D2 badminton, tennis or squash racquets.
44-45	U2	Bag of golf clubs
46-47	U2	Fishing tackle (rod, reel, hooks, lines, etc.: ENC 1)
48-50	U2	Playing cards with erotic pictures (nudes, pin-ups, X-rated, etc)
49-56	U2	1D6 liter bottles of home-brewed spirits.
57-58	U2	Diving mask and flippers
59-60	U2	Pool table with cues, balls, etc.
61-62	U3	1D10 sealed cartons of pre-Ruin cigarettes (each two-hundred cigarettes).
63-65	U3	2D10 packs of packaged imported luxury foods (each .5 ENC): coffee, tea, chocolate, caviar, truffles, etc.
66-67	U3	1D6 vials of designer label perfumes and cosmetics.
68-69	U3	Battery-powered portable DVD player, ENC .3, and 1D6 DVDs.
70-72	U3	Working MP3 player with earbuds and voice recorder setting, ENC .05
73-75	U3	1D10 liters pure grain alcohol
76-78	U4	Cricket helmet (DP 1) with clear visor (MP 2, front only), groin protector (Q-FQ), cricket pads (Q-HC, 15-18).
79-80	U4	Paintball helmet (MP 1-2), vest (Q-SY 4-11) and gloves (PH 29-30). Vest has 2D2 large pockets and 2D2 medium pockets, including pistol holster and chest pocket for holding hard armor plate (not included).
81-83	U4	1D3 Baseball bats.
84-85	U4	1D6 liters of pre-Ruin Scotch
86-87	U4	Solar shower, microfiber towel and tube of liquid soap.
88-90	U4	Sleeping pad, inflatable mattress, or lightweight hammock.
91-93	U5	Working still, Efficiency Factor 1D3.
94-95	U5	Luxury or multi-function watch (automatic, self-wind, or solar-powered).
96-97	U5	Fibreglass bow, 4D3 x 10-pound pull, quiver of 3D fibreglass-shafted target arrows.
98-00	U5	Hooded crash suit with flame protection (Rigiplast 1-18, 21-28)

WEAPONS

01-03	U0	Junked P32
04-05	U0	Junked Mk. 2 Sten
06-07	U0	Junked C15
08-10	U0	1D10 rounds dud ammo (1-3 9mm Parabellum, 4-5 .303, 6-8 7.62x39mm, 9-10 12 GA).
11-13	U0	Dull hatchet, WDM 1L
14-16	U0	Rusty switchblade, WDM 1.1L
17-20	U0	Cheap brass knuckles, WDM 1B
21-23	U1	Disrepaired SG2
24-25	U1	Disrepaired P42
26-27	U1	Disrepaired C17
28-30	U1	1D6 lengths of light pipe (1-6 SW, 7-10 PI)
31-32	U1	Baseball bat
33-34	U1	Straight razor
35-37	U1	1D10 spent cartridges (calibres as for 8-10).
38-40	U1	1D10 rounds weak .38 Special (BDG 5)
41-42	U2	Fire ax
43-44	U2	Chain
45-48	U2	Machete
49-50	U2	1D6 lengths of heavy pipe (1-6 SW, 7-10 PI)
51-52	U2	Cheap P32, DUR 1
53-55	U2	2D10 rounds .22 short
56-60	U2	2D10 rounds .22 long rifle
61-62	U3	Trench knife
63-64	U3	Nunchaku, wood
65-66	U3	Katana
67-69	U3	Lee-Enfield rifle
70-71	U3	Browning High Power pistol
72-73	U3	SG21
74-75	U3	1D10 loose rounds (1-3 9mm Parabellum, 4-5 .223, 6-7 .303, 8-10 12 Ga)
76-77	U4	Telescopic sight for rifle, 10x magnification
78-79	U4	Infra-red sight for rifle, 2x magnification
80-81	U4	Starlight scope for rifle, 3x magnification
82-84	U4	LLM01 laser sight for rifle or pistol
85-86	U4	Magazine for Browning High Power, loaded with 13 High Power Hollow Point 9mm Parabellum rounds.
87-88	U4	1D10 DM51 hand grenades.
89-90	U4	1D3 Claymore mines
91-93	U5	1D6 40mm Grenades (1-5 HEAP, 6-9 Tear Gas, 10 Canister)
94-96	U5	M203 40mm grenade launcher.
97-98	U5	1D3 units of primers, 1D100 units of smokeless powder and 1D10 units of lead.
99-00	U5	Handloading kit for Rifle, Efficiency Factor 1; swage for .223, Efficiency Factor 60.

FUEL/POWER

01-20	U0	Plentiful dry wood suitable for fire or torches.
21-24	U1	Disrepaired transistor radio with junked E-1.
23-24	U1	Junked Camper's Flashlight with junked E-5, usable as club.
25-27	U1	Hand-cranked generator, with connection for leech.
28-30	U1	1D6 cans Sterno, .05 ENC each, producing two hours of Rating 2 Fire.
31-32	U1	Box of 2D10 waterproof matches.
33-36	U1	6D6 Fuel tablets: .001 ENC each, producing twelve minutes of Rating 3 Fire.
37-38	U1	2D10 wax candles, 2D10 x .001 ENC each: burn for two hours per .001 ENC.
39-40	U1	Backpacker's stove, for burning solid or liquid fuel. ENC .05.
41-44	U2	1D6 E-10 batteries (D100 % charge)
45-48	U2	1D10 E-5 batteries (D100 % charge)
49-56	U2	2D10 E-1 batteries (D100 % charge)

57-60	U2	Bicycle generator (1-4 parts, 5-10 already assembled).
61-63	U3	Treadmill generator (1-4 in parts, 5-10 already assembled)
64-67	U3	20-liter jerrycan holding 2D10 liters alcohol fuel.
68-69	U3	Ev-100 battery (D100 % charge)
70-71	U3	Ev-50 battery (D100 % charge)
72-75	U3	Ev-10 battery (D100 % charge)
76-77	U4	Portable generator (1.65 kW, runs 4 hours on 4.1 liters gasoline). Connection for leech. ENC 3.5.
78-79	U4	Larger motorized generator with handcart (6.5 kW, runs fourteen hours on seventeen liters gasoline). Connection for leech.
81-84	U4	Reliable electricity supply from a permanent installation & renewable source (windfarm, hydroelectric, solar, etc.)
85-87	U4	20 liter jerrycan holding 2D10 liters gasoline or diesel.
88-90	U4	1D6 small wind turbines (5 KW each) or micro-hydropower (10 KW) setup.
91-92	U5	2D6 Fuel Cells.
93-96	U5	1D6 Solar Screen panels.
97-00	U5	Leech transformer.

DATA/COMMUNICATIONS

01-03	U0	Bookcase filled with paperback thrillers and men's magazines: ENC 2
04-06	U0	1D10 children's books (ENC .1 each)
07-08	U0	1D10 old phone books (ENC .3 each)
09-10	U0	1D6 bookcases filled with science fiction paperbacks and magazines: ENC 2 each
11-12	U0	Bookcase filled with gourmet cookbooks and magazines: ENC 2
13-14	U0	Bookcase filled with romance paperbacks and teen magazines: ENC 2
15-16	U0	1D6 cartons of A Dream of Spring, final book in George R. R. Martin's A Song of Ice and Fire (ENC .6 per carton).
17-18	U0	1D10 role-playing game sourcebooks (ENC .1 each)
19-20	U0	1D10 archive boxes of old paperwork (ENC .3 per box)
21-22	U1	Pocket A-Z (street map of pre-Ruin London, ENC .05)
23-25	U1	Popular text (rating 01-05): Nutritionist (ENC .1)
26-27	U1	Popular text: Rifle, Primitive (ENC .05)
28-30	U1	Popular text: Unarmed combat (ENC .1)
31-33	U1	Popular text: Mathematics (ENC .1)
34-36	U1	Popular text: Weaver/Spinner (ENC .1)
37-38	U1	Popular text: Gambling (ENC .05)
39-40	U1	Popular text: Lockpicking (ENC .05)
41-42	U2	Beginners' Text (rating 01-40): Pre-Ruin Botany (ENC .3)
43-44	U2	Beginners' Text (rating 01-30): SCUBA Diving (ENC .1)
45-48	U2	Beginners' Text (rating 01-50): First Aid (ENC .1)
49-50	U2	Beginners' Text (rating 01-20): Tactics (ENC .1)
51-54	U2	Manual: Salvage Food, BCS 11 (ENC .1)
55-57	U2	Manual: Mortar, BCS 12 (ENC .05)
58-60	U2	Manual: Repair, Muscle Powered Vehicles, BCS 9 (ENC .1)
61-64	U3	Reference Library: Computer Design (ENC 2)
65-67	U3	Prepared designs: Primitive Siege Engines (ENC .3)
68-69	U3	Advanced Text (rating 0-75): Power Generation, Solar
71-72	U3	Advanced Text (rating 0-60): Decontamination
72-75	U3	Manual, BCS 14: Handloading
76-77	U4	Mini-tablet computer; functions include camera (still or movie), voice recorder, calculator, music player, basic word processor, alarm clock/calendar, and enough memory for a Reference or 3D10 manuals or texts. Rechargeable battery lasts 6D10 hours, depending on use.
78-79	U4	Solar powered scientific calculator, ENC .1
86-87	U4	Full Range Text (rating 0-100): Lab Technique
88-90	U4	Manual: Electrician, BCS 18
91-00	U5	Laptop Computer, ENC .6. Rechargeable battery lasts 2D6 hours.

CLOTHES/ARMOR

01-02	U0	Light cloth scraps (baby clothes, neckties, offcuts, etc), useable for quilting: 3D10 locations.
03-04	U0	Woolen soccer beanie (HC 1), brightly colored
05-06	U0	2D3 waterproof hooded ponchos (LP 1-14)
07-08	U0	Plastic trash can lid
09-10	U0	1D100 locations of light cloth (bed sheets, table-cloths and other linens)
11-12	U0	1D6 pairs of socks (1-2 LC 19-20; 3-6 LC 17-20, 7-10 HC 17-20)
13-14	U0	Box of 4D6 disposable gloves (LP 29-30)
15-18	U0	1D10 T-shirts (LC 4-9), assorted sizes, colors and slogans
19-20	U0	Plywood (1D3 x ¼" thick), large enough for one Class 5 shield
21-22	U1	Alligator skin: two locations HH, 5 SH, 5 AH
23-25	U1	Motorcycle leathers with boots and gloves (HL 4-10, 21-28; LL 11-18, 29-30; HL 17-20)
26-28	U1	1D6 pairs of shoes (LL 19-20), assorted sizes, colors and styles
29-30	U1	Greatcoat (HC 4-16, 21-28).
31-32	U1	Turtleneck sweater (HC 3-9, 21-28)
33-37	U1	Pants (HC 10-18), assorted sizes and colors, 2D3 pockets
38-40	U1	Seven army surplus blankets (2.8 ENC): 700 locations of Heavy Cloth.
41-42	U2	Reproduction chainmail hauberk (M-SP 4-16, 21-26)
43-44	U2	Samurai dou, lacquered leather (H-HL 4-14)
45-48	U2	Boiled leather cuirass (H-HL 4-9)
49	U2	Corinthian helmet (BP 1-2)
50	U2	Mixed martial art helmet (Q-HL 1-2)
51-52	U2	Reproduction chainmail coif (M-QS 1-3)
53-54	U2	1D10 Hard hats (AA 1)
55-60	U2	Flak Jacket (LP-AA 4-12)
61-67	U3	1D6 Army helmets (SP 1)
68-69	U3	Samurai dou, steel (LP-QS 4-14)
70-72	U3	Breastplate (SP 4-10 front only)
73-74	U3	Titanium flak jacket (LP-TA 4-12, AV 9, ENC .279)
75	U3	Reproduction half-plate armor (sallet, bevor, cuirass, fauld and pauldrons: SP 1-9, LP-SP 10-11, 21-22)
76-77	U4	Light Reconnaissance Unit Armor Fatigues, Gauntlets and Boots
78-83	U4	Metpol Flak Jacket and Coverall
84-85	U4	Metpol SWAT/CDU Coverall, Hip guards and Joint Guards
86-88	U4	1D3 Street suits (PX 3-18, 21-28)
89-90	U4	1D10 Plastic Flak Jackets
91-92	U5	Deluxe Street Suit with hood (Q-PX 1-2; PX 3-18, 21-28; BC20 4-12) and gas mask
93-94	U5	Hooded crash suit with flame protection (Rigiplast 1-18, 21-28)
95-96	U5	Light Reconnaissance Unit Armor Helmet and Gorget (AP 1-3)
97-98	U5	Metpol SWAT/CDU Issue Armor
99-00	U5	Field Infantry Mark I armor with undersuit.

TOOLS/KITS

01-03	U0	Hobo knife (jack knife with spoon, fork and can/bottle opener)
04-07	U0	1D6 pieces office stationery (pens, staplers, paperclips, etc.)
08-11	U0	1D6 random kitchen utensils, not useable as weapons
11-12	U0	Disrepaired (blunt) saw, chisel or axe
13-14	U0	1D6 random small garden tools, not useable as weapons
15-18	U0	Tools or parts useable as clubs or cudgels (axe handles, crowbars, etc.)
19-20	U0	1D100 units of thread
21-22	U1	Auto Repair Kit 1
23-24	U1	Chemistry Lab 1
25-26	U1	Hammer (1-3) or Hatchet (4-6)
27-28	U1	Leatherworking Kit
29-30	U1	Electrician's Kit 1
31-32	U1	Sewing Kit
33-34	U1	Plastics Repair Kit 1
35-36	U1	Carpentry Tool Kit 1
37-38	U1	Simple Drafting Kit
39-40	U1	Crude Lockpicks
41-42	U2	Chemistry Lab 2
43	U2	Complex Drafting Kit
44	U2	Multi-tool
45-46	U2	Sewing Machine (Powered Sewing Kit, can sew FQ material up to AV 3, requires electricity)
47-48	U2	Plastics Repair Kit 2
49-51	U2	Auto Repair Kit 2
52	U2	Spinning Kit
53	U2	Weaving Kit
54-56	U2	Carpentry Tool Kit 2
57-58	U2	Electrician's Kit 2
59	U2	Good lockpicks
60	U2	Stethoscope
61	U3	Powered spinning kit
62-63	U3	Auto Repair Kit 3
64-65	U3	Improvised Forge, Efficiency 1
66-67	U3	Electrician's Kit 3
68	U3	Magnalock tuner
69	U3	Chemistry Kit 3
70	U3	Powered weaving kit
71-72	U3	Plastic Repair Kit 3
73-74	U3	Carpentry Tool Kit 3
75	U3	Quality Lockpicks
76-77	U4	Memory storage magnalock tuner
78	U4	Chemistry Lab 4
79	U4	Good Quality Lockpicks
80-82	U4	Carpentry Tool Kit 4
83	U4	Portable Forge, Efficiency 2D2
84	U4	Radiological Decontamination Equipment, 2 cubic meters, 50 charges
85-87	U4	Biological Decontamination Equipment, 2 cubic meters, 50 charges
88-90	U4	Chemical Decontamination Equipment, 2 cubic meters, 50 charges
91	U5	Radiological Decontamination Equipment, 8 cubic meters, 100 charges
92-93	U5	Biological Decontamination Equipment, 8 cubic meters, 100 charges
94-95	U5	Chemical Decontamination Equipment, 8 cubic meters, 100 charges
96-00	U5	Electrified Forge, Efficiency 5

ENVIRONMENT

01-02	U0	Faulty compass, 2D10 degrees off true
03-05	U0	Junked camper's flashlight with junked E-5, useable as club
06-09	U0	Toy binoculars
13-14	U0	Box of 2D10 wet matches
15-16	U0	Dummy security camera
17-20	U0	Non-functioning ADE 651 explosives detector
21-23	U1	Magnifying lens
24	U1	1D6 bottles of cleaning products
25-27	U1	Compass
28-30	U1	Wind vane and anemometer
31-32	U1	Pocket mirror
33-36	U1	Box of 2D10 waterproof matches
37-38	U1	Solar powered pedometer
39-40	U1	Clinical thermometer
41-42	U2	Optical microscope
43-44	U2	2D10 wax candles, 2D10 x .001 ENC each: burn for two hours per .001 ENC.
45-48	U2	Lightweight folding binoculars (8x21), ENC .1
49-52	U2	Kerosene lantern, dry
53-54	U2	Basic Mine Probe kit
55-57	U2	Spotting scope (22x100), ENC .3 folded
58-59	U2	Gravity light
60	U2	Military binoculars with laser rangefinder (10x50), ENC .3. Takes 1 E-1.
61-63	U3	Solar LED lantern
64-65	U3	Binary radiation counter
66	U3	Handheld mini weather station, gives one-day forecast; includes compass, wind gauge (useful for range calculations), thermometer and small flashlight.
67-68	U3	Small LED lantern/flashlight
69-70	U3	Tactical flashlight
71-72	U3	Soil/water chemical contaminant testing kit (analysis capable): ENC 1.2
73-75	U3	Handheld metal detector, ENC 1.5
76-77	U4	Chemsniffer: analysis-capable airborne chemical contaminant detector.
78-80	U4	1D6 Smoke detectors (take E-1 battery)
81-83	U4	1D3 Door stop burglar alarms (take E-1 battery)
84-85	U4	Autonomous Pathogen Detection System: analysis-capable airborne biological contaminant detector. Requires external power.
86-87	U4	Flexible endoscope/inspection camera
88-90	U4	Radar/laser detector
91-92	U5	Infra-red goggles
93-94	U5	Night Vision Device, useable as Star-Light Scope or monocular
95-96	U5	Helmet from Light Reconnaissance Unit Armor
97-98	U5	Handheld parabolic microphone with headphones and 10x monocular
99-00	U5	Man-portable radar system, ENC 3.5 collapsed

SURVIVAL

01-03	U0	1D3 suits of Frayed thermal underwear (HC 4-18, 21-28; Thermal Factor 1.5)
04-05	U0	2D10 meters of string
06-09	U0	1D10 gunny sacks
10-12	U0	1D6 old blankets
13-14	U0	Designer handbag (Capacity 1 Small)
15-18	U0	2D3 waterproof hooded ponchos (LP 1-14)
19-20	U0	1D6 large paper bags or biodegradable bin bags (Capacity 3-12 Medium, but easily ripped)
21-22	U1	Quilted anorak and ski pants (Q-PC 1-18, 21-28).
23-24	U1	1D100 assorted eating utensils
25-27	U1	2D10 ziplock baggies, various sizes (1D10 x .1 liters).

28-29	U1	2D10 small carrying sacks
30-33	U1	1D10 plastic bottles or flasks
34-36	U1	1D10 glass bottles
37-38	U1	1D6 Mess kits
39-40	U1	2D10 meters of 5mm nylon clothesline (safe load 33 kg/73 lbs)
41-42	U2	Plastic raincoat (PC 3-16, 21-28)
43-44	U2	2D10 metres of 1.2cm manila rope (safe load 91 kg/200 lbs)
45-48	U2	1D6 shoulder bags
49-51	U2	1D6 inflatable life vests (SY 4-9)
52-54	U2	British army web belt, holds 6 clips for L-85 (in two pouches), bayonet, canteen, and two belt pouches.
55-56	U2	Shotgun shell bandolier, holds 50 shells
57-58	U2	1D6 heavy cloth tents
59-60	U2	1D3 air mattresses
61-63	U3	1D6 stainless steel water bottles (1d10 x .1 1 litres)
64-65	U4	1D10 road flares
66-67	U4	Bivvy shelter (lightweight sleeping bag with small tent over the head), Thermal Factor 2, ENC .1 folded
68-69	U3	2D10 metres of 5mm paracord (safe load 550 lbs, 250 kg)
70-71	U3	Orienteering compass
72-75	U3	Camping pack with hydration bladder
76-77	U4	Good thermal underwear, Thermal Factor 2 (LC 4-18, 21-28)
78-79	U4	Ultralight backpacker's tent for 1-2 characters, ENC .3 broken down
80-81	U4	Ice axe/trekking pole
82-83	U4	Backpacker's tent for 4-6 characters, ENC .6 broken down, with detachable air mattress, ENC .6
84-85	U4	Hiking boots with foam instep pads
86-87	U4	Entrenching tool (spade/pick ax), ENC .6 folded
88-90	U4	Machete with saw back
91-92	U5	1D3 suits electrically heated underwear
93-94	U5	Flare pistol with 1D6 flares
95-96	U5	1D3 inflatable or folding rowboats, canoes or kayaks (ENC .3/person folded; paddles ENC 1 each).
97-00	U5	Canteen with water purifier (filter or UV steriliser)

TRANSPORT

01-10	U0	1D6 totaled vehicles, all salvageable parts removed or destroyed
11-12	U0	Pogo stick
13-14	U0	1D10 Shopping trolleys
15-16	U0	1D6 kick scooters
17-20	U0	1D6 skateboards
21	U1	Wheelchair, manual
22	U1	1D6 Paddle boats
23-24	U1	1D3 trishaws/pedicabs (three-seater covered tricycle)
25-27	U1	1D3 rowboats or kayaks.
28-33	U1	1D6 bicycles. 40% will be child-sized, missing a wheel, have flat tires, or otherwise only be suitable for parts.
35-36	U1	1D3 Folding bicycles (holds rider up to 105 Kg; 1.5 ENC folded)
37-38	U1	1D3 Freight bicycle or tricycle (ENC CAP 16, up to Large)
39-40	U1	1D6 Mountain bikes. 40% will be child-sized, disrepaired or have flat tires.
41-50	U2	1D10 junked cars (1D3 units of parts each)
51-60	U2	1D6 Motorized bicycles (electric, multi-fuel or plug-in hybrid: Base Safe Speed 50 kph, Maximum Speed 90 kph. 50% of electric bikes include leech.)
61-67	U3	1D6 disrepaired cars (2D3 units of parts each)
68-69	U3	1D3 disrepaired electric vans
70-72	U3	Disrepaired jeep or other off-road vehicle
73-75	U3	Disrepaired truck or bus

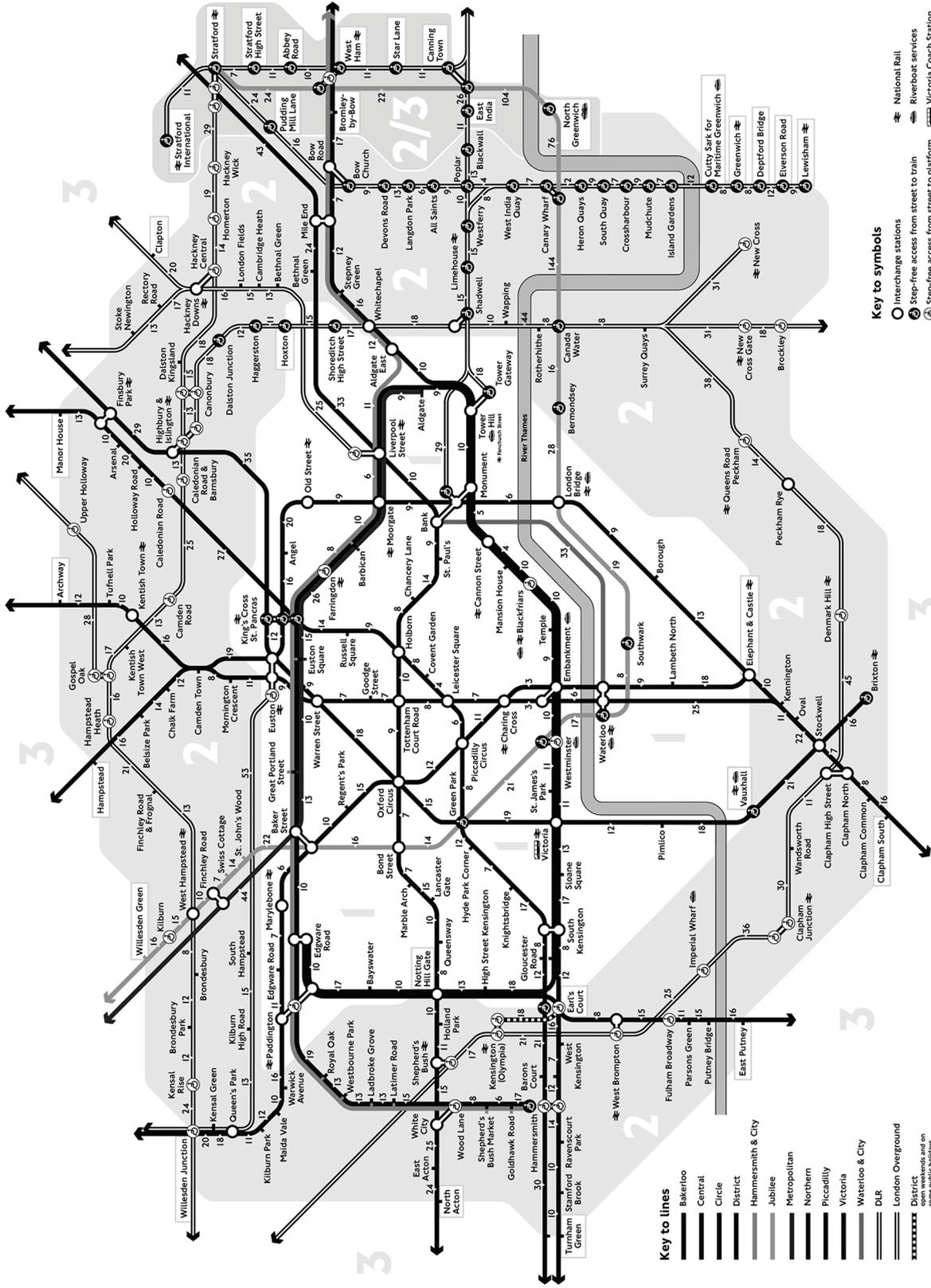
76-77	U4	1D3 horses	63-68	1D6 Civilian CBW suits, one Medkit 2, one Medcomp, 1D100 syrettes of Panomycin
78-83	U4	1D6 working compact cars, no fuel (gas/ethanol, diesel or hydride)	69-70	1D100 Bandages, 1D100 Medical Supplies, 1D6 Inflatable Splints, 3D10 syrettes Panomycin, 1D10 syrettes Polycellulac-3
84-86	U4	Horse-drawn cart	71-72	Medical Library: contains Full Range Texts for Advanced Medical, Pathology, Pharmacy and Therapy. Four bookcases, each ENC 2.
87-88	U4	1D3 working off-road vehicles (SUVs or motorbikes), no fuel	73-75	2D3 Laptop Computers and Manual, BCS 16, Computer Science.
89-90	U4	1D3 working vans with flat Ev-50s	76-77	Campervan, with mountain bike on back, metal rowboat on roof rack; contains Medkit 1, crank flashlight, camper's floodlight, small fire extinguisher, solar shower, 1D10candles, basic kitchen, double bed. Ev-50 1D100 % charged.
91-94	U4	1D6 plug-in hybrid vehicles (compact cars or vans); 1D100 % charge and fuel	78-80	Mobile mechanic's van: van, D100 % charge, containing Auto Repair Kit 2
95-96	U5	Amphibious jeep with full tank and 25-liter jerrycan extra fuel: maximum water speed 13 kph	81-84	Police stakeout set-up: video-camera, digital SLR camera with telescopic and night vision lenses, laser microphone, parabolic microphone, 10x50 binoculars, two tripods.
97-98	U5	Van modified for prisoner transport or SWAT team; Damage Resistance 24. 1D100 % charge.	85-86	1D10 spy-cams/bugs (disguised as clocks, pens, watches, smoke detectors, space heaters, thumb drives, light bulbs, calculators, baseball caps, teddy bears, etc) with 1D6 hours memory each. May be sound- or motion-activated; may need E-1 battery or external power supply.
99-00	U5	Helicopter, fuelled and in working order.	87-88	Carton of 3D10 Photovoltaic bags

CACHES

01-05		Airtight plastic containers containing 300 lbs wheat, 100 lbs honey, 100 lbs powdered milk, 8 lbs salt (1 man-year's supply of food).	89-90	Home security set-up: 1D6 motion-sensitive lights, 1D6 smoke detectors, 2D10 window alarms, software on CD-ROM. Requires electricity supply and laptop.
06-10		Food: 2D10 unopened cartons of freeze-dried meals (each 7 man/days food, 2.1 ENC).	91-93	Large sack (light plastisheet) containing winter clothing: 1D6 sets of thermal underwear, 1D2 overcoats (HC 3-16, 21-28), 1D6 ski masks, 1D3 pairs winter gloves.
11-12		Camping pack containing electro-thermal sporting clothes, helmet (MP 1) with head-lamp (small flashlight), gumboots (PH 17-20); gloves (PC 29-30) camping flashlight; 50 metres climbing rope, and Medkit 1.	94-95	Metal rowboat containing 1D6 inflatable life vests, Medkit 1, small fire extinguisher, filtration canteen, flare pistol with 2D2 flares, CB radio, crank flashlight with leech, 3D10 metres nylon clothesline, jack knife, 10 liter-bucket, two oars.
13-14		SCUBA tank, Wet suit, Weight Belt, Flippers, Mask, Depth Gauge/watch, Spear Gun.	96-98	Large lightweight pack containing C15, bowie knife, hatchet, entrenching tool, multi-tool, filtration straw, collapsible 10-litre water container, tactical flashlight, crank flashlight with leech connection and radio transceiver, leech, rain poncho, space blanket, Medkit 1, 2D10 meters paracord, 2D10 meters duct tape, 4D10 waterproof matches, 1D3 snares, orienteering compass, 4 boxes of .22 LR ammo, one slingshot, (Elasticity 4) with 6 BBs, magnifying lens, and a Manual (BCS 12) on Survival, Rural.
21-22		KAR 98K, MP40, Walther P38, dagger, heavy flashlight, German WW2 Army Helmet (SP 1), leather greatcoat (LL 4-16) and boots (LL 17-20). No ammo.	99-00	Solar backpack containing lightweight sleeping bag, ultralight backpacker's tent, 1-litre plastic canteen with UV sterilizer, solar shower, Medkit 1, foam inserts for hiking, orienteering compass, magnifying lens, crank flashlight with radio receiver, hobo knife, vial of liquid antiseptic soap, microfiber towel and roll of soft toilet paper.
23-24		Franchi SPAS-12, R2, M1911A1 with LLM01 laser sight, Uzi SMG, Leather jacket (LL 4-11), boots (LL 17-20). Includes magazines, but no ammo.		
25-27		P60 with LNG barrels for .22 non-Magnum, .22 RF Magnum, .30-30, 9mm Parabellum, .45 ACP and .44 Magnum.		
28-30		C18 with 500 Hollow-point rounds of .22LR and 100 rounds of .410 Magnum (No. 4 shot). Stock holds 4 rounds of .410 Magnum and 15 rounds .22LR; sling holds 15 rounds .410.		
31-35		Array of 6 Solar panels recharging 6 Fuel cells, with leech.		
36-40		200-litre drum of gasoline or diesel fuel, D100 % full.		
41-42		Electro-thermal sporting clothes, waterproof hooded parka (PC 1-3; Q-PC 4-14, 21-28), hiking boots (Q-LL 19-20) with gel inserts, gloves (HC 29-30).		
43-44		Metpol Patrolman's Issue Armour with Class 4 Plastic Police Shield (transparent) and plastex gear belt holding Taser, Mace spray, Tactical Flashlight, Police Hand radio and handcuffs.		
45-46		Four Ballistic Cloth Oversuits for Field Infantry Mark I, one of each camo pattern.		
47-49		Clothing/armor repair workshop: Plastics Repair Kit 1, Sewing Kit, Leatherworking Kit, 1D100 units of thread, 1D100 Plastic Repair charges, 3D10 locations LC, 2D10 locations LL, 2D10 locations PH.		
50		Collection of antique armor: Roman helmet (BP 1-2), lorica hamata (M-BP 4-14, 21-26) and greaves (BP 15-18); Turban helmet with coif (SP 1, M-SP 2-3) and plated mail coat (M-SP 2-3, LP-SP 4-7, M-SP 8-14); Samurai kabuto helmet with face mask (SP 1-2) and dou (H-HL 4-14); Pikeman's pot-helm (SP 1), gorget (SP 3), cuirass (SP 4-9) and tassets (SP 10-14, front only).		
51-53		Electrified forge (no working power supply), Auto Repair kit 3, working engine for Compact car (no body)		
54-55		Chemistry Lab 3, 2D10 kg blasting powder in 1-kg plastic jars		
56-60		Carpentry Tool Kit 4, 1D6 Utility 3 bows (no strings attached) and 6D10 standard construction arrow shafts.		
61-62		1D10 Syrettes each of Neo-Heroin, HDAP and 8-Gamma-PCP-III, 1 Syrette each of Cardiacine and Panomycin		

*Roll on Culture and Commerce skill to estimate value of each piece. A Critical failure on either may mean that you've failed to recognize a treasure, or more likely, that you've been fooled by a fake (or a Turner Prize winner) which encumbers you needlessly.

Walking times between stations



Key to lines

- Bakerloo
- Central
- Circle
- District
- Hammersmith & City
- Jubilee
- Metropolitan
- Northern
- Piccadilly
- Victoria
- Waterloo & City
- DLR
- London Overground

Step-free access from street to train
 Step-free access from street to platform
 Interchanging stations
 National Rail
 Riverboat services
 Victoria Coach Station

Key to symbols

- Interchanging stations
- Step-free access from street to train
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