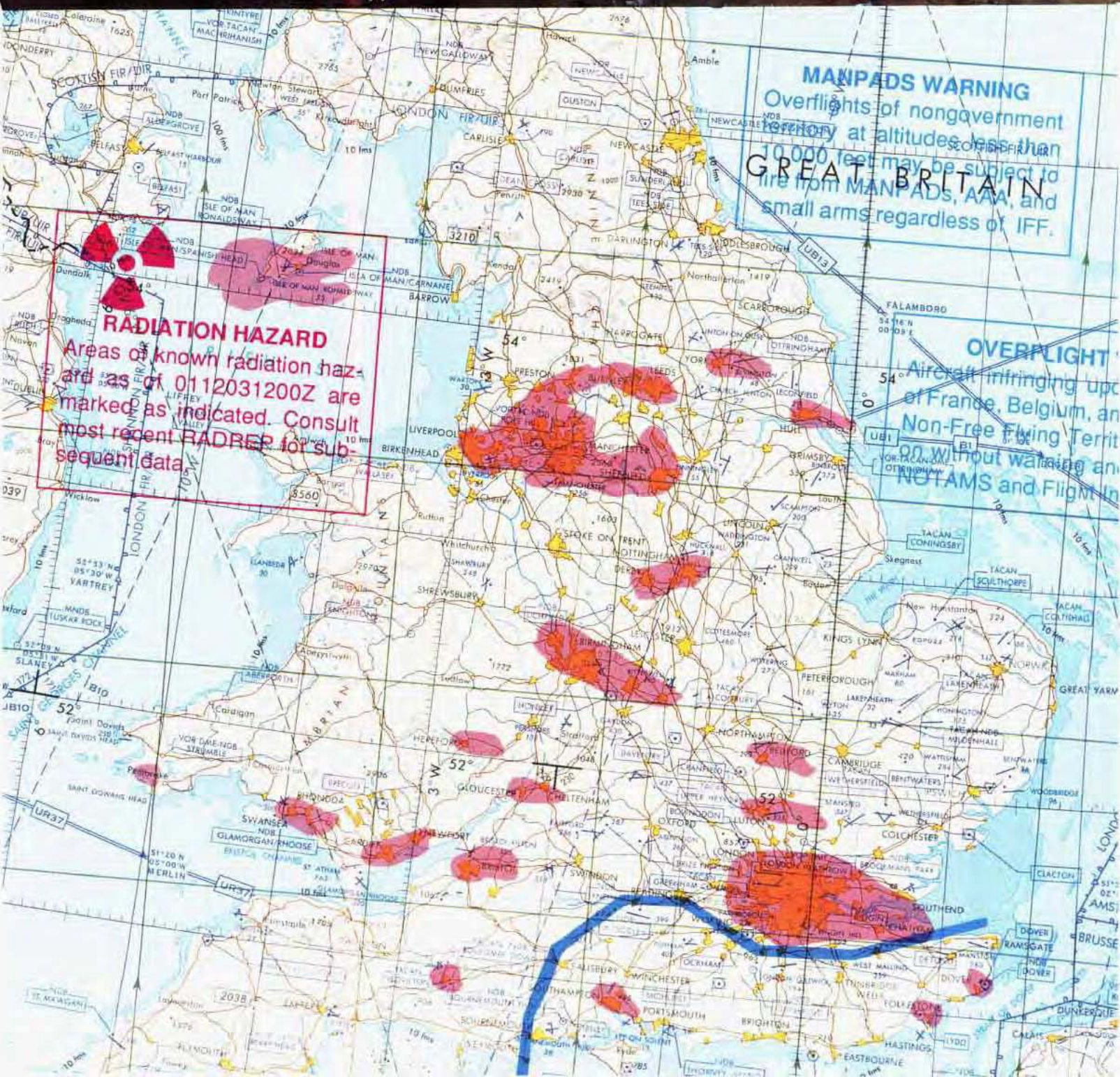
# SURVIVORS' GUIDE TO THE UNITED KINGDOM

TWILIGHT: 2000

Peter Phillipps



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Peter Phillipps

# TWILIGHT: 2000

GDW GAMES

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# SURVIVORS' GUIDE TO THE UNITED KINGDOM

This sourcebook, like all **Twilight: 2000** sourcebooks, is not an adventure—instead it provides the sotting and backdrop for a series of adventures. It gives a brief overview of the land, the military and political organizations, and major personalities involved, and it suggests campaign and adventure possibilities.

Survivors' Guide to the United Kingdom is intended to familiarize referees (and players, to a lesser extent) with Great Britain, the "unsinkable aircraft carrier" (as the country was sometimes called during WWII). The country has fallen into anarchy despite the relative lack of damage (compared to central Europe and North America) caused by the war. Powerful warlords control much of the country, their territory encompassing a number of towns. Some of the country is controlled by the British Army, but outside these regions the story is different—law and order are nonexistent, and few venture into the countryside without good reason.

One special note to avoid confusion: In all references after 1999, the word "England" is used to mean that area of the UK under control of the British Army and what remains of His Majesty's Government (which is only part of the island). In references previous to this date, the word has the same meaning as in 1990.

## DEVELOPER'S NOTE ON MAPS

The United Kingdom is one of the best mapped places on the planet. Referees in the UK should have no trouble obtaining detailed maps of whatever region they wish from local libraries, stationery stores, etc. (the various ordnance survey maps are more than adequate). American referees who plan extensive campaigns may wish to invest in the Ordnance *Survey Touring Atlas of Great Britain,* by Paul Hamlyn (check the local bookstore—Barnes and Noble carries them). The JNC and ONC series of maps will provide more detail than most referees need (check a university map library),

## DESIGNER'S NOTES

When devising the conditions in the United Kingdom, I made an effort to give the region a flavor different from that in Europe, Iran, and America. Initially, I had in mind a Britain in which there were numerous "free cities" (some under government control, others independent), where, apart from a considerable drop in the standard of living, life continued as normal. Later on, as I worked on the background, I dropped this idea for one where local warlords had begun to conquer their neighbor, thus building up a number of mini-states.

In all the published GDW material at the time of writing, there was almost nothing about the UK, beyond the fact that it had been nuked and that certain military events had occurred. This basically meant that I had a free hand to determine what had happened in Britain, knowing that I didn't have to have any already detailed events crop up.

## WHAT THE FUTURE HOLDS

The Scottish Highlands and much of Wales are already independent of much of Britain, and this trend will continue. The oncoming blight mentioned in **Kidnapped** will affect both areas, but not severely. Both will suffer crop reductions, but the smaller, more widely scattered populations will still have enough crops to prevent major famine from breaking out. The locals in the Scottish Highlands and Wales already have a reputation for enforcing their independence, so only a few brave refugees will be desperate enough to head for these areas.

Northern Ireland is, for all intents and purposes, an independent country. The war with Eire will continue to be bogged down, with both sides launching a number of unsuccessful attacks. The oncoming blight will increase hardships on both sides, but the war will continue—the government that sues for peace is the government that is overthrown. The situation will come to resemble that found in places like Ethiopia, the Sudan, and various other African countries during the 1980s.

In England, the military area will not suffer a major crop failure. Unfortunately, a trickle of refugees will slowly become a flood, and resentment among the border towns will result in an escalating number of bitter clashes toward autumn. Military intervention will stop many of these, but as winter settles in, large shanty towns will spring up along the military border. Elsewhere, many warlords will find themselves unable to feed their people. As the summer ends, civilian unrest will slowly begin to ferment, and several towns will become battlegrounds—some fighting for independence, others fighting their neighbors for vital supplies of food. Marauders will try to take advantage of the chaos to loot and pillage.

As autumn begins, many families wilt leave the towns and trek south to the military area—many will not make it, killed by cold, hunger, exhaustion, and marauders. Surviving towns will became quite ruthless in their attempts to maintain control and keep out refugees.

Marauder bands will become more concerned with food as the summer progresses and will sweep through the countryside. Refugees will be picked off; convoys will be massacred. Numerous towns will be attacked—some will be tooted; others will resist The Tartan Army will dissolve in September, and by the end of the year, the majority of the other large gangs will be gone—in their place will be a mass of small gangs. All in all, it will not be a pleasant situation.

WARNING:
PLAYERS SHOULD
READ NO FURTHER
IN ORDER TO
PRESERVE
THE ELEMENT
OF SURPRISE.

# GETTING THERE

Much of what happens to the characters can depend on how and when they arrive in the United Kingdom. This chapter outlines some possibilities, including several connected to previous Twilight: **2000** modules. The characters may choose to set up a more-or-less permanent base of operations in the UK. or they may decide to come and go as the situation (and their access to transportation) warrants.

## TIMING

For most purposes, the precise date of a group's arrival in the UK is not important, except 10 establish weather and what the local populace is doing (planting in the spring, harvesting in the (all, etc.).

## GOING HOME

Since the events chronicled in **Going Home** take place in late 2000. and the OBs of both **Going Home** and **Survivors' Guide to the United Kingdom** are keyed to 1 July 2000. it will be easy to link the two together, provided that the individual campaign time has not progressed much past November 2000. The characters may be assumed either to have missed the departure date of TF-34 {as described in Going Home) or to have been wrecked or otherwise stranded in the UK (see Accidental Tourists, below).

## BOOMER

As part of the **Boomer** adventure, one or more characters may find themselves stranded on the beach (abandoned when the submarine had to either sail or once again be trapped by the tides—see Boomer, pages 20-22). Referees will find **Survivors' Guide** to **the United Kingdom** vital in adjudicating subsequent events in such a situation. No specific location is given for the beaching described in **Boomer,** and any acceptable site may be chosen to suit individual campaign requirements.

After the events chronicled in **Boomer** are concluded, the characters may find themselves in possession of the *Arktika,* a merchant ship, converted from diesel to a coal-fired power plant by the inhabitants of the Svalbard archipelago. The referee may wish to stipulate that the supply of coal aboard the *Arktika* is only adequate to allow the characters to make a landfall somewhere in the northern part of the British Isles.

Of course, a groups of characters determined to land in the UK could easily persuade the submarine's captain to drop them off almost anywhere in the British Isles (the one exception being the English Channel—the last trip through there was bad enough).

## ACCIDENTAL TOURISTS

In several previous **Twilight:** 2000 adventures, situations have arisen where the characters had access to a boat (the *Wisla Krolova* from **Pirates of the Vistula** is one example). Referees who wish to bring a group of characters to the UK by accident may choose to have a storm or other natural event force a landfall somewhere in the British Isles. Referee's intervention is required because most storms in the North Sea blow from west to east, and (he currents behave in a similar fashion (sometimes you have to play fast and loose with reality to make a good game).

The condition of the characters' vessel is also up to the referee, but it is strongly recommended that it be damaged enough to require a day or two to repair (if the characters land in an interesting situation, it wouldn't do for them to be able to just hop back into their boat and sail away, would it?).

In genera!, the location of an accidental landfall will depend on where the characters sailed from.

**Scandinavian Peninsula:** Characters sailing from the Scandinavian Peninsula will probably make accidental landfall along the North Sea coast, somewhere north of the Wash and south of the Shetlands.

Denmark, Holland: Characters sailing from Denmark or Holland will probably land somewhere between Dover and the Scottish border region, although the area south of Scarborough and Dover is more likely.

**Spain, France:** Characters sailing from the Iberian Peninsula will most likely land in Cornwall or Devonshire, although they may make the south coast of Ireland or southern Wales. One of the channel islands is also a possibility.

It is very unlikely that the characters will be in a position to sail from the French coast. However, if this is done their most! probable landfall is along the channel coast from Dover to Portsmouth, although they may end up as far along as Land's End.

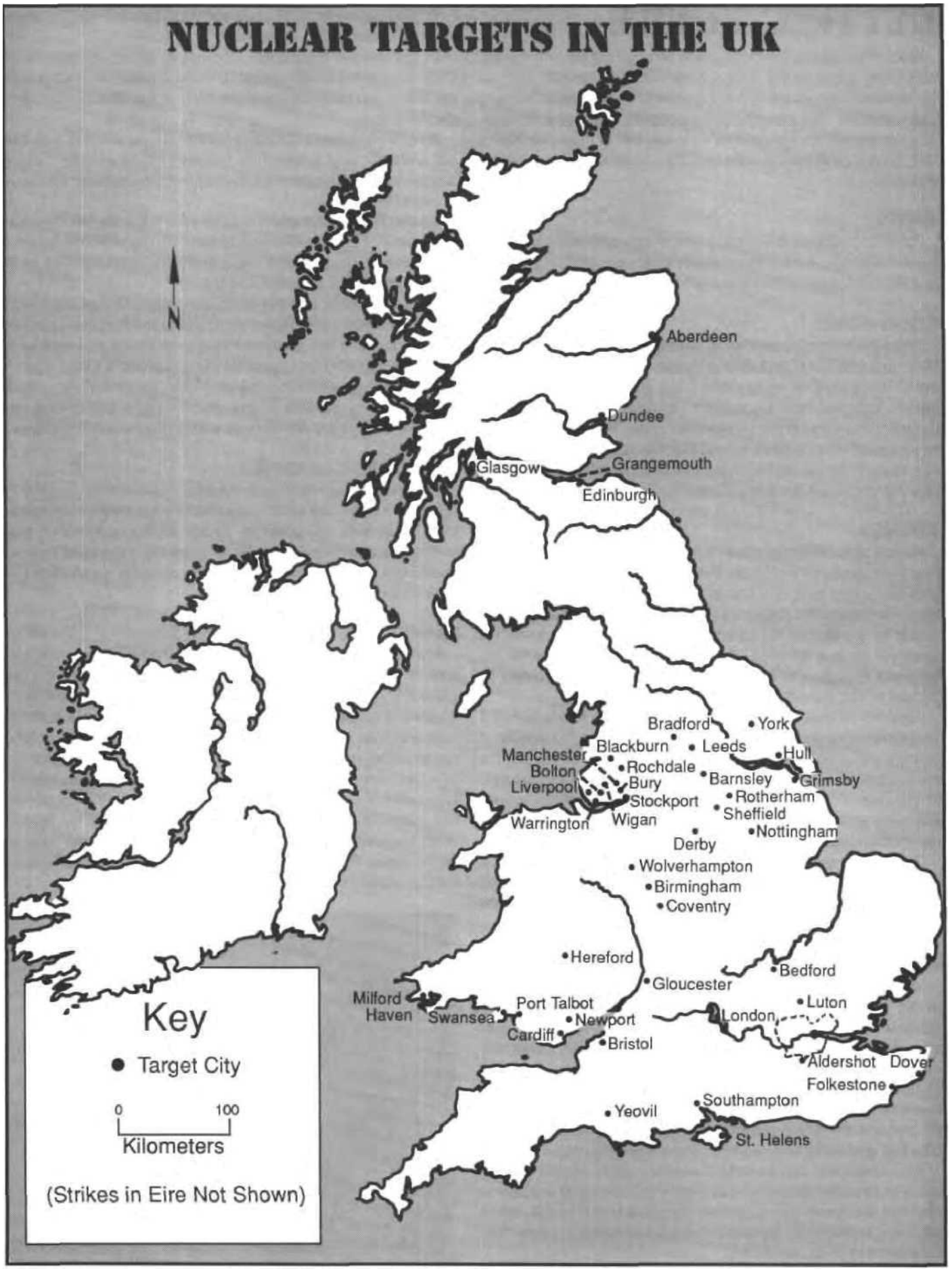
Regardless of where the characters end up, it is up to the referee to devise some suitable course of events after the landing. The other sections of this sourcebook will be very helpful in this regard.

## INTENTIONAL LANDFALL

Assuming that a character in the group has SBH skill and that the group as a whole has access to a boat, deliberate trips to and from the British Isles are possible. In the absence of one or more characters with the proper skills, or in the case of a failed task, the characters may find themselves at some other destination than their intended one.

## TASKS

Navigating a small boat to a specific landfall across the North Sea or the English Channel during average weather is a task (AVG:SBH). Repeat the task each 100 kilometers or 24 hours, whichever is used up first. Adverse weather conditions make the task one level more difficult. Success indicates the boat crosses the specified stretch of water without moving off-course more than 1D6 kilometers per task roll (cumulative). Failure indicates that the boat will miss its intended landfall by 1 D6*10 kilometers per task roll (cumulative). Catastrophic failure indicates that (he boat will miss its intended landfall by 1D6*50 kilometers per task roll (cumulative). Outstanding success indicates a "no drift off-course" for that particular task roll.


NUCLEAR TARGETS IN THE UK
N
Aberdeen
Dundee
Glasgow
Grangemouth
Edinburgh
Bradford
York
Blackburn
Leeds
Manchester
Hull
Bolton
Rochdale
Liverpool
Bury
Barnsley
Grimsby
Stockport
Rotherham
Sheffield
Warrington
Wigan
Nottingham
Derby
Wolverhampton
Birmingham
Coventry
Hereford
Bedford
Gloucester
Milford Haven
Port Talbot
Luton
Swansea
Newport
London
Cardiff
Bristol
Aldershot
Dover
Folkestone
Southampton
Yeovil
St. Helens
Key
Target City
0
100
Kilometers
(Strikes in Eire Not Shown)

# THE WAR

When the Conservative party (commonly called the Tories) won a third term of office in the 1987 general elections, they continued the policies they had been following since 1979. The economy continued to grow, with inflation and expenditure being kept as low as possible. With the continuing success of industry, unemployment slowly fell. Numerous training schemes also helped reduce the unemployment figures, although these were often deceptive.

On the foreign front, Mrs. Thatcher continued in her role as mediator between the two superpowers until her retirement in the mid-1990s. Her role in the withdrawal of medium-range nuclear missiles helped to show that Britain was still a force to be reckoned with.

The structure of the British Army remained basically unchanged; BAOR continued to receive its new Challenger MBTs and MCV-80s. The new 6th Airmobile Brigade took up its station with BAOR, although it was not to reach full strength until 1995. In Northern Iraland, the troubles continued, and the situation showed no signs of ending.

One of the army's few structural changes occurred in the Far East. The impending return of Hong Kong to China in 1996 meant that several Gurkha battalions would have to be redeployed. For some time, the Americas had been exerting political pressure to get the British to establish a presence in the region. Bowing in to this pressure, the government decided to use these units to create an "in-area rapid action force." In early 1994, the phased redeployment of army units in Hong Kong began.

The 1995 general election took place amid the increasing tension caused by the Si no-Soviet border conflicts. None of the political parties were able to achieve a majority, and a Labour-Liberal alliance, the so-called "Lab-Libs." emerged.

The new coalition's first major test was the Soviet invasion of China in August 1995. The British Army was placed on maximum alert, in the event of Soviet moves into western Europe. The populace, fearful of the possibilities of a war that was expected to go nuclear almost immediately, fled the major cities. As the Sino-Soviet War dragged on into September and October, many people gradually returned. In late October, the army stepped down from its war alert,

At the same time, the sultan of Oman, beset by internal problems with pro-Soviet guerrillas, requested British military assistance to help him maintain law and order. The government's initial response was to send in troops from Hong Kong, and this was soon bached by the sale of British equipment to help the sultan's army.

1996

The West German invasion of East Germany took everyone by surprise. Britain's response was immediate—British forces worldwide were placed on war alert. Territorial Army units were raised, and many were shipped over to Germany in accordance with well established plans. The 2nd Infantry Division was also shipped to Germany. There were surprisingly few delays, and within a week BAOR was at full strength. Elsewhere, British forces quickly established themselves.

In mid-November, as the situation in central Europe deteriorated, Soviet troops moved into Norway on a limited scale. British forces were rushed to the area to slow down the Soviets. Simultaneously, American forces earmarked for the area began to move to Norway from their Continental United States (CONUS) bases,

The first British troops crossed the inter-German frontier on 9 December, Led by the 1st Armoured Division, they had reached the outskirts of Berlin by Christmas Eve. First Corps was ordered to retake the city and relieve the NATO troops holding out there. During a week of bitter street fighting, the British troops showed their superiority in close combat fighting and slowly forced back the Soviet defenders. On 2 January, they linked up with the survivors of the Berlin Infantry Brigade.

When Soviet forces invaded Iran, NATO's response was minimal. With Iran being outside the NATO theater, the only western forces available were the American Central Command and the Gurkha troops in Oman. The Gurkha battalions were moved by sea to Bandar Abbas, and the Gurkhas established a defensive network in association with the local Iranian militia (the regular units having been rushed to northern Iran).

In the Far East, the remaining Gurkha battalion was rapidly rein-

forced by all available units from the area, mostly Gurkha units from Nepal. These were organized into two infantry brigades, the 14th and the 15th, and then formed into a division, the 6th. Mainly as a political gesture, the 6th was eventually ordered to enter China and aid its military efforts.

1997

The 6th Division entered China in January and came under Chinese command. At first, it was used to locate Soviet Spetsnaz troops operating in the Chinese country side, a job which it performed with considerable expertise. In the summer it was transferred to the front line and prepared to take part in the forthcoming offensive. Detachments of the division, meanwhile, had bean fighting pro-Soviet guerrillas in the Hong Kong area.

BAOR began the year by taking Berlin. It continued to advance and reached Frankfurt-an-Oder on the Polish border on 7 January, It entered the city, but was unable to seize the bridges across the Oder, so the drive stopped.

In Norway, the Soviet 3rd line troops were no match for the elite NATO forces and were slowly pushed back, despite their superior numbers. As January opened, NATO began to force the Soviets back—a drive that only stopped in the spring, with NATO forces on the banks on the Litsa River. In April, the situation ground to a halt, and stalemate set in.

On 2 April 2, NATO launched Operation Advent Crown. The German Second Army drove up the Baltic coast, and the German Third Army advanced along the Oder River. The German First Army, to which 1st Corps was attached, was ordered to drive through central Poland. Led by 1st Armoured Division, 1st Corps broke through the Polish forces on the Oder on the 24th. On 4 May, the division entered Poznan, and the corps split into two columns, with 1st and 2nd divisions continuing east, while the rest of the corps headed southeast. On 11 May, the 4th Armoured Division took Kalisz, encountering only scattered opposition; on 17 May, it reached Lodz, which fell on the 25th. By the end of May, the two columns linked up on the outskirts of Warsaw—the corps was ordered to take the city.

In late April, the Soviets struck again in Iran. The 103rd Guards Airborne air-assaulted Bandar Abbas with devastating effect. The Iranian militia fled, although some units did put up a spirited resistance. The Gurkhas fought a desperate battle to keep the port open for reinforcements (the 27th Infantry Brigade). After two more days of bitter fighting, with American reinforcements still at sea. the brigade was pushed back and began to withdraw into the mountains Here, it began to conduct a guerrilla war on Soviet logistics forces. In June, the Americans launched a naval invasion at Bandar Abbas and spent the next three weeks retaking the city. During the battle, the 27th Infantry Brigade harassed the Soviet logistics lines and in mid-June linked up with American special forces engaged in simitar activities. At the end of the month, it linked up with the American ground forces and was withdrawn to Oman for rest and refitting.

While American troops ware landing in Iran, NATO troops in Norway began their drive through Finland, Expecting tittle resistance, they were not prepared (or Finnish ambushes. The British and American troops leading the drive were ambushed numerous times during the month and took many losses. The drive gradually slowed, and by the end of the month it had halted. Soon after, as the situation stabilized, the 1st Marine Brigade pulled out of the front line.

First Corps began to lay siege to Warsaw in mid-June. The Soviets fought with a determination not seen before, and they gained a reputation for mercilessness in their attempts to gain food from the civilian population. As July arrived, advanced elements of the corps had reached the Vistula River, but the Soviets stopped them from taking the bridges.

In mid-July, the Italians began to enter southern Germany, and NATO forces moved to oppose them—primarily the British 1st and 2nd armoured divisions. British forces from Northern Ireland and personnel from Territorial Army units were moved to Germany to till in the ranks depleted by casualties By the end of August, NATO forces had halted the Italian drive,

In the Far East, the Chinese launched a major offensive in the summer. The 6th Division was attached to Chinese forces driving towards northeast China. In July, it was transferred to the 31st Army and linked up with the Americans on the Yalu River soon after. At this time, the Sino-Soviet nuclear exchange began, and the division took heavy losses from several tactical nuclear strikes. The survivors were withdrawn, in surprisingly good order, to southern China.

As August arrived, BAOR was forced to switch to the defensive. Soviet forces were attempting to relieve Warsaw, and NATO forces to the north and south of BAOR's theater were conducting mobile defensive withdrawals. On 15 September, the Soviet 7th Guards Tank Army broke through to Warsaw. First Corps began a fierce withdrawal action in a desperate attempt to stop the Soviets, but it was too heavily outnumbered and was pushed back. By the end of September, NATO began to use tactical nuclear weapons to stop the Soviets The Soviets replied by using their own nuclear weapons.

In August, selected units were pulled out of Norway and returned to England, Here they prepared for transit to Iran. Following Argentinean military moves in the South Atlantic, a battalion of Territorial Army infantry was sent to the Falkland Islands. The Argentines backed down, but the battalion remained.

While the nukes were flying in Europe and both sides were coming to a halt, the Soviets had attacked in Iran. They had the Americans pinned down and were threatening to push them out of Iran totally. The American commander in the region came up with a daring plan to stop the Soviets. Operation Pegasus II was simple—drop the 82nd Airborne Division behind Soviet lines, with orders to attack the supply lines. On 12 October, the division was dropped in conjunction with British forces, which were attached to the division for the mission. The attack devastated the Soviet supply lines and relieved the pressure on the ground forces. As November dawned, the troops ware ordered to move south and link up with American troops driving north.

In mid-October, open warfare erupted between protestants and Catholics in Northern Ireland. With no regular army units available, the brunt of the battle on the British side fell upon the police and the Ulster Defense Regiment. Both forces were composed primarily of protestants, and as a result, they tended to concentrate on the Catholic terrorists—the IRA and the INLA. Protestants and Catholics began fighting in the streets of Belfast and Londonderry (as it was labeled on the British maps—Catholic Irish prefer to call the city Derry), and many Catholics were killed or forced out. In the border counties of Fermanagh and Armagh, the Catholics seized control, backed by the IRA, and called for military aid from Eire to overthrow the Protestant government. On 5 November, military units from Eire moved into the border counties—the Irish Civil War had begun.

In late November, nuclear bombs fell on targets in mainland Brit-

ain. London was hit by a number of small devices—each aimed at a specific target—and the blast and fire effects tore the city apart. The resulting fires raged for a week, killing some 4.5 million people, out *of* the 5 million or so living in the area at the time—not all were killed by 1he attack but many would die as a result of it. Dover, Southampton, Aldershot, Grangemouth and Milford Haven were all heavily damaged. But for all the physical damage, the effect on civilian morale was far worse. Panic stricken, millions fled to the countryside, overloading local capabilities to cope. The police lost control, and the military had to be brought in—King Charles proclaimed martial law in November 1997. Food and fuel rationing was introduced, but within two days rioting over food broke out in a dozen cities. The rioting spread, and the situation worsened. On 4 December, a Soviet missile destroyed the government's wartime command post, killing most of the government, some of the royal family, and the chiefs of staff—it was a devastating blow.

As law and order broke down, some cities took action. In Leicester, the local council declared the city independent and ordered the city's Territorial Army infantry battalion to halt the flood of refugees entering the city. Within a week, a dozen other cities had followed suit,

As the nuclear exchange petered out and the home situation deteriorated, a number of British battalions were sent from Germany to England to help enforce martial law.

## 1998

The year opened with the French occupation of the Rhineland. In the Persian Gulf, the Gurkhas assisted the Americans on a series of anti marauder missions around the Bandar Abbas area—their knowledge of the area after their activities in June 1997 helped tremendously. By the end of the year, all British forces in the region were involved in internal security duties in Bahrain, Saudi Arabia, and Iran.

In Britain, the government began the year with little control. Most cities and towns had declared their independence, and only the army garrisoned towns in southern England (Aldershot, Farnham, Salisbury, and others) were under government control. The countryside was rife with trouble and lawlessness. The army spent the year in numerous battles with gangs and marauders in an attempt to regain control of most of southern England. By the and of the year, the army controlled a path from Portsmouth to Aldershot and from Dover to Reading.

Elsewhere in Britain, the situation was chaotic. Town fought town over vital supplies of food and military equipment. Gradually, some towns began to dominate their neighbors, and small alliances and petty dictatorships were formed. As autumn arrived, the lighting died down as people on all sides began to harvest the crops and prepare for the oncoming winter. By the end of the year, there was temporary peace over much of Britain,

In Scotland, the Scottish Nationalist Party (the SNP) declared Scotland to be an independent country in February, and established the Royal Army of Scotland—the RAS. This force was instrumental in maintaining a semblance of peace between the various Scottish towns, and the SNP convinced many people that the real problem lay with the various marauder groups operating by that time, especially the Tartan Army and its associates.

Wales had suffered some damage during the nuclear exchange, but this was limited to the south, Refugees poured north, and many settled in the villages and small towns. Unlike most of Britain, the Welsh welcomed native refugees with open arms, resulting in less fighting in Wales. Realizing that this would most likely attract ref-

ugees and marauders from England, some of the border towns came together and formed a volunteer military force—the Welsh Voluntary National Army (the WVNA).

The WVNA established a defensive line along the border with England, one which was built on the ruins of the famous Offa's Dyke.

In Ireland, the Irish enjoyed a number of early successes. But as the Ulster Defense Regiment (UDR) moved to Fermanagh and Armagh, and brought in conscription, these successes became scarce. By June, the UDR was able to go onto the attack and retake some of its lost border territories. As winter approached, the war stalemated as both sides concentrated on feeding their people. At the same time, the IRA began a new campaign of terror in Northern Ireland.

The Warsaw Pact offensive in the summer shook NATO command. As the Pact forces drove into southern Germany, pushing back NATO's war-weary forces, British units plunged back into battle and helped slow down the Soviet advance. As August arrived. BAOR fought a major battle with Soviet forces near Fulda, one which routed the Soviets. First Corps was ordered to advance, to divert Pact forces from the battle further south. As I Corps drove towards Czechoslovakia, it was quickly reinforced by all available NATO forces. In late August British forces codenamed "Army Group Cromwell" smashed through the thinly spread Czech border guards. By that time the Soviets had been halted near Frankfurt, and they began to withdraw. September saw resistance in Czechoslovakia stiffen, and Army Group Cromwell's drive gradually stalled. By autumn, I Corps' last offensive of the war had been stopped.

In autumn. the Soviets launched a weak nuclear strike at Britain, aimed at destroying the last vestiges of industrial capability. Sheffield, Manchester, Liverpool, and Birmingham all followed London, and Britain's war economy was totally smashed.

## 1999

The year 1999 was relatively peaceful as far as the British were concerned. The military in southern England managed to clear the area of marauders and to establish a basic communications network.

Royal engineer units began the task of rebuilding, concentrating on housing the many refugees, although on the outer area of the military control a series of defensive lines were established. In February, the government transported a group of oil workers, along with troops to guard them, to the North Sea to establish a flow of oil from the working rigs, however small. At the same time, a small number of military moves were conducted to secure governmental control of the southeast

In other parts of England fighting continued as various groups tried to increase their land holdings. The summer saw a major clash between marauder forces in northern England as the Tartan Army moved south. Beating the smaller groups, it than came up against the Red Devils and was smashed—the survivors fled back to Scotland.

BAOR was pulled out of Czechoslovakia in the spring and moved back to central Germany, encamping in an area stretching from Osnabrück to Hannover to Braunschweig to Paderborn. For the rest of the year, they were involved in a number of antimarauder actions and some rebuilding work.

Toward the end of the year, BAOR received some equipment and a small amount of manpower from England, which further increased its effectiveness.

In the gulf, the British forces in the Middle East Field Force (MEFF) were involved in internal security duties for most of the year, in the summer, some units moved to the Bandar-e-Khameyni area to reinforce the Americans who were being threatened by Soviet forces.

In Ireland, the IRA maintained its guerrilla war, despite UDR crackdowns. Eire launched an attack in April, but it floundered on the UDR defensive line. And in May, the UDR launched its own offensive.

The severity of the attack resulted in the Irish being pushed back along the entire front. Armagh fell in June, and as August opened, the UDR seized Ballyshannon, which was isolated the Donegal region. For all its success, however, the UDR could not seize Derry, to which it had laid siege in mid-May. As autumn arrived, the UDR offensive halted and secured its gains.

## 2000

British forces spent little time on the offensive. In the Persian Gulf, the forces of the MEFF spent the year in a number of antimarauder operations. In July it was sent to Chah Bahar when the Soviets attacked, but it arrived too late to participate in the fighting.

In Germany, II Corps was designated to be the follow-on force for the NATO attack into Poland—Operation Ancient Mariner. Instead, it ended up fighting the Soviet counterattack in July. The corps did a commendable job, and as the autumnal rains began to fall, it was withdrawn to its encampment area.

The rest of BAOR was involved in antimarauder duties during the summer,

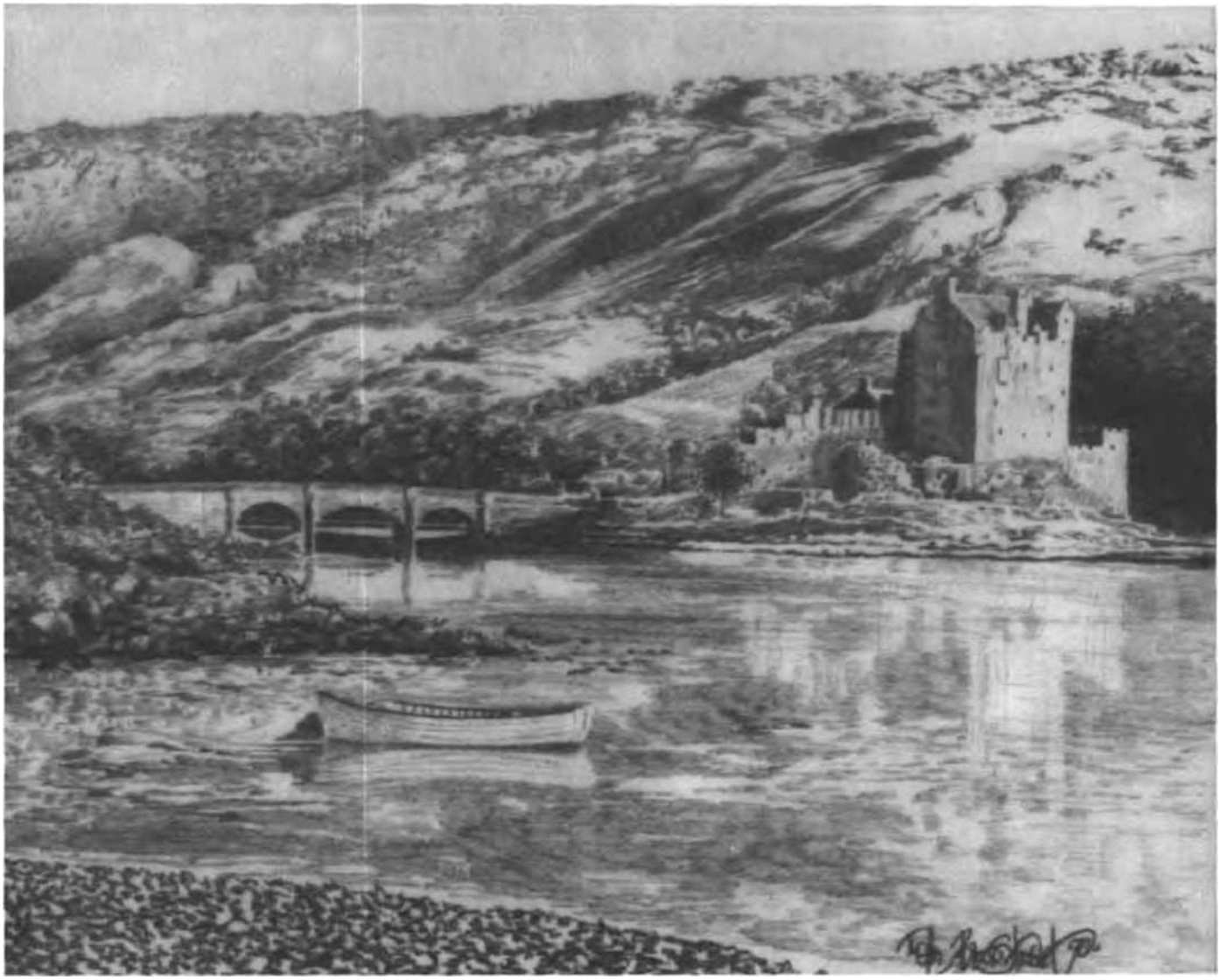
In Britain, the remaining troops (mostly Territorial Army units) maintained martial law over southern England. Towards the end of the year, the army organized elections, which led to a reestablishment of civilian government in southern England.

Elsewhere in Britain, the situation had stabilized over the past 18 months. Established groups now held control over much of the country, and power was split between a dozen kingdoms. This had led to a reduction in the number of marauder groups operating, but each region wanted to (or needed to) expand to make itself the dominant power in Britain.

By the end of the year, two divisions had returned from Germany. This helped the government immensely, as personnel from the Territorial Army units could be absorbed into the regular organizations or moved into other vitally needed occupations (such as agriculture or reconstruction).

The year began in Ireland with a surprise offensive by the Irish. Conducted in the middle of the worst winter seen in Ireland for many years, it took the UDR totally by surprise. The weather hampered the Irish as the offensive continued, but by then, it had accomplished its goal—reestablishing links with Donegal and breaking the siege of Derry. In the summer, the UDR launched a two-pronged offensive, with a southern drive towards Dublin and and eastern drive into Donegal to isolate Derry. Neither drive got far. The southern drive was halted at the battle of Drogheda on 7 June, while the eastern drive encountered stiff resistance and stalled on the outskirts of Bailyshannon. As autumn set in, the UDR began the siege of Bailyshannon, which would continue through the winter.

The chief problem faced by the British government is to do away with the bands of marauders and bandits wandering the countryside, and to convince the various independent towns and cities in Britain that the government tan govern them better than they can govern themselves. The next couple of years will be critical.



# THE LAND

The British Isles are a small group of islands with a total area of about 152,000 square miles, separated from the rest of Europe by the 20 miles of the English Channel. The country is composed of two main islands (Britain and Ireland} and a number of small islands. The island of Britain contains England, Scotland and Wales. Ireland contains Eire and Northern Ireland. The other islands include the Isle of Wight, the Shetlands, the Hebrides (the last two being groups of islands off the Scottish coast), the Channel Islands, and the Isle of Man. The main topic of this sourcebook is the UK, but certain aspects of the UK's relationship with Eire will also be discussed.

The formal title for the country is the United Kingdom of Great Britain and Northern Ireland, but it is also known as the United Kingdom, the UK, or Great Britain. Edward I conquered Wales in the 13th century, and the thrones of England and Scotland merged in 1603, when the death of Elizabeth I gave the throne to Jamas VI of Scotland, who became King James I of England. Ireland was gradually annexed over the centuries, but in 1916 all but the six northern (and largely protestant) counties became the independent country of Eire (or Ireland). At the start of the war, the UK continued to administer these counties as Northern Ireland.

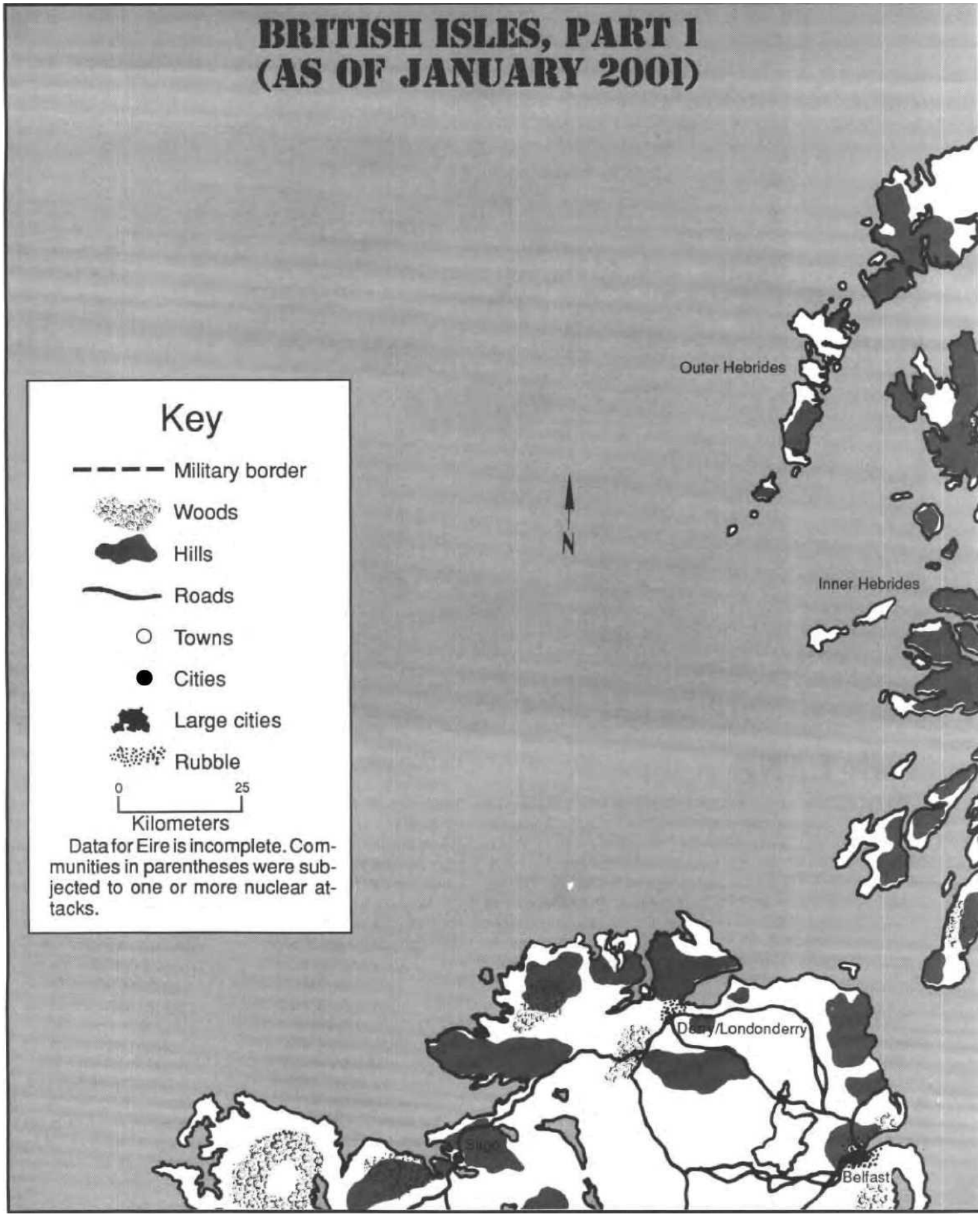
## GEOGRAPHY

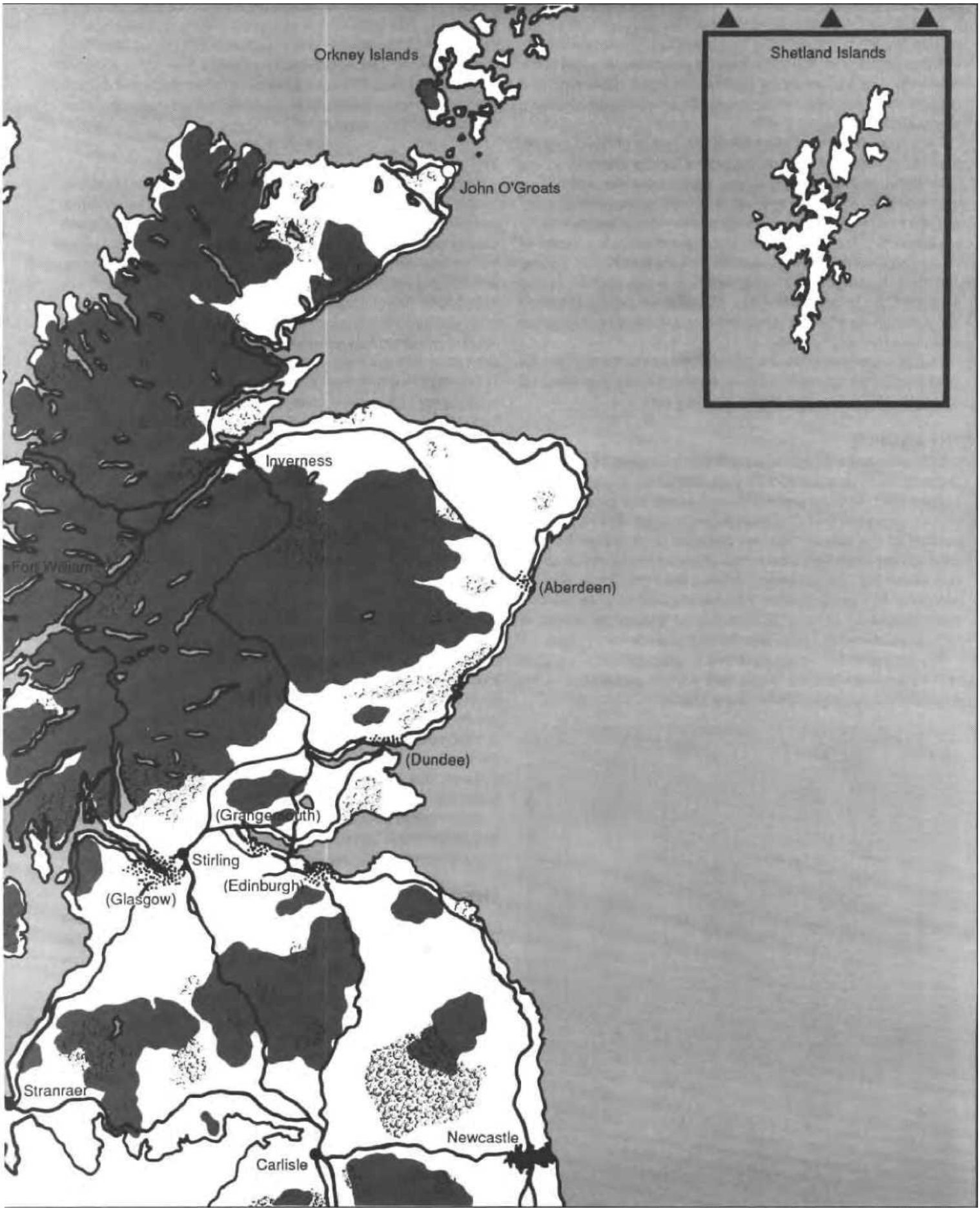
Much of the countryside consists of gentle hills and rolling plains. The most mountainous area is in Scotland, but even here the highest peak is only 1343 meters (at Ben Nevis).

The British climate is an oceanic one, influenced by currents from the Atlantic on the west coast and from Europe on the east coast. The July temperature average is 16° C, although in Scotland and Northern Ireland it is about 2° C tower. The winter months are cool, with the January average being 4° C, although in cold spells the temperature goes below *zero.* Winter temperatures below -10° C are rare. The months of January and February are the coldest, and this period is the time when any snow usually falls—despite knowledge of this fact, the first snowfall always seems to catch people unprepared and cause chaos. Warm, moist air from the Atlantic currents often collides with colder continental air masses, and fog (for which the British Isles are famed) is the result. The average annual rainfall at London is about 58 centimeters, distributed fairly evenly throughout the year.

The Atlantic currents bring more than warm water. It is not uncommon to find tropical plants, such as coconut palms, sprouting in sheltered spots along the Atlantic coasts of both Scotland and Ireland. Some of the hardier tropical flora sometimes live through the mild winters.

# BRITISH ISLES, PART 1 (AS OF JANUARY 2001)




Orkney Islands
Shetland Islands
John O'Groats
Inverness
Fort William
(Aberdeen)
(Dundee)
(Grangemouth)
Stirling
(Edinburgh)
(Glasgow)
Stranraer
Newcastle
Carlisle

## NATIONAL GOVERNMENT

The UK is a constitutional monarchy. The monarch is the head of state, the position itself being hereditary. Legislative power rests with parliament, and executive power is exercised on behalf of the monarchy and parliament by His/Her Majesty's Government, a collectively responsible cabinet selected from among the members of parliament (MPs).

Parliament consists of two houses: the House of Lords (mostly hereditary), which is also the supreme judicial authority In the nation, and the House of Commons, whose members are elected by the people. H. M. Government is formed by the political party with the most MPs seated in the commons—the prime minister is the leader of that party. The core of the government is the cabinet led by the prime minister and consists of MPs in charge of various departments, such as defense, health, finance, and so on (all appointed by the prime minister). The average person is talking about this group when he refers to the government, as this group effectively runs the country.

Elections are held at the discretion of the prime minister, but an election must be held before the expiration of a five-year electoral mandate. All citizens age 18 or older may vote.

## THE PEOPLE

Before the war, the population of Britain was about 56 million. Of these, some 80 percent were English, nine percent Scottish, three percent Irish, and two percent Welsh. About four percent of the population was of West Indian or Asian descent. The racial composition of the country has not changed much since the war, although the overall population has changed (more on this later). Just under half the population formed the labor force, with 40 percent of this being women. Few people worked in agriculture; most worked in either manufacturing or service industries. A radical redistribution of the labor force has since taken place.

The most common language is now English, although a quarter of the population speaks Walsh, and a small percentage of the population of Scotland speaks Scots Gaelic.

Due to the diversity of ethnic groups in the country, British culture was mixed. The main source of cultural variety was religious. Although the official religion was the Church of England (and more than half the population belonged),there were many other accepted religions, including Roman Catholicism, other protestant denominations (primarily Presbyterian and Methodist), Judaism, Islam, Sikhism, and Hinduism.

## THE ECONOMY

Britain was one of the most industrialized nations in the world. Coal mining, steel production, vehicle manufacturing, engineering, and textiles/clothing were the most important industries. Oil and natural gas drilling in the North Sea was also important. Coal mining was concentrated in Yorkshire, Lancashire, Derbyshire, and Nottinghamshire, with annual production being around 120 million tons. Iron mining produced about 1 million tons a year, mainly in Cumbria, Lancashire, and Staffordshire. Steel production relied on imported iron and produced some 20 million tons of steel each year, with the main centers being Sheffield, Swansea, Port Talbot, NW England, and the greater Glasgow area. The main engineering areas were London, Birmingham, Coventry, Nottingham, Manchester, Wolverhampton, Newcastle, and Glasgow. The textiles industry was concentrated around northwest England and the Midlands.

Agriculture used two percent of the labor force and produced S4 percent of the country's food. Arable farming consisted primarily of barley, wheat, and oats, and was concentrated in eastern Scotland and eastern England. Poultry, cattle, pigs, and sheep were common, mostly in Scotland, Northern Ireland, and southern and southwestern England. A small fishing industry existed on the northeast coast of England around the ports of Grimsby and Hull,

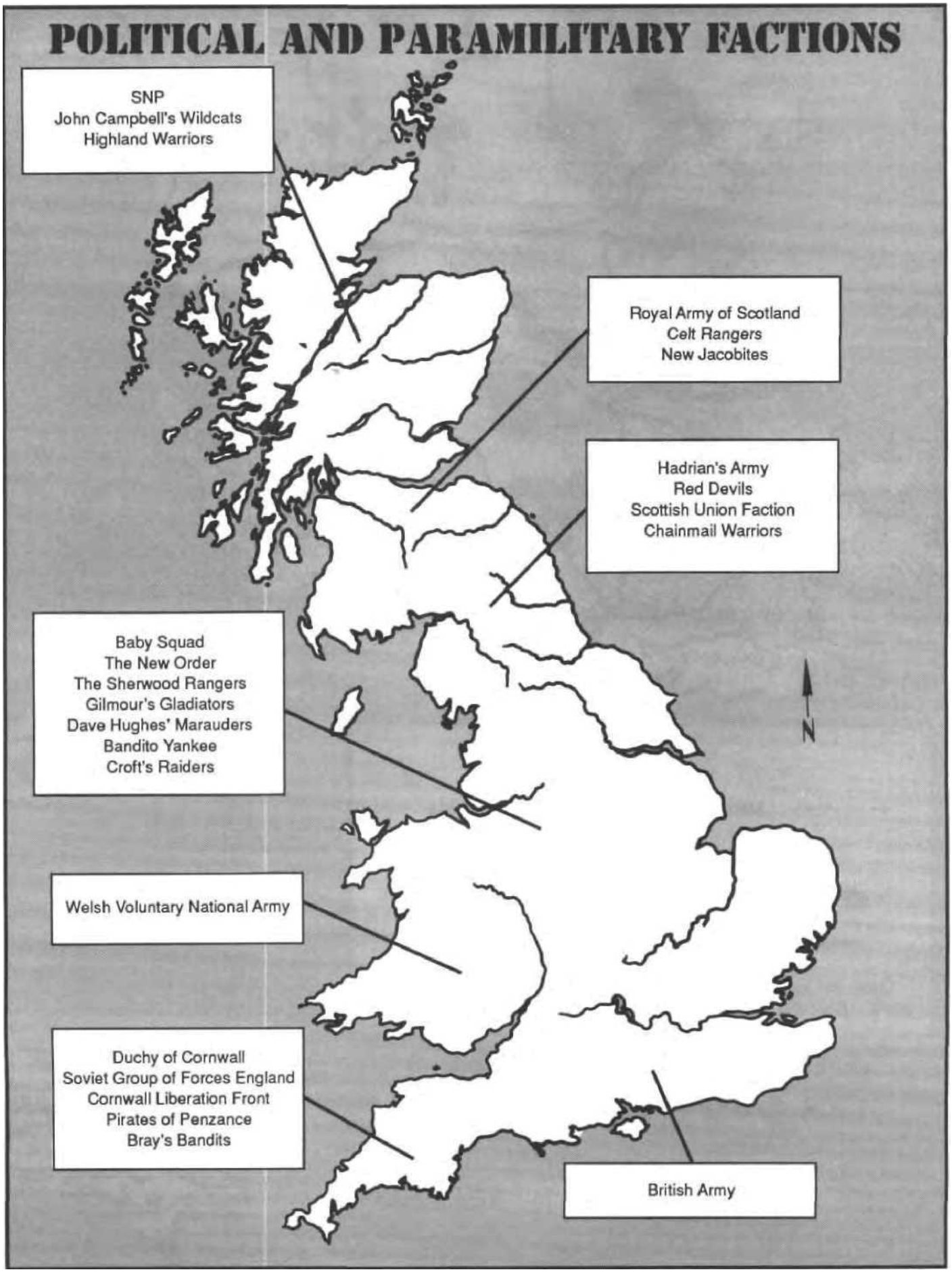
The main cargo ports were the Port of London (about 30 kilometers up the Thames River from the sea), Liverpool, Manchester, Grangemouth, and Southampton—the latter was also the main transoceanic port. The main sea links with Europe were the ports of Dover and Folkestone, where the various cross-channel ferries plied their trade. Construction of a cross-channel tunnel had begun in 1987 but soon fell behind schedule, and this direct automotive link had not been completed by the start of the war. Milford Haven, in Wales, was the main oil port, and it was here that the deep-water supertankers discharged their cargoes.

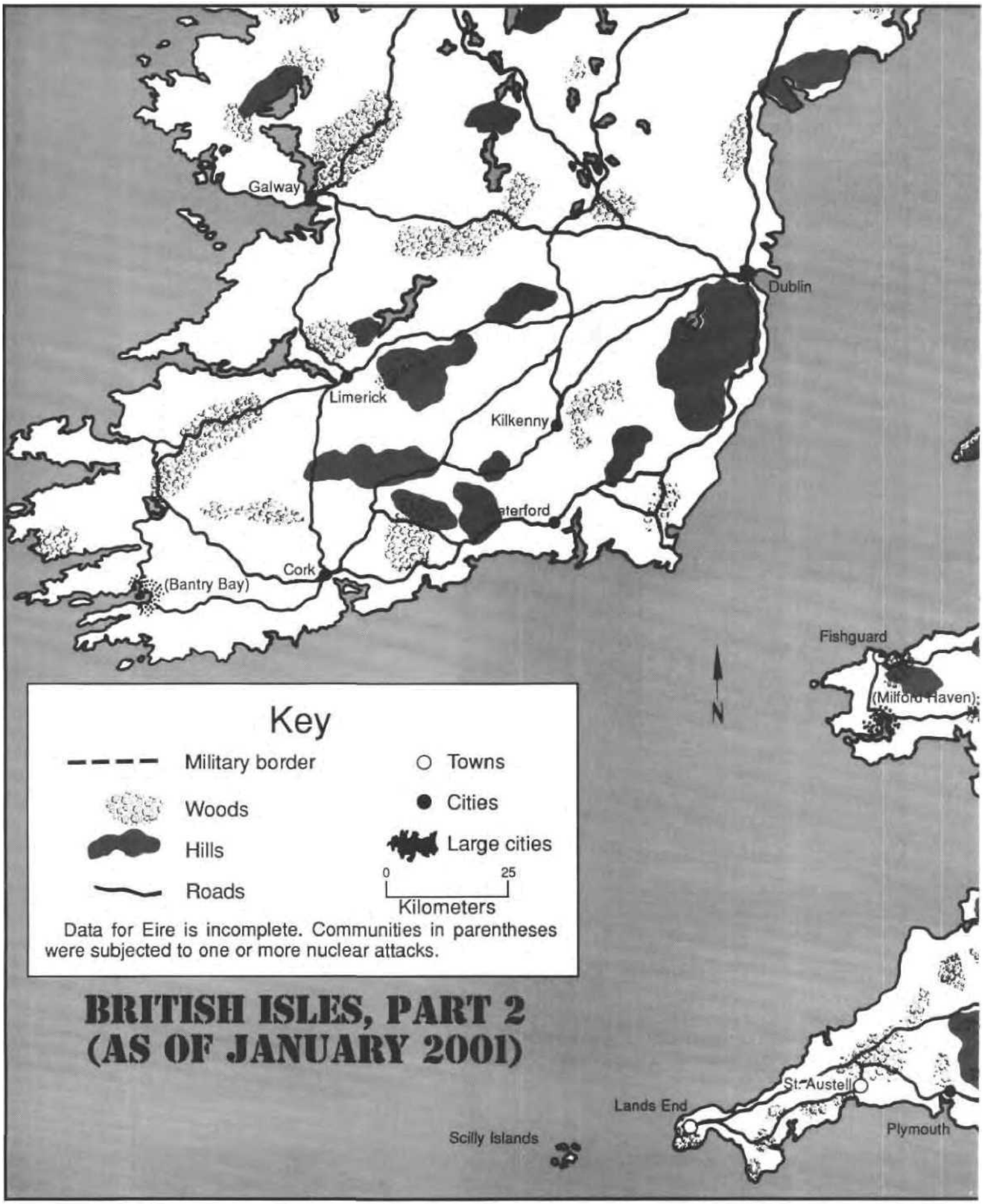
Britain had five major airports, with Heathrow being the largest. The others were Gatwick, Luton, Manchester, and Glasgow. Numerous smaller fields were scattered throughout the islands.

## THE WAR

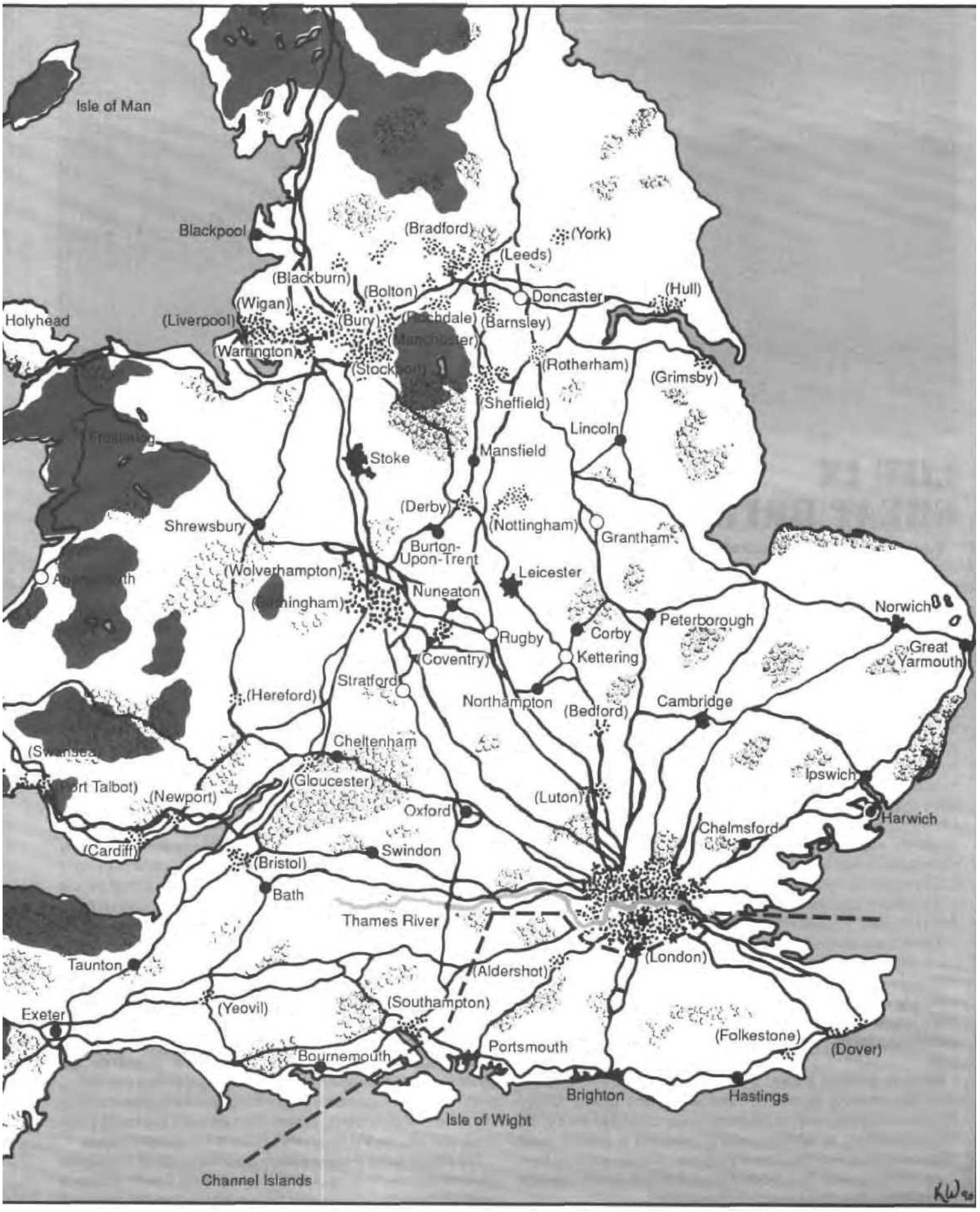
The war produced some dramatic changes to the country. Some 25 million people ware killed in the nuclear exchanges, white another 10 million died during the fighting, disease and starvation caused by the harsh winter of 1997-1998, as well as the lack of medical care after the nuclear exchange. At the turn of the century, approximately 20 million people were left in Britain.

Most of the industry was destroyed, along with the local government structure. Quasi-feudal kingdoms sprang up, dominated by warlords. The government struggled to maintain some control and continued the war in Europe. With all the main ports and airports destroyed, Britain became isolated from the problems of the rest of the world. This can be an advantage, as some of the problems of Europe have not been able to reach Britain to have any effect. On the other hand, this has made it difficult for outside aid to reach the country (when such was forthcoming).


POLITICAL AND PARAMILITARY FACTIONS
SNP
John Campbell's Wildcats
Highland Warriors
Royal Army of Scotland
Celt Rangers
New Jacobites
Hadrian's Army
Red Devils
Scottish Union Faction
Chainmail Warriors
Baby Squad
The New Order
The Sherwood Rangers
Gilmour's Gladiators
Dave Hughes' Marauders
Bandito Yankee
Croft's Raiders
N
Welsh Voluntary National Army
Duchy of Cornwall
Soviet Group of Forces England
Cornwall Liberation Front
Pirates of Penzance
Bray's Bandits
British Army




# BRITISH ISLES, PART 2 (AS OF JANUARY 2001)


Isle of Man
Blackpool
(Bradford)
(York)
(Leeds)
(Blackburn)
(Bolton)
Doncaster
(Hull)
(Wigan)
Holyhead
(Liverpool)
(Bury)
(Rochdale)
(Barnsley)
(Manchester)
(Warrington)
(Stockport)
(Rotherham)
(Grimsby)
(Sheffield)
Lincoln
Mansfield
Stoke
(Derby)
(Nottingham)
Grantham
Shrewsbury
Burton-Upon-Trent
(Wolverhampton)
Leicester
Nuneaton
(Birmingham)
Norwich
Peterborough
Corby
Rugby
Kettering
Great Yarmouth
(Coventry)
Stratford
(Hereford)
Northampton
(Bedford)
Cambridge
Cheltenham
(Swansea)
(Port Talbot)
(Newport)
(Gloucester)
Ipswich
(Luton)
Oxford
Harwich
Chelmsford
(Cardiff)
Swindon
(Bristol)
Bath
Thames River
(London)
Taunton
(Aldershot)
(Southampton)
(Yeovil)
Exeter
(Folkestone)
(Dover)
Portsmouth
Bournemouth
Brighton
Hastings
Isle of Wight
Channel Islands

# LIFE IN GREAT BRITAIN

Britain in AD 2000 is a divided country. Northern Ireland is fighting a bitter civil war with Eire; Scotland has declared its independence; and the Welsh towns have formed a mutual defense and trade alliance. Most of southern England is under government control, while the rest of the country is controlled by a number of powerful warlords—what they don't control is the domain of the marauders.

The causes of this mess are the nuclear exchange and the subsequent fighting. As the nukes fell, refugees from the destroyed towns flooded into the surviving areas, in a desperate attempt to stop the tide of refugees, the government began to ration food and fuel, but this led to rioting. Martial law was declared, but did not help. After 1997-1998, the situation fell apart. Looters attacked refugee columns, who would flea to the nearest town. Many towns, having enough problems of their own, refused to allow them in. Gradually, many towns declared themselves independent—many of these towns had Territorial Army battalions, and these were used to enforce power and maintain order. Local military leaders (or other individuals) became effective dictators in some areas. In other, more fortunate, locations, a vestige of local government remained.

The military assumed control when the government fell apart, but it was in the south of England—it had enough problems of its own and was unable to help the refugees in the north. The army gradually regained control in southern England, which attracted many refugees, but no houses were available for them. The army established holding camps until houses could either be found or built.

Note: In postwar Britain, a character talking about England could be referring to one of three areas—the prewar United Kingdom, England itself, or the government-controlled area of the United Kingdom. In addition, saying someone is English could mean he comes from the United Kingdom, from England, or from the government area. To avoid confusion, *English* in this sourcesbook refers only to the government-controlled area.

## LIVING CONDITIONS

In England and in the independent towns and cities, life is hand-to-mouth, but bearable. Most people work during the day. often from dawn to dusk, earning pay (often in kind rather than currency) and producing vitally needed goods. The majority of people are involved in producing food, weapons, ammunition, alcohol fuel, and clothing (although some are involved in criminal enterprises such as the black market). Most regions are mostly salt-sufficient in these goods, but other goods have to be brought from other regions or from traders in England.

Most people live in prewar housing, which is often In poor condition, having gone for several years without repair. Few homes have running water or power, Wood or coal is used to provide a little power for heating and cooking. Water is taken from the nearest stream or take.

Ownership of a house is ensured by occupancy in the majority of areas, although in England and a few towns it is ensured by paying a fixed weekly (in some places, monthly} rent (which is a form of tax, really). In England, paying rent entitles the person to military or legal protection, should someone try to take the house away from him or move in without permission. In other regions, trying to take someone's house is frowned upon, If it happens, most people complain to the local military forces, and they usually sort out any problems—some corrupt units will take the side of whoever pays them the most.

In England, many people are forced to live in holding camps, These people are mostly refugees made homeless by the war, but some are people who have come home from abroad only to find that someone has taken their house. Conditions in the camps are poor, consisting basically of single-room, makeshift "houses," communal water, and centralized food kitchens. In most camps, government workers ensure that food is prepared and distributed, and that no health problems arise—imagine the situation in prewar Third World shanty towns, but with no major food and health problems, and you have a rough idea of life in the refugee camps.

The people living in these camps have the option of working on government-run housing projects in their area. Family members work on repairing or building a house (where they get tools and

supplies is up to them), and when they have finished, the house becomes theirs. This project is slowly housing the thousands o1 refugees in England.

## HOUSING

When a character arrives in Britain, one of the first things he will need is shelter, If the character is British, then he probably came from a house in the area—this may have been destroyed while he was away, or even commandeered by the people in charge and given to a homeless family.

If the character has no house, then he can try to rent accommodation or occupy an abandoned building. In England he could move into a holding camp and make his own shelter. Finding average accommodation is AVG:INT—poorer conditions can be found on an ESY:INT task, and better conditions on a DIF:INT task. Accommodations in a refugee camp can be automatically found. One search day is allowed.

Another option is available, and this is a common one outside England—find an abandoned building and use that. This can be dangerous—the building could be unsafe, and there is nothing to stop people from walking in and robbing you while you sleep. Finding a site is not difficult because most towns have large areas of abandoned buildings. An AVG:CVE roll will spot any structural problems, and it is up to the referee to determine the state of the building (the rules given in "Buildings: Optional Rules for Urban Locales" in Challenge 29 can be used here, or the referee can devise quick and dirty guidelines).

## MONEY

Money is still used in Britain. The currency is the pound sterling (£) which is divided into 100 pence. The exchange rate of gold to pounds varies from region to region, and often even from town to town, but it averages £1 for $4-5, This money is only of use in England.

## HEALTH AND MEDICATION

In England military doctors (and the few remaining civilian doctors) can be seen travelling the area, visiting the towns and holding camps, to ensure that disease epidemics do not breakout. Health and sanitation are continually emphasized, and these doctors are often overworked. Despite this, many continue to work without complaining, as they are tearful of an epidemic breaking loose.

Outside England, such emphasis on health is not always apparent. Many of the remaining doctors work on a "how much is your health worth to you?" basis, and the quality of the doctor varies from first aid students to prewar neurosurgeons! They are hampered by the lack of medical facilities and supplies, unlike their government counterparts. Finding a doctor in the independent towns is an AVG:INT task.

In Scotland, the situation is similar to that in England, although marauders make intercity travel slightly more dangerous. Because of this, many doctors hire people to ride shotgun, and as such need to charge enough to pay the hired hand. Finding a doctor here is DIF:INT.

## WORK AND WAGES

Inside England, most people work in either agriculture or light industry. The work is baring; conditions are poor; most work 60 hours a week—and all this for about £120 per week. People accept this out of necessity, rather than free will. Getting such a job can be done automatically. Once a week, a character may try to find a better paying job: this is DIF:INT If such a job can be found, the character must then make a DIF:INT roll to get the job—this is AVG:INT if the character has any experience in the job. Such a job will often pay at least £200 per week, or will pay £120 but require (ewer working hours. Most wages will be half in currency and half in kind (whatever goods you happen to be making).

Some people do not work for a regular wage. Instead, they receive money for services provided—for example, mechanics charge for each item they fix, and traders buy and sell goods—and their weekly wage is the profit they make. These people generally earn more than £120 per week. They are often rich by Twilight: 2000 standards and often hire others to work for them.

There are others who do not work for a regular wage. Instead they do casual jobs, often for large sums—this tides them over until the next job comes up. Most player characters will fall into this category.

Outside England, most people are, for the most part, farmers, craftsmen (in the independent towns), or marauders. Some of the larger independent communities have more or less permanent paid militias. Salaries are mostly in kind rather than cash.

## SOCIAL LIFE

Many people relax in the evenings by going to a pub or to a dance hall—there being little else to do for entertainment. The entertainment is most often a tape recorder and amplifier, or the occasional comedian or live band. Social interaction is the prime attraction, however. Characters will find these places useful for making contacts with the local populace.

## DISTRIBUTION

In England, the army controls the distribution of most imports, transporting them to the towns under their control. Army patrols ensure that the transport network is safe, and most supplies get through without any problem. Some goods are sold to traders or to buyers from the independent regions. The army does not transport these goods; this is left to the buyer. As the countryside outside England is occupied by a number of marauder bands, many of the traders or buyers use home-modified vehicles with weapons and armor plating. Many also hire people to ride shotgun, paying them to fight off any marauders. All these factors contribute to making these goods cost more in independent towns.

## PRICES

For most items, availability is similar to western Europe, with the pound cost being the dollar cost multiplied by five (£=$x5).

In the independent towns, most items cost about 10 percent more since they have to be brought in from England.

Some goods (mainly weaponry and food) are produced locally and do not cost more.

In the countryside, items are only available at the referee's discretion.

Whenever a character is in a town or England, he may want to buy supplies or even sell something. This is done as in the basic game, but outside England treat a town as one size smaller if the goods being brought are not locally produced (for example, treat Leicester as a town when looking for gas. and treat Cromer as a village when looking for a sterling SMG)—this simulates the shortage of such goods in these towns.

Exotic military equipment—e.g., rangefinders, radar, and NBC equipment—is not generally available. Explosives, medical supplies, and body armor can be found (or a price, but are mostly (R).

## SERVICES

Occasionally, players may need to find someone with a skill they do not possess to do something for them. This person will naturally charge (or helping the players—the exact cost depending on the job. For an average skilled NPC, a charge of £75 per day of work is cheap—this cost is likely to be higher, especially if the NPC has a high skill level. An NPC is unlikely to work for less unless forced, and some unscrupulous NPCs will charge more than they are worth or make the task last longer than it should.

Finding someone is an AVG:INT task, or DIF:INT if a highly skilled person is required. Someone with a rare skill is also DIF:INT to find—ACM, ELC. CMP, HW, LP, RCN are all examples of rare skills.

## WEAPONRY

Before the war, weapon ownership in Britain was governed by strict gun laws. Those who had weapons kept ahold of them as the war began, and few weapons have been discarded by the military or scavenged off dead troops. As a result of these factors, far fewer weapons are available in Britain than in central Europe, and those that are available cost far more than in Europe. Since most weapons in private hands tended to be hunting rifles or shotguns, these weapons predominate. Museums and private collections were soon looted of anything resembling a firearm, and it was not uncommon to find flintlocks, crossbows, and recreational archery equipment (from schools and the like) in service with some home-owners.

The only ammunition available is that produced locally. This is limited to the main calibers of small arms ammo, such as 5.56N and 7.62N. but some grenades and mortar rounds can be found, for a price.

## FUEL OWNERSHIP

In England ownership of nonalcohol fuels is illegal. Military patrols have the authority to stop any vehicle in their area and check its fuel, although they rarely check vehicles in a convoy. If a PC is driving a vehicle through the government area, there is a 20-percent chance he will be stopped—unless he is part of a convoy. Military patrols will use small arms to shoot vehicles that do not stop, but some patrols have been known to use a LAW-80 or a Milan.

The penalty for ownership of nonalcohol fuels is confiscation of the fuel *and* the vehicle it is in, and a fine equal to twice the value of the fuel is administered. Failure to pay the tine means a three-month jail sentence. These laws apply to all people in England, even those from the other regions. Outside England these laws do not apply.

## OFF SHORE

Most of the offshore oil drilling platforms in the North Sea were evacuated when the nuclear strikes began, and only a few have been reopened. The sea is rough on such installations, and few rigs were properly prepared for the years of neglect they have received, In most cases, several rigs have had to be cannibalized for spare parts to keep one running. Despite these difficulties, the platforms are so valuable to the current British government that many resources and personnel are expanded to keep the trickle of oil flowing. The government needs sailors to operate the supply and tank boats, skilled technicians (always in short supply) to operate the rigs, and soldiers to guard them. The pay is fairly good, but the risks are high.

A functional oil rig is a tempting target, and whenever possible the government tries to hide the fact that a rig is occupied. Since some rigs are within sight of shore and others are in the middle of fishing grounds, this is not always easy.

Resupply boats and tankers are disguised as fishing craft and take measures to ensure that they are not observed. Blackouts are strictly enforced at night, and the occupants of a platform are forbidden to go outside during the day, except during dire emergencies.

Lite on the platforms is no picnic. Each platform is capable of generating its own power, but fuel can only be spared to generate the electricity needed to operate the rig's vital machinery (light in the crews' quarters is not considered vital, although a small level of heat is). Food is ample (assuming the weather doesn't hold up the resupply boat), but monotonous. Storms and the possibility of a seaborne marauder raid can be counted on to liven things up from time to time.

Natural dangers add to the level of risk. Unmaintained platforms tend to deteriorate, especially in bad weather. Some of the platforms were subjected to commando raids during the war, and they were severely weakened as a result. Others were mined for demolition but never destroyed. Therefore, accidents are possible (such as a stray shot during a firelight setting off a hidden charge).

# REGIONAL GUIDE

This section takes a regional look at Britain, as of December 2000. Major governmental bodies, marauders, leading NPCs, nuclear targets, independent towns, and other details are given to enable the referee to flesh out the various regions.

## THE HIGHLANDS

Being a mountainous region with little industry, the Highlands escaped much of the war damage seen elsewhere. Only Aberdeen and Dundee were subjected to nuclear strikes, both for their oil facilities. The Highlands is occupied by numerous self-governed villages, and no form of government exists above this level—however, many villages are nominally loyal to the SNP. Much of the region is self-sufficient, and the area has reverted to the old crofter system, whereby a collection of small farmsteads (crofts) are protected by a semi-feudal overlord in return for "rent."

The inhabitants are a hardy folk who are wary of foreigners (basically anyone from outside Scotland, but sometimes anyone from outside their valley). Weaponry is common—mostly shotguns, backed with a few pistols, and a gradually increasing number of military small arms. The countryside is barren and lifeless, and eking out a living is difficult. Because of this difficulty and the relative military capabilities of the various villages (with some support from the Royal Army of Scotland), tew marauder groups operate in the area. Those that do are small, ranging in size from 10 to 20 men, all poorly equipped. The Highland Warriors are a member of the Tartan Army.

**Cities:** None.

**Independent Towns:** None.

**Marauders:** John Campbell's Wildcats (100 men), Fort William; Highland Warriors (75 men), Inverness.

**Nuclear Sites:** Aberdeen and Dundee.

## CENTRAL SCOTLAND

The situation in central Scotland is much the same as in the Highlands, but a higher level of government control is evident—most villages and towns are represented in the SNP. The main body of the RAS is based in the region and is actively involved in antimarauder operations.

The Scottish government is based on the old British system. Towns and villages elect representatives to a regional council. One member of each regional council is than elected to the National Executive Committee (NEC), which is the main power body of Scotland, The NEC elects a member to serve as president for a period of three years, and this person is responsible for the overall well-being of Scotland. Important national decisions require a vote of confidence (a simple majority) from the NEC. The NEC is based in Stirling, the Scottish capital.

The Royal Army of Scotland has a strength of 2000 men, divided into six battalions—one for each region, There is also an elite Rapid Action Force (RAF), which is comparable to prewar parachute and marine troops rolled into one. Also based at Stirling is an armored battalion with a strength of six Chieftains and five Scorpions. The strength of the RAS, backed with active antimarauder patrolling, destroyed a number of marauder groups. The marauder answer to this was to form the Tartan Army and move southward.

The Celt Rangers and the New Jacobites are both part of the Tartan Army.

**Cities:** None.

**Independent Towns:** None.

**Marauders:** Celt Rangers (300 men), central Scotland: New Jacobites (100 men), central Scotland.

**Nuclear Sites:** Edinburgh, Glasgow, and Grangemouth.

## THE SHETLANDS

The Shetlands are a group of about 200 islands in the north Atlantic, approximately 200 kilometers northeast of Scotland. The main economic activity before the war was the exploitation of North Sea oil, but most of the deep-sea platforms were abandoned at the start of the war and were never reopened. The islands served as supply ports and R&R centers for the offshore rigs. With the war, the 24 inhabited islands have reverted to their pre-oil existence, which revolved around fish and sheep. The people of the Shetlands

are a hardy group, and their situation presents no great hardship to them.

In fact, a few of the older people are glad the oil industry is gone, "Now we can get back to a normal life" is a sentiment commonly expressed.

The remaining communities in the Shetlands are very close-knit and have no formal organization. Family ties predominate, and disputes (when they occur) are settled by community consensus. Strangers will be viewed with suspicion, if not outright hostility, and they are encouraged to leave as soon as possible.

Distance (and the fact that they don't have much worth stealing} is a very effective defense against marauders. It is simply not worth the trip for marauders to sail all the way to the Shetlands.

**Cities:** None.

**Independent Towns:** Each inhabited island forms its own community. Lerwick is the largest community.

**Nuclear Sites:** None.

## THE ORKNEYS

The 90 islands of the Orkneys are about 100 kilometers closer to Scotland than the Shetlands, but most of what was said about the Shetlands applies equally well to the Orkneys. Sheep and fish still form the main economic activities.

**Cities:** None.

**Independent Towns:** Each inhabited island forms its own communrty, but the largest town in the islands is Kirkwall, on Pomona Island.

**Nuclear** Sites: None.

## THE COASTAL ISLANDS

The Hebrides comprise 500 or so islands divided into the Inner Hebrides and the Outer Hebrides. The Inner Hebrides are very close to the west coast of Scotland, and can be treated as semi-isolated communities differing in minor details from those on the mainland.

**Cities:** None.

**Independent Towns:** Each inhabited island forms its own communrty.

**Nuclear Sites:** None.

## ANGLO-SCOTTISH BORDER

Once a major industrial region, Tyneside was devastated in the nuclear exchange in the autumn of 1998. Now, the area is dominated by elements of the Tartan Army, which retreated there following its defeat at the hands of the Red Devils. The locals live in a reign of terror. Many have fled the area, but many more have been unable to. The region has no real economy—most people are forced to grow food for the Tartan Army, but they are allowed to keep a little for themselves.

The Grampian Liberation Army had arisen out of this situation, but is poorly equipped. Since Tartan Army reprisals are brutal, the people commit few acts of resistance.

Hadrian's Army is the major faction of the Tartan Army.

**Cities:** None.

**Independent Towns:** None.

**Marauders:** Red Devils (1300 men, 1 AFV), regional; Scottish Union Faction (50 men), regional; Chainmail Warriors (50 men), regional.

**Nuclear Sites:** Barnsley, Blackburn, Bolton, Bradford, Bury, Brimsby, Hull, Leeds, Liverpool, Manchester, Rochdale, Rotherham, Sheffield, Stockport, Warrington, Wigan, and York.

## THE MIDLANDS

Unlike many other regions, the Midlands did not see one town rise to be the dominant power. Instead, many towns managed to retain their independence. With no town managing to achieve military supremacy, the area saw little of the fighting that plagued other regions. The relative peace attracted many who were tired of the fighting, and the area grew in prosperity.

As a result of this prosperity, the region began to attract many who wanted the region's relative wealth for themselves. Towns on the outskirts of the region began to find themselves under attack from marauders and powerful warlords. Threatened by powerful hostile forces, many towns pleaded for help from their neighbors. The end result of this was the formation of a loose alliance—the various towns were willing to give a verbal promise to assist a neighbor if he needed help, but nothing was ever officially signed.

As the various towns keep their military forces close at hand, much of the countryside is not patrolled. As a result of this, the countryside has become a sate haven for marauders and other criminals, and the area is the home to numerous gangs—some of whom raid the neighboring regions.

The Bandito Yankee is a marauder group comprised of a number of American military personnel trapped in England when the nuclear attacks came. They are led by General Robert Newman.

**Cities:** None.

**Independent Towns:** Mansfield, Grantham, Peterborough. Gorby, Kettering, Northampton, Rugby, Nuneaton, Leicester, Burton-Upon-Trent, Stratford, and Stoke.

**Marauders:** Baby Squad (500 men), regional; The New Order (200men).Stratford;The Sherwood Rangers(200 men), Mansfield; Gilmour's Gladiators (150 men), regional; Dave Hughes' Marauders (150 men), Northampton; Bandito Yankee (100 men), Oxford; Colonel Croft's Raiders (100 men), Leicester.

**Nuclear Sites:** Bedford, Birmingham, Coventry, Derby, Hereford, Nottingham, and Wolverhampton.

## ANGLIA

Before the war, Anglia was a farming area, with no heavy industry. The lack of viable targets meant the region escaped dam* age during the first nuclear exchange. It was this that attracted so many refugees to the area. The local population resisted this invasion, and open warfare soon erupted. Some towns managed to force back the refugees, but in the majority of cases, sheer weight of numbers won the battle. When the refugees did gel into the towns, they found that the situation was not as good as they had been led to believe, and fighting for the few good spots broke out among the refugee groups.

The fighting died down as winter approached. The winter of 1997/98 was one of the worst on record, and many of the refugees died of exposure. The next year saw the survivors trying to improve their situation, but numerous marauder bands had sprung up, and the area degenerated into chaos.

As the military began to establish control in southern England, many people decided to head south. Marauders made the journey hazardous, and many more died—this did not stop others from trying, though. By the year 2000, few people were left in Anglia, and the area was under the control of numerous marauder bands and petty warlords. As the year ended, the first army patrols were entering the area—Anglia was to be the next area the army would reestablish control over. It did not expect such heavy resistance from the warlords. This would be a long campaign.

**Cities:** None.

**Independent Towns:** None.

**Marauders:** Many small bands with a strength of 50-100 men dot the region.

**Nuclear Sites**: None.

## WALES

Most of the industry in Wales was concentrated in southern Wales. As such, it was this area that bore the brunt of the Soviet attack on the region. Southern Wales also boasted a number of oil refineries, including the massive refinery at Milford Haven. The nuclear exchange destroyed all this, and the survivors fled north into the mountainous areas. The Welsh Nationalist Party look advantage of the ensuing chaos to seize control of the country. For two years it battled on the military, political, and economical front to secure its control.

Life in Wales is similar to life in Scotland. Individual villages and towns are basically self-sufficient and rule themselves. Most are nominal members of the Republic of Wales, headed by the Welsh Nationalist Party. Marauders are not a major problem, due to the effectiveness of the Welsh Voluntary National Army. The problem of refugees and other unwanted arrivals has been dealt with by the new Offa's Dyke fortification line, although there has been a recent growth in the number of operations smuggling goods and (more commonly) refugees into Wales.

Trade with Eire and Northern Ireland recently began again, and attempts are being mads to reopen the hydroelectric power facilities at Ffestiniog. The strength of the WVNA has ensured the safety of the region, as has the isolationist policy. The overall effect of all these factors is that Wales is probably the safest area in Britain, along with England. When the two meet, sparks will no doubt fly.

**Cities:** None.

**Independent Towns:** None.

**Marauders:** Small bands only.

**Nuclear Sites:** Cardiff, Milford Haven, Newport, Port Talbot, and Swansea.

## SOUTHWEST ENGLAND

Southwest England is a hilly, pastoral farming area, lightly populated. The region had little in the way of major industry, and survived on a flourishing tourist trade, Since the war, all that has changed.

The area is now ruled by the feudal-based Duchy of Cornwall, under the watchful eye of Duke Malcolm Briggs. His lieutenants govern the individual cities in his name, but the overall command is in his hands. Life under this regime is tough and brutal. Civil rights are unknown, the inhabitants being treated as slaves. Their only goal in life is serving the divinely appointed monarchy. Oppression and suppression are common facets of life.

Naturally, many resisted at first. Brutal actions soon stopped such resistance, and now the people live in constant fear. Only a few continue to resist, under the banner of the Cornwall Liberation Front. They are hampered by the size of the duke's forces, and by their lack of equipment and training.

The area also holds a dubious claim to fame—it is home to the only Soviet forces to have conquered any part of Britain. St.Austell is inhabited and jointly ruled by the 700-strong Soviet Group of Forces England (SGFE). Many Soviet and other Pact POWs were moved to camps in Britain and North America. During the nuclear exchange, POWs at a camp in Exmoor woke up to find their camp guards (largely civilians) had fled. Colonel Andrei Zvetayev took stock of the situation and lad his men out of the camp. For the next year they led the lives of marauders but found themselves being hunted down by the duke's forces. In a last desperate act to save themselves, they seized control of St. Austell in a lightning raid. To their surprise, they found themselves treated as heroes who had liberated the city from the duke, Zvetayev, ever pragmatic, decided to relinquish control to the city's civilian population in exchange for his force being made the city's official military unit. At first the deal was shakily accepted, but Zvetayev kept a tight grip on his men to keep the peace, and the deal gradually became accepted on both sides. Now, the city is jointly ruled and is actively involved in fighting the duke, even going so far as to give support to the Cornwall Liberation Front (CLF),

**Cities:** None.

**Independent Towns:** St. Austell.

**Marauders:** Cornwall Liberation Front (250 men), regional; Pirates of Penzance (250 men), regional; and Bray's Bandits (200 men), Taunton.

**Nuclear Sites:** Yeovil.

## THE BRISTOL CHANNEL

The Bristol Channel is a lightly populated area, controlled by no one but fought over by many. Bristol, destroyed in the nuclear exchange, is inhabited by a large number of refugees and scavengers who are rarely bothered by anyone. Cheltenham is controlled by King Michael I and his army. Patrols from the Duchy of Cornwall, England, and the Midlands roam the whole region and often clash. Because of the nature of the area, results on the General Encounter Table are slightly different. Ignore encounters with refugees and the military, and treat encounters with civilians as a firefight.

**Cities:** None.

**Independent Towns:** Bristol, Bath. Swindon, and Cheltenham.

**Marauders:** Small bands only.

**Nuclear Sites:** Bristol and Gloucester.

## SOUTHERN ENGLAND

Southern England is dominated by the most powerful force in all of Britain—the British Army. The very presence of the army was instrumental in maintaining law and order in the army towns scattered throughout the region, The army gradually reasserted control over an ever-expanding area and now controls the whole of southern England. This control enabled a civilian government to be elected recently. The general conditions in this area have been used as the basis for this module, and as such have been detailed elsewhere.

The army's long-term goal is to reunite Britain (where it includes Ireland in this is unknown), At the present, its aims are less ambitious—keep the population fed, secure England from external (and internal) attack, proceed with reconstruction and recovery, and reestablish government control of the rest of the island as soon as possible. The return of two divisions from Germany will help in all of these activities.

ft should be noted that the civilian government is no puppet—far from it. The military has handed back all power to the government and now takes its orders from the civilians—even going so far as to allow the withdrawal of martial law.

**Cities:** Portsmouth.

**Independent Towns:** Chelmsford and Hastings.

**Marauders:** Small bands only.

**Nuclear Sites:** Aldershot. Dover, Folkestone, Greater London, Luton. and Southampton.

# PERSONALITIES

This chapter presents character sketches of important NPCs the characters may encounter in the UK. Numerous others can be generated as the individual situation warrants,

## SIR IAN BURTON

Sir Ian Burton is the 54-year-old prime minister of Great Britain.

Born in Cardiff, the seventh son of a mining family, he followed his father into the mines when he left school in 1962. But he hated the job and left. Over the next few years he held down a number of jobs but disliked them all. In 1965, he decided to join the army—a decision he never regretted. Ha passed through training to emerge as a second lieutenant in the Parachute Regiment.

He met his future wife, Rachel, while he was off-duty in London with some of the boys one Saturday night. She was in London studying politics and economics at the university—this led to him beginning to take an interest in politics. In 1968, they married. Their first child. Ryan, was born (the next year,

Sir Ian served in Northern Ireland during 1972, when he was promoted to major. At the same time, Rachel had become a councilor in her hometown of Wolverhampton, having left the university soon after her marriage.

He left the army in 1974 and followed Rachel into local politics. In 1987, he stood for election as a Labour MP—he won the seat by more than 10,000 votes. He maintained his seat in the 1991 and 1995 elections, and was made defense secretary in the labour cabinet of then-Prime Minister George Underhill.

When the government was destroyed in 1997, Sir Ian and his family survived because they were in Birmingham, where Rachel was undergoing a liver transplant. As law and order broke down, Sir Ian decided to link up with the nearest army unit as soon as Rachel was well enough to (ravel, He hired some local troops to help him trek across the countryside, and they met up with army forces outside Reading in the summer of 1998.

Being the only surviving member of the prewar government, the army appointed him prime minister. Although this was primarily done for appearances in the early days, it helped the army junta tremendously, convincing many people that the army was not ruling the country. In 2000, Sir Ian wound down martial law and held free elections.

Sir Ian and Rachel live in Portsmouth, the new British capital, They have five children—three sons and two daughters. Ryan, bom in 1969, is an army captain in the 1st Infantry Brigade in Reading. Richard was born in 1971 and served as a pilot in the RAF, Flying Tornadoes, but he was shot down and killed in 1997. Amanda was born in 1972 and is a nurse in BAOR—she currently lives in Braunschweig with her husband (a sergeant in the Artillery Division) and daughter. Steven was born in 1974 and is serving in the Special Air Service (SAS) as a captain—he took part in a special forces operation In the USSR during the summer of 2000 (although the military has yet to explain why he was allowed to go on the mission). Whether he is alive or not is unknown, but he was reportedly seen in Warsaw with the team leader, Michael Davis, during September. However, Davis was rumored to have been arrested by American forces in Bremerhaven during November, so Steven's current location can only be guessed at. Sir Ian is liaising closely with Major Rossi of the DIA in an attempt to discover his son's whereabouts. Their final child is Jennifer, who was at the university when war broke out. She chose not to join the armed forces but to continue her cause in politics. She followed in her parents' footsteps and stood for election in 2000, and now serves as the MP for Reading.

In addition to his native English (100%), Sir Ian also speaks Welsh (100%), German (40%). and Russian (15%). He is an Experienced NPC. Rachel is a Novice NPC.

**Referee's Notes:** Sir Ian is a clever politician, strong-willed and determined, and has been compared to Churchill during his war years. His current concern (apart from the whereabouts of his son) is to stabilize the situation in Britain and reunite the many independent cities. He cares little for the rest of the world at the moment. This does not mean, however, that he doesn't care or doesn't pay attention to overseas events—just that Britain is his main concern.

**NPC Motivation:** *Spade Ace:* Charismatic. He is a natural and strong leader with a strong concern for what is right, as shown by his other motivation. *Heart Ace:* Justice.

## SIR JOSEPH WELLINGTON

Born in 1940, Sir Joseph was the son of a wealthy family. He was

educated at Cambridge before doing his national service In the Army Intelligence Corps. From this beginning, his interest in the intelligence field grew. His keen, analytical mind enabled him to deal with the many fragments of often contradictory information, and he gained a reputation for his skill.

Service in Northern Ireland during the 70s gave his career a tremendous boost. He liaised with the SAS and Royal Marine Commandos (RMC) during operations in the the mid-'70s, gaining the respect of both.

It was his excellent record and reputation that led to the army selecting him to lake over the leadership of MI5 during early 1998. When Sir Ian Burton became prime minister soon after, he made the position official.

Wellington has been married three times. His first wife. Joanna, died in 1970 in a boating accident. His second wife, Natalie, divorced him in 1985. He remarried again, to Mary, in 1991. He has four children and five grandsons,

In addition to his native English (100%), Wellington speaks many foreign tongues-Latin (80%), German (70%). French (60%), Russian (60%), Greek (40%), Hebrew (30%), and Italian (20%). He is an Experienced NPC.

**Referee's Notes:** Wellington always puts 100-percent effort into anything he is doing and has a great drive for knowledge. He can see that the next 10 years are going to be very important for Britain, and he is determined to root out all subversive elements. He can be a little extreme in his methods on some occasions, but this is

rare. He dislikes all the "false presidents" (his term for all the warlords and leaders outside England) and the various marauder leaders. He feels that they have contributed to the decline of Britain. Ha has recently been organizing Operation Glory Days, an assassination program to kill many of the false presidents. This plan has yet to be approved by the prime minister, but Wellington has almost decided to activate it without official authorization.

**NPC Motivation:** *Heart Jack:* Wisdom, as shown by his judgment in the intelligence field. *Spade 7:* A desire to succeed in life.

### MAJOR RICHARD ROSSI

An American born in 1967, Richard was always interested in the military, and he joined the marines straight from school. Promotion was rapid, and when the war broke out in 1995, he was in command of the embassy guard in London. At the end of the year he met Lisa, a local girl, at a New Year's Eve party, and they married in August 1997.

The next week, with the escalating nuclear situation, the Americans decided to evacuate their embassy and head for the safety of an army base. During the journey, the convoy was attacked by SSD-400, led by Colonel Tumanski, and several important people were killed, although Rossi managed to save Lisa and the ambassador. He also managed to rally his command and beat off the Soviets.

Once the convoy reached the base, the ambassador promoted Rossi, and made him the new DIA head, a job which he rapidly grew to enjoy. In early 1998. with the split in the U.S. government, the ambassador and all the civilian personnel left for America. In view of his position and his marriage to a local woman, the joint chiefs decided to make Rossi the Milgov attache to H.M. Government. Three weeks later, Lisa gave birth to their first child, Richard Junior.

Rossi speaks Russian (80%), German (50%). French (30%), and Spanish (20%). in addition to his native English (100%). He is a Veteran NPC. and Lisa is an Experienced NPC.

**Referee's Notes:** Richard is a quiet family man who is devoted to his wife. He loves his job and his position as Milgov attache, and he gets along well with the majority of the cabinet, especially Sir Ian Burton—indeed, stories of the Rossis and the Burtons holding all-night card games are numerous.

Richard's main goal at the moment is to locate Sir Ian's son, Steven, who is thought to be in Bremerhaven, and the SAS officer, Michael Davis, who is supposedly an American POW. So far he has been unable to locate either individual (but then again, over 40,000 troops were evacuated from Europe in November, and finding two men out of this many is like looking for the proverbial needle In a haystack). He has no plans to return to America, and he is appalled at the situation over there. He is concerned for his family, which lives in the Ozarks, and this concern has been heightened by the recent rumors of a fascist government taking power in the area. He is in constant contact with the U.S. Milgov forces in the area in the hope that they may learn something about his family. New arrivals will be sought out in hopes they can shed some light on young Burton's whereabouts.

**NPC Motivation:** *Club Ace:* War leader, a valuable trait which he is often called to use. *Heart Queen:* Love for his wife, Lisa, and their child.

### DAVID HUDSON

Born in 1974, the son of an American air force officer and his British wife, David grew up surrounded by the military lite. He joined the air force and, after a few years, he realized his dream—to be a pilot on the SR-71 Blackbird spy plane. He was recruited by the CIA in 1996 and spent two years behind Soviet lines. He was in England on a well earned tour of leave in early 1998 when the American government split. As a CIA agent, he was immediately ordered to establish himself in Britain to monitor the British government, which had sided with Milgov.

David worked with little backup from America. A few agents did arrive throughout the rest of the year, but much of the work load was on his shoulders. He established a cover for himself as a doctor in Leicester, and secured a secret arms cache nearby.

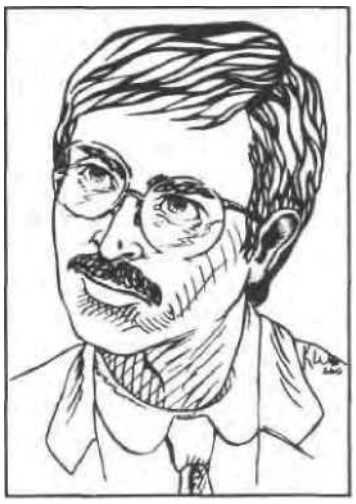
David speaks Russian (70%), Polish (60%), German (50%), and Spanish (30%), in addition to his native English (100%). He is a Veteran NPC.

**Referee's Notes:** A quiet, sullen, overworked man. David's only concern at the moment is to keep his CIA actions secret. He hates Colonel Tumanski, the leader of SSD-400. Tumanski was responsible for the death of his brother, a marine guard at the U.S. Embassy in London. David wants to kill Tumanski to avenge his brother's death, but he has not had the chance to do so.

**NPC Motivation:** *Club Queen:* Stubborn. This trait has increased recently. *Spade 10:* He has a tremendous leaning toward violence.

### COLONEL NIKITA BORISOV

At 24, Borisov is one of the youngest KGB station heads, His rise to power is a result of the war. A fanatical party member, he was recruited by the KGB in 1997, having completed his army service. After finishing his training, he was one of several replacements sent to Britain to supplant some of the KGB agents the British had caught. Borisov arrived in London just before the nuclear war escalated. He killed a beggar, Damien Metcalfe. and took on his identity before joining a convoy of refugees fleeing the city. Living off the countryside during the winter of 1997-98, he was one of the few agents not rounded up during the army's



purge of known Soviet agents. He arrived in Portsmouth and set himself up as a local businessman, importing luxuries for the wealthy.

At the same time, he began to rebuild the KGB network. With most field agents in British army camps, he basically started from scratch. He organized a number of raids on some camps and freed several agents. He stole equipment and set up identities for the men before sending them out across Britain. With his small network, all Borisov could do was collect information on the state of Britain, collate it, and transmit it home.

In recognition for his hard work, he was made the official KGB head for Britain in May 2000. Borisov speaks English (100%) and French (70%), in addition to his native Russian {100%). He is a Veteran NPC.

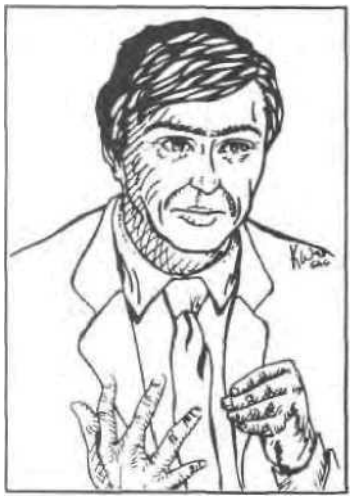
**Referee's Notes:** Having built a successful cover as Damien Metcalfe, the last thing Borisov wants to do is to see his hard work destroyed. Borisov is working to ensure that the KGB will have a well established network of undercover agents in postwar Britain. He is doing nothing to endanger his cover. He believes his wife, Anna, is dead, but does not know for certain, and he plans not to get married unless he knows she is dead.

His younger sister, Maria, is married to Colonel Tumanski, a man he respects, although he dislikes Tumanski's superior, Colonel Bulganin.

NPC Motivation: *Heart King:* Honor. *Head 9:* HE has a high regard tor the welfare of his men.

## COLONEL PIOTR BULGANIN

Colonel Piotr Bulganin was born in Tbilisi in 1956, the son of a Soviet army officer. After completing his education, he was recruited by the GRU and sent abroad to carry out espionage activities.



He was initially sent to America, but soon had to move to Britain—the company he was employed by had promoted him to head of its UK offices.

When the nuclear war escalatad.Bulganin fled London, heading for the countryside. Sometime during the winter of 1997-98, he was captured by the British Army, but he killed himself before the army could learn any major GRU secrets from him.

Realizing that the war would have caused some major disruption to the GRU network, MIS took a major gamble, A volunteer, Martin Russell, was recruited to replace the real Bulganin and infiltrate the GRU network left in Britain. In early 2000, the new Bulganin escaped from a British POW camp. He spent several weeks surviving in the countryside before he was located by SSD-400. Convincing them he was Bulganin, he was taken to Major Zhmachenko, who was acting as the GRU head. By the end of the summer, he had set himself up in The GRU network.

In addition to his native English (100%), he also speaks Russian (90%). German (70%), and Polish (40%). He is an Experienced NPC.

**Referee's Notes:** Bulganin has been ordered to infiltrate the GRU network and pass on information so that it can be eliminated. Because it would look suspicious if GRU were suddenly being taken out, he is making sure the network is gradually broken, so that suspicion does not fall on him.

His biggest worry is that someone who knows the real Bulganin will arrive someday and unmask him as a British agent. He knows that is unlikely, but the thought constantly gnaws at the back of his mind.

**NPC Motivation:** *Heart 7:* He is very loyal to England. *Club 9:* Violence—he is not easily scared by force.

## COLONEL MIKHAIL TUMANSKI

The eldest son of General Viktor Tumanski. Mikhail was born in Leningrad in 1965. After his education he joined the army, becoming a sergeant in the Spetsnaz. His first taste of combat was in Afghanistan in 1986, when he led a team in a raid on a *mujahideen* camp. When the Soviets pulled out of Afghanistan in 1988, Tumanski's unit was transferred to Europe. Tumanski next spent several years in the west, learning about the western culture and how the western military mind acted. Intelligence sources believe he also took part in a number of actions in Africa and served for a time as a military adviser to the PLO.

When the Sino-Soviet War broke out, Tumanski was immediately recalled. His company was parachuted behind Chinese lines, and it spent six months waging one of the most effective Spetsnaz guerrilla warfare campaigns ever.

In mid-1996, he was withdrawn from combat and spent some time on leave in Moscow. When NATO forces invaded East Germany, Tumanski was ordered to conduct a campaign on mainland Britain—his team arrived during early 1997. They spent the year raiding numerous NATO bases, but they also found themselves engaged in a game of cat-and-mouse with a platoon from the SA5. As the nuclear war escalated, Tumanski wound down his campaign and withdrew his force to safety in the countryside—it has remained there ever since. In addition to his native Russian (100%), Mikhail also speaks English (90%), Mandarin (60%), Cantonese (60%), Arabic (50%), German (40%), and French (30%). He is an Elite NPC.

Referee's Notes: Tumanski is becoming increasingly war-weary. He is tired of the fruitless fighting and wants to return home to his wife. Tumanski knows the leader of Leicester, Karen McDonald, and has thought of going to her to see if she can help him. His loyalty to his men has so far stopped him from deserting.

**NPC Motivation:** *Club Ace:* He is a war leader, something ha is very good at. *Heart King:* Honor. Tumanski is a man who believes in keeping his word.

## COLONEL PATRICK ROCHEFORT

Born of French aristocratic descent, Patrick Rochefort always dreamed of power. He joined The French Army, became an officer, and was eventually assigned to the Legion Etrangere—the famed French Foreign Legion. In the legion, he was a popular and good leader, eventually rising to command the legion's 13th Demi-Bri-

gads. DGSE noticed and recruited him, believing he would make a good station commander. His first station was Poland, where he became known tor his accurate reports. When war broke out between NATO and the Warsaw Pact, Rochefort was in the forefront of French military personnel demanding that France help NATO.

He spent the next two years in Paris trying to convince the French government to join NATO. Seeing that his cause was getting nowhere, he began to organize his own political party and gained strong support from right-wing figures who feared that the Soviets would soon be at France's borders.

The split of the American government and the destruction of the French embassy in London gave the French government an excuse to ship him out of France. Rochefort was ordered to re-establish DGSE in Britain—he protested, but to no avail.

Once in Portsmouth, Rochefort carried out his duties, setting up a new DGSE network. He ensured that ail members of the network were loyal to him, thus continuing his political goals. At the same time he also established links with the NRA and began to secretly supply it with equipment.

In addition to his native French (100%), he also speaks Polish (80%), Russian (70%), English (70%), Latin (50%), and Greek (20%). He is a Veteran NPC.

**Referee's Notes:** Rochefort wants to rule the French Union. He sees himself as a Napoleon for the 21st century. He knows he was shipped to Britain because the French wanted to remove him from French political circles, and this has made him more deter mined to succeed.

He has a large and powerful following, especially among many members of the French military who believe France should have joined the war.

**NPC Motivation:** *Spade Ace:* Charismatic. Rochefort has a magnetic personality. *Spade Queen:* Ruthless. He will do anything to secure his dreams.

# ORGANIZATIONS

The following is a listing of the major organizations (military, political, and criminal) in Britain. Numerous small groups form and disband from time to time, so the referee should not feel limited by this list.

## HIS MAJESTY'S GOVERNMENT

King Charles III assumed the throne after his mother abdicated in his favor in 1994 (becoming the first British monarch to "retire"). The king survived the war and is currently involved in helping his country combat the ever-increasing chaos which threatens to submerge it.

When the war began, a coalition government was formed, one in which all divisions of party were temporarily suspended. This government, along with some members of the royal -family and the military chiefs of staff, were killed when a Soviet missile hit the wartime command bunker. Some members did survive for various reasons (the PM, Sir Ian Burton, was in Birmingham at the lime, where his wife was undergoing a liver transplant). Since martial law had been declared, the military took over the reigns of power. As the king and members of the prewar government were found, the military formed a junta around them. This junta was recently dissolved, and free elections were held in England. These resulted in a civilian government returning to power—its first act was to continue martial law.

**Structure:** The current structure is a smaller version of the prewar one. Parliament consists of 28 MPs, one for each town in England. The House of Lords consists of five members—the only ones who survived the war and managed to make it to the new capital. The cabinet posts are the minister for defense, the minister for health, and the minister for trade and industry. The government is aided by about 400 civil servants. Since this is wartime, there is a coalition government, and the members of the cabinet are drawn from all the political parties. Both houses are based in recently constructed buildings in Portsmouth—the new capital of England.

**Leaders:** The prime minister is Sir Ian Burton, who was also the prewar defense secretary. His chancellor is Kamaljit Singh, and his home secretary is Sarabhjit Bharoj. The other members of the cabinet are Lord James Bartholemew (foreign secretary), Lynda Douglas (health), Sir Keith Anderson (trade and industry), and Sir Bernard Grant (defense).

### MI5

MI5 is the British counter-espionage service and is responsible for home security. Its agents can be found in all regions of Britain; their job is to pave the way for the peaceful reunification of the islands. Some of this involves gathering intelligence on the strengths and weaknesses of the areas, but it also concerns the production of progovernment propaganda and the fermenting of dissent against the regional warlords. In effect, they are trying to overthrow local warlords who rule most at Britain.

**Structure:** There is no formal structure—small cells operate in each town. Most cells have about a dozen agents in them, scattered throughout the town with a variety of covers. Cells pass information on to a regional chief, who sorts out the information and sends it to Portsmouth by courier.

**Leaders:** The leader of MI5 is Sir Joseph Wellington, and his deputy is Colin Bentley.

### M16

MI6 is the British intelligence agency responsible for foreign shores. Its scale of operations was not large before the war, and now it is even smaller. A few field agents are left, most operating in eastern Europe or Iran. In addition to these, two field agents work out of the British Embassy in Australia, two out of the embassy in South Africa, one in Canada, and two in the United States.

**Structure:** There is no field structure to MI6. Field agents transmit their information to the nearest British forces. From there it is sent on to the MI6 in Portsmouth, where it is filed and used. It is not a reliable system because of the difficulties in getting the information to Portsmouth, but it's all there is.

**Leaders:** MI6 is led by Sir Alan Sanderson. His deputy is Sir John Collins. Major Mark Brown is the MI6 attache to BAOR.

Because the British agencies operate in different spheres of influence, neither usually crosses the other's path.

### DIA

The DIA is the intelligence organization of the U.S. military government, with which H.M. Government has continued to deal. As such, the DIA can count on some British support in England. This support consists primarily of food and ammunition, although a little fuel is made available—the DIA is allowed to use nonalcohol fuels in England, but it rarely does so, as this could give it away as "spies."

The DIA does little in Britain, operating in liaison with MI5 and MI6. It passes some information back to the DIA in America (when communications permit), primarily to keep Milgov informed of events and conditions in Britain.

**Structure:** The DIA has no formal structure—field agents report to Major Rossi, Like other foreign agencies, the DIA can hire local thugs to provide extra muscle, but it rarely does, as it can often count on British support.

**Leaders:** Major Richard Rossi is the DIA commander, as well as the Milgov attache to H.M, Government. His deputy is Lieutenant James Dooley. Unknown to either, their secretary, Lisa Brown, is an agent for New America,

## AMERICAN LEGION

The American Legion was formed during the spring of 1998 and drew its strength from a number of American personnel from military bases around the UK. At the lime, it was headquartered at High Wycombe, where it helped the locals maintain the town's independence. As the British Army moved into the area, the legion handed over control of the town to the army and offered its services to the military. After that, the legion participated in a number of operations, helping the army secure several areas.

When the Americans issued their Operation Omega orders in September 2000. provisions were made for members of the legion to return home. Just over three-quarters of the unit did. The rest remained in England for a variety of reasons.

**Structure:** The American Legion is organized along standard military lines, although the basic formation tends to be "primary groups." with a number of primary groups making a platoon. Individual members are assigned to platoons or given support jobs. A small logistics force operates in dose contact with its British counterparts. Overall strength is now some 200 men and women, composed of nearly 30 primary groups.

**Leaders:** The American Legion is commanded by Colonel Paul Ross, who was formerly in charge of security at an air force base in Oxfordshire.

CIA

The CIA is the intelligence organization of the U.S. civilian government. Its British operation is small, consisting of half a dozen agents. Four of these agents travel the country, posing as travellers to visit the various towns. They travel in customized vehicles, with hidden radios and weaponry. They also carry small arms and supplies,

CIA resources are small, and most operations are concerned only with maintaining a watch on the British situation. A supply cache of arms, ammo, fuel, food and medical supplies is hidden in the deserted village of Newton Linford, some 10 miles northwest of Leicester—only Hudson knows its exact location. This cache is drawn from if specialized equipment is needed.

Since the CIA represents a faction of the American government that is not officially recognized by the British, CIA agents have no official standing and could legally be executed as spies. In practice, CIA presence is tolerated by the British officials, provided it does not impinge on their ultimate aim of reunifying the country.

**Structure:** None. Agents report to Hudson, or Dickinson when in Scotland. CIA agents receive no help from home, and the network in Britain is largely self-supported.

**Leaders:** The CIA leader is David Hudson, and he lives as a doctor in Leicester. His second in command. Bruce Dickinson, is working as a mechanic in Galashiels, Scotland, where he acts as local commander.

Relations between the DIA and CIA are poor, and each agency will try to thwart the actions of the other. Although there have been a few bloody incidents in the past, most of the interference is just that—interference. Relations between them are more like those of rival businesses than blood enemies. Incidents between the two are uncommon, however; both have small networks in Britain, and both have different missions, so it is rare for them to cross.

## KGB

The KGB (Komitet Gosudarstvennoi Bezopasnost'i or Committee for State Security) is the Soviet civilian agency primarily concerned with intelligence gathering, it has about a half-dozen agents scattered throughout England, most posing as army personnel (doctors, military police, and such). A similar number operate outside England, most commonly as merchants or other itinerants.

Structure: The KGB has no real structure in Britain. Field agents report to Colonel Borisov, who organizes the data and transmits it back to the Soviet Union. If extra firepower is needed, local thugs can be hired, but this is rare. Like the CIA, the KGB is presently out of contact with home and operates on its own initiative.

Leaders: The overall commander is Colonel Nikita Borisov. He has no other officers and poses as Damien Metcalfe, a major trader in Portsmouth.

GRU

The GRU (Glavonye Razvedyvatelnoye Upravleniye or Chief Intelligence Directorate of the General Staff) is the intelligence arm of the Soviet armed forces. Its presence in England is small and discreet. Its main role is intelligence gathering, although it also carries out operations to undermine British recovery attempts. These missions are carried out by SSD-400, a platoon-sized unit.

**Structure:** None. Members report to the commander, when possible.

**Leaders:** Colonel Piotr Bulganin, a loyal member of the Communist Party of the Soviet Union (CPSU). is the GRU leader in Britain. His second in command is Major Georgi Zhmachenko, while SSD-400 is commanded by Colonel Mikhail Tumanski.

KGB/GRU relationships in Britain are almost friendly, especially compared to such relationships almost everywhere else. The reason is that both are trapped behind enemy lines with little chance of returning home, so they try to work together.

Another factor in the relative peace is that Borisov and Tumanski are related—Tumanski is married to Borisov's younger sister.

DIRECTION GENERALE

The Direction Generale de la Securite Exteriure (DGSE) is the French military intelligence organization responsible for gathering foreign intelligence. It maintains a very discreet presence In England, where it monitors British activities. French foreign policy is presently in a state of flux, due to more pressing problems a! home. For more details on DGSE, see the RDF Sourcebook.

**Structure:** The DGSE is fully described in the RDF Sourcebook In England there are just under a dozen agents, most operating out of the French legation in Portsmouth. Four agents operate under various covers in the independent towns. All agents report to the station chief, who is based in the legation.

**Leaders:** The station chief for Britain is Colonel Patrick Rochefort. His deputy is Major Rene Leclerc

BABY SQUAD

The Baby Squad is a marauder gang operating in the Midlands. Before the war, it operated in Leicester, but unlike many gangs it dressed in business suits and used craft knives. When the town became independent, a purge on known members was ordered, and some 500 suspected members were exiled. They survived by raiding refugee columns and an occasional military convoy. In the past year, they have taken some heavy losses on a number of attacks, and a leadership fight looks imminent. Some members of the squad have managed to slip into towns in the area where they are not well known, and buy weapons and supplies for the gang with stolen money.

Members are experienced at unarmed fighting, and most fights take advantage of this. Armed members of the gang take on the most dangerous opponents, while the rest of the gang closes in for hand-to-hand fighting. The gang rarely attacks if it is outnumbered.

**Structure:** The squad is run on typical guerrilla lines, and discipline is low. Morale is quite high, despite recent setbacks. Most members use knives or clubs of one sort or another, but some use pistols or (rarely) larger firearms.

A number of small teams operate in most towns in the Midlands, and these are charged with procuring weapons and other supplies. These teams consist of less than a half-dozen members and do their best to avoid trouble.

The Baby Squad's strength is about 500.

**Leaders:** Paul Redburn is the current leader, along with Wendy Briggs, his wife. He is facing a leadership challenge from Richard Wilson and Daniel Brown. At the moment he has the support of the majority of the gang, but because of the recent setbacks this is falling.

## RED DEVILS

Before the war. the Red Devils was the nickname for the Manchester United Football Club. It was also the name for the hooligan element of the club's supporters. During the food riots of 1997, the Red Devils became feared for their casual use of violence. When martial law was declared, the army began shooting them on sight, so they left Manchester. Because of this, they survived the destruction of their hometown (unlike other hooligan gangs of many of the major clubs). In the summer of 1999, they fought with and comprehensively defeated the Tartan Army as it attempted to move south. Their numbers grew after this, and they are now the biggest and best equipped marauder unit in Britain. They dominate the countryside of northern England, and make intercity travel hazardous at the best of times.

**Structure:** The Red Devils are organized along military lines with squads of 10 men and heavy weapons teams of two to four men. Four squads and a heavy weapons team make up a platoon; and three platoons, two heavy weapons teams, and the commander's personnel squad make up a company. Discipline is strong, and the group is more like a military force than a marauder band.

Troops are armed with a variety of small arms, mostly M16A2s and L1A1s. Heavy weapons consist primarily of machine-guns and a few rocket launchers. Companies are active in an area and are responsible to an area commander. who is responsible to the leaders. Under the personal command of the leader is a special unit—an armored platoon. This platoon has at its disposal two Humber Pigs, three FV-432s, and the Red Devils' prize "toy," a Chieftain MBT (ammunition for its main gun is scarce, however, and the group is anxious to get more).

The Red Devils have about 10 companies with a total manpower level of some 1300 men. About a quarter are active at any one time, and the rest are involved in training or are off-duty.

**Leaders:** The leader of the Red Devils is General Norman Roberts, an ex-Territorial Army soldier and the prewar leader of the Red Devils. His plans for the next year are to take control of one or more towns in northern England and organize his own feudal barony. This would involve fighting forces of York and/or Lancaster, something he is wary of—both are somewhat stronger than him.

His second in command is Major Chris Jones. Majors Simon Walsh and Peter Jones are his top company COs, and the armor platoon is led by Major George Black.

## THE TARTAN ARMY

The Tartan Army is an alliance of numerous marauder groups that operated in Scotland during late 1997. Formed in the spring of 1998 by Stuart Harris with the intention of controlling the Scottish countryside, it recently expanded its activities to the south, across the old anglo-Scottish border. In the summer of 1999 the "Jockoes" (as they were called) were soundly beaten by the superior military tactics of the Red Devils, and they fled back to Scotland in disarray.

They spent most of 2000 regrouping and rebuilding, and they took over effective control of the towns in the Anglo-Scottish border region. The Tartan Army's current plan is to secure its lands, then move south to battle the Red Devils to avenge its defeat—to this aim, it is recruiting military personnel, especially officers. Pay is reasonable—food and shelter plus about £250 per week—but the major incentive is a share of any war spoils captured.

**Structure:** The Tartan Army is led by a War Committee, with a member representing each of the nine separate marauder units. The organization of each of the groups varies, but most are organized on basic military lines. The main forces are the Celt Rangers, Hadrian's Army, and the New Jacobites.

**Leaders:** Stuart Harris, the original leader of the War Committee, died in September 2000 in a car crash (a genuine accident, honest!), and his best friend, Bruce Murray. took over the leadership role.

## DEMOCRATIC FRONT FOR THE LIBERATION OF ENGLAND

The DFLE is a communist guerrilla force which operates primarily in England and the neighboring regions. Its aim is the establishment of a communism-united Britain, Membership in the DFLE is illegal in England. The force is currently involved in a guerrilla war with army forces, although it is holding out successfully, It has little civilian support, however.

The DFLE has ties with GRU and SSD-400, although both look on the DFLE as a glorified marauder band.

**Structure:** The DFLE is organized along standard guerrilla lines and operates on much the same principles. Morale is high, and the leadership is determined, although it sees its battle as a long-term struggle. Active strength is just over 200, organized into six companies—four of them in England, one in the Midlands, and one in Anglia.

**Leaders:** The DFLE is led by Mary Cross, formerly a political student and left-wing campaigner. She is assisted by her close friend Luther Talbot.

## NEW ROYALIST ARMY

In the chaos following the nuclear strikes, a collection of minor nobles banded together to establish a new monarchy. It was based on a prewar book (*The Great Pretenders)* which "proved" that the rightful heir to the throne was a man named Paul Poundstone-Tuedor.

Poundstone-Tuedor claimed to be descended from the offspring of Elizabeth I and Sir Walter Raleigh (married in a secret ceremony), and thus rightful King of England. The paramilitary arm of this organization was named the New Royalist Army, or NRA. Initial military campaigns led to the NRA seizing control of Winchester, but the expanding power of the army forced it out in late 1999.

Since then, the NRA has turned to a guerrilla campaign to overthrow the government of England. In ils own inimitable way, the NRA represents the lunatic fringe of British society, and thus has much in common with New America.

**Structure:** The NRA takes its organization from standard guerrilla doctrine, although members swear an oath of fealty to the king and dukes of the NRA. The strength of 500 men is divided into six brigades, each commanded by a duke (and named after him; e.g., Daniel's Brigade, etc.).

The king has his own brigade and a personal guard, whose members are drawn from the ranks of the NRA—this unit is called the Praetorian Guard,

**Leaders:** The head of the NRA is King Paul (as he calls himself). His closest supporter is Duchess Pauline of Maidstone. and the self-styled king of Cheltenham. Michael I.

# ENCOUNTERS

Use these tables for encounters in Britain. Frequency, range, and surprise are ad dealt with in the basic game.

## GENERAL ENCOUNTERS

This encounter table should be substituted for the one provided in the **Twilight: 2000** basic game. Apply a DM -1 if in Wales or Scotland.

### GENERAL ENCOUNTER TABLE

| *Die* | *Result* |
|---|---|
| 2 | Animal |
| 3 | No encounter |
| 4 | Danger |
| 5 | No encounter |
| 6 | Animal |
| 7 | No encounter |
| 8 | Civilians |
| 9 | Refugees |
| 10 | Marauders |
| 11 | Firefight |
| 12 | Military |

Animal: The characters encounter one or more animals. Roll 2D6 on the animal table on page 33 to determine the type of animal encountered. Such encounters are dealt with in more detail in the *Referee's Manual* (page 12).

Danger: This is a special encounter which the referee must tailor to fit the particular situation. Generally, it refers to a mishap of some sort, such as a bridge collapsing while the characters are crossing or a character slipping down a hole while crossing a moor. Special animal encounters, such a poisonous snakes (very rarely) or stampeding horses are also possible.

Civilians: The characters encounter 1D6 lightly armed locals, (with bows, knives, or one or two sidearms such as pistols or double-barrelled shotguns) These may be farmers, hunters, or even members of a local militia. They will be wary of armed strangers, and they may be openly hostile. Any attempt at communication will be greeted with initial suspicion, as will attempts at trade. These people will include a mix of Novice. Experienced, and Veteran NPCs. The referee may, if desired, draw NPC motivation cards for one or more of these individuals in order to suggest further interactions between them and the PCs.

Refugees: These are as defined in the Referee's Charts contained in the basic game. These encounters should be treated the same as an encounter with civilians, except the refugees will be even more wary of strangers, especially armed ones. Weaponry will be light, although they will have some—no one would consider travel in the countryside without some means of defense.

Marauders: The PCs encounter a band of 2D6+2 marauders, lightly armed with an assortment of (mostly British or homemade) weapons. They are either a small band or a patrol element of one of the region's more powerful bands—if this is the case, the referee should use the "Regional Guide" on page 21 to determine which group it is.

An encounter with marauders will almost certainly lead to combat if the marauders have the advantage of numbers and/or surprise: otherwise, the marauders will attempt to flee. Such bands consist of a mix of Novice, Experienced, and Veteran NPCs. although the majority will be Experienced.

**Firefight:** The PCs come across a battle. Roll 1D10 on the table below to determine the forces involved.

### FIREFIGHT TABLE

| *Die* | *Forces Involved* |
|---|---|
| 1-3 | Military and marauder units attacking each other. Roll 2D6+6 for each force; the larger force is the attacker. Roll 1D6 to determine the number of casualties each side has already taken. |
| 4-7 | 2D6+6 marauders attacking a group of 1D6+2 civilians. |
| 8-9 | 2D6+6 marauders attacking 1D6 refugee families, |
| 10 | 1D6+2 military personnel attacking 1D6+3 civilians. The military personnel are attacking the civilians to gain personal belongings. They are little better than a marauder group but work for the local military force. |

Equipment and experience levels should be determined by consulting the appropriate group on this encounter table. Subsequent events depend on the players.

Military: The PCs encounter a patrol of 2D6+2 troops of the local military force (most likely a local militia, but possibly semi regulars, such as those in service of one of the various petty dictators, or British regulars on a long-range mission). Attempts at communication and trade are possible, and such attempts should be judged by the referee. The patrol will consist mostly of Veterans, many ex-military, but there will be some Experienced, and maybe one or two Novices. Equipment will be mainly British, although some foreign small arms may be present. The referee should determine allegiance according to the "Regional Guide" on page 21.

## ROAD ENCOUNTERS

Use the fallowing table when the characters travel along the main roads of Britain, including those in England. When in England, use the results in parentheses for rolls of 8, 9, 10, and 12.

### ROAD ENCOUNTER TABLE

| *Die* | *Result* |
|---|---|
| 2 | No encounter |
| 3 | No encounter |
| 4 | Danger |
| 5 | Animal |
| 6 | Derelict vehicle |
| 7 | Convoy |
| 8 | Refugees (civilians) |
| 9 | Firefight (military) |
| 10 | Convoy (civilians) |
| 11 | Military |
| 12 | Marauders (convoy) |

**Danger:** Generally, this result refers to a mishap of some sort. In the case of roads, this could be a bridge collapsing as the PCs drive across it or a landslide as they drive along a mountain road. The referee must invent a suitable event to match the circumstances of the encounter.

**Animal:** The characters encounter one or more animals. On a road, these will tend to be either sheep or cows grazing by the roadside or on the road itself.

**Derelict Vehicle:** As in the *Referee's Manual* (page 13) in the

basic game. Vehicles will be British, so roll on the British Vehicle Table on page 34 of this sourcebook.

**Convoy:** The PCs encounter a vehicle convoy. The convoy has 1D6-1 vehicles, each with two crew (driver and driver/gunner), plus 1D6/2 armed guards (mostly Experienced or Veteran, ex-military, armed with an assortment of weapons). Roll 1D10 to determine the destination—this also determines whether the convoy has any cargo. On a 1-5, the destination is England, and there is no cargo. On a 6-9. the destination is the convoy's hometown—assume this is the nearest town to the encounter. On a 10, the convoy is actually a Q-convoy—no cargo, just military personnel trying to tempt a marauder unit. Only convoys heading home have a cargo. Consult the table below once for each vehicle.

**CONVOY CARGOES TABLE**

| *Die* | *Result* |
|---|---|
| 2 | Medical supplies |
| 3 | Heavy weapons* |
| 4 | Ammunition |
| S | Gas* |
| 6 | Luxuries |
| 7 | Guns |
| 8 | Luxuries |
| 9 | Medical supplies |
| 10 | Gas* |
| 11 | Military spares |
| 12 | Electronics |

Cargoes marked with an asterisk are illegal. These will be hidden, so roll for another cargo, rerolling illegal ones—this second cargo is the cover.

The vehicles are an assortment of wagons, carts, cars and trucks—many with armor plating welded on or kevlar armor added. Some also have homemade weapon mounts added on. The referee may determine the exact vehicles by rolling on the British Vehicle Table on page 34, but this is optional.

**Refugees:** As noted above.

**Firelight:** As noted above.

**Military:** As noted above.

**Marauders:** The PCs encounter a band of 1D6+2 marauders; otherwise, the encounter is as noted above.

## TOWN ENCOUNTERS

Use the following table when the characters are in a town or city. Add one to the die roll at nighttime. This table is also used for towns in England.

**TOWN ENCOUNTER TABLE**

| *Die* | *Result* |
|---|---|
| 2 | No encounter |
| 3 | No encounter |
| *A* | No encounter |
| 5 | No encounter |
| 6 | No encounter |
| 7 | Military |
| 8 | Talkative civilian |
| 9 | Military |
| 10 | Talkative civilian |
| 11 | Street gang |
| 12 | Brawl |
| 13 | Wounded civilian |

Military: The PCs encounter a patrol of 1D6+2 troops of the local military force.

The patrol will consist mostly of Veterans, many ex-military, but will include some Experienced, and maybe one or two Novices. Equipment will be mainly British, although there may be some foreign small arms present. In England, the patrol will be British Army soldiers equipped with standard army equipment, Most will be Experienced, but in more troublesome districts, patrols tend to draw their numbers from Veterans.

**Talkative Civilian:** The PCs encounter a citizen willing to talk with them, possibly a friendly merchant, a pub landlord, or a prostitute looking for customers. Referees can use this encounter to feed the PCs any number of rumors—some true, others false.

**Street Gang:** The PCs encounter a 2D6+2 members of a street gang. They are lightly armed with chains, clubs, and knives—one or two might have a pistol or other sidearm. If the gang has superior numbers it may demand money or goods from the PCs. Otherwise, it will just follow the PCs, annoying them and taunting them. If the PCs leave the gang's turf, then the gang will not follow. Street gangs are mostly Novices, with a few Experienced members.

**Brawl**: The PCs encounter 306 individuals fighting in an alleyway. Roll 1D6 to determine the nature of the fighting—on a 1, it is mostly for fun. On a 6, it is a major battle (probably between rival street gangs).

**Wounded Civilian:** The PCs spot a wounded person in an alleyway—the victim of some attack. Roll 1D10 to determine how long ago he was attacked, in minutes—treat a roll of 10 as meaning the person is being attacked as the PCs arrive. Exact details are up to the referee—it could be a simple mugging, a street gang attack, or something more sinister.

## ENGLAND ENCOUNTERS

This table is used instead of the General Encounter Table when characters are in England (i,e., the government-controlled area).

**ENGLAND ENCOUNTER TABLE**

| *Die* | *Result* |
|---|---|
| 2 | No encounter |
| 3 | Refugees |
| 4 | Danger |
| 5 | No encounter |
| G | No encounter |
| 7 | Military |
| 3 | Convoy |
| 9 | Civilians |
| 10 | Civilians |
| 11 | Animal |
| 12 | Marauders |

**Refugees:** As noted above.

**Danger:** As noted above.

**Military:** The PCs encounter an army patrol of 2D6+2 soldiers. The patrol will consist mostly of Veterans, but some Experienced will also be present. Equipment will be standard army issue, although some troops may have some foreign equipment.

**Convoy:** The PCs encounter a vehicle convoy heading home. The convoy has 1D6-1 vehicles as discussed in the previous description, each with two crew (driver and driver/gunner), plus two or three armed guards (mostly Experienced or Veteran, ex-military, armed with an assortment of weapons). Roll 2D6 on the Convoy Destinations Table to determine the regional destination.

### CONVOY DESTINATIONS TABLE

| *Die* | *Result* |
|---|---|
| *2* | Anglo-Scottish border |
| 3 | Lancaster |
| 4 | The Midlands |
| 5 | Duchy of Cornwall |
| 6 | Anglia |
| 7 | The Midlands |
| 8 | Anglia |
| 9 | Wales |
| 10 | Yorkshire |
| 11 | Scottish lowlands |
| 12 | Scottish highlands |

**Civilians:** As noted above.

**Animal:** The characters encounter one or more animals, as dealt with above. Roll 2D6 on 1he Animal Encounter Table to determine the type encountered.

**Marauders:** The PCs encounter a small band of 206+2 marauders, lightly armed with an assortment of {mostly British or homemade) weapons. They are only **a** small local group, a collection of like-minded associates using criminal means to survive, rather than one of the larger groups out to grab power. Such bands consist of a mix of Novice, Experienced, and Veteran NPCs, although 1he majority will be Experienced.

## ANIMAL ENCOUNTERS

When a result of Animal is rolled on any of the above tables, roll on the table below to determine the type of animal encountered.

### ANIMAL ENCOUNTER TABLE

| *Die* | *Result* |
|---|---|
| *2* | Dog |
| 3 | Dog |
| 4 | Dog |
| 5 | Dog |
| 6 | Small game/fowl |
| 7 | Small game/fowl |
| 8 | Small game/fowl |
| 9 | Large game/grazer |
| 10 | Large game/grazer |
| 11 | Large game/grazer |
| 12 | Special |

The results of the table are as follows.

**Dog:** The characteristics of a dog are given in the basic game. There is a slight chance that a dog may have rabies, but this is unlikely, even in postwar Britain.

**Small Game/Fowl:** In cities and towns, this result gives an encounter with rats or mice, cats, or, on occasion, rabbits, In the countryside, this encounter is with rabbits, foxes, squirrels, and other rural animals.

The characteristics of small game are: *Meat:* 1D6x2 kg *Move:* Varies (see note below) *# Appearing;* 1 *Hits: 5 Attack:— Hit #:— Damage:— Stature:—*.

None of these animals will go out of its way attack a PC, but will bite and scratch any character if it is cornered or handled while injured. In general, small animals do 1D6-1 points of damage.

There is a small chance, at the referee's discretion, that any small animal may carry diseases such as plague or (very rarely) rabies.

Fowl can be any number of birds, ranging from chickens, ducks, and budgerigars in the towns, to pheasants, crows, and owls in the countryside. Their characteristics are dealt with in the basic game, under Fowl.

**Large Game/Grazer:** This encounter is with horses, sheep, pigs, or cattle which are domesticated in populated areas and wild in the countryside. The characteristics of these animals are given in the basic gams.

**Special:** This result means that the PCs have encountered a rare animal, such as a deer. The referee can also use this encounter to implement an "escaped zoo animal" encounter, in which case any animal that lives in temperate climates could be encountered (tigers, bears, wolves, wild cats, and soon). Tropical animals, such as hippos or zebra, are unlikely to survive long.

## A SPECIAL NOTE

Before the war, rabies was considered to have been eliminated in the UK. No case had been reported in decades, and strict quarantine procedures enforced by customs officials at the various ports of entry kept out foreign cases. After 1997, these strict procedures broke down. Since travel was also significantly reduced, the chances of contracting rabies in the UK remain quite small. Frankly, the author feels that characters have enough to worry about without bringing almost 100-percent fatal diseases into the picture, but referees must make their own decisions. Regrettably, plague, cholera, and other such diseases will not be so scarce.

# BRITISH CHARACTERS

The British Army has troops of various nationalities, but it tries to keep NATO troops in their own countries' units (in case they're deserters or criminals). Thus Britain has a smaller contingent of foreign nationals than most armies. Special attention is called to the procedures for generating characters who have not seen service outside the UK.

### SERVICEBRANCH/SPECIALTYTABLES*

| *Branch/Specialty* | *Roll* | *Skill* | *Benefit* |
|---|---|---|---|
| **Support Services** | | | |
| Aircraft Mechanic | Auto | — | ACM: 1/2 cost |
| Vehicle Mechanic | Auto | — | MEC: 1/2cost |
| Elec Specialist | Auto | — | ELC: 1/2 cost |
| Military Police | 7 | INT | BC: 40, WVD: 40. MCY: 1/2 cost |
| **Infantry** | | | |
| infantryman | 6 | — | CRM: 40, HW:30 |
| Heavy Weapons | 7 | — | HW:40 |
| **Engineer** | | | |
| Combat Engineer | 8 | CON | CBE. DEM: 1/2 cost |
| **Medical** | | | |
| Combat Medic | 8 | INT | MED: 1/2 cost |
| **Artillery** | | | |
| Artillery Crewman | 7 | STR | IF: 1/2 cost, TVD: 20 |
| Forward Observer | 7 | INT | FO: 1/2 cost. CMP: 30A |
| **Armor** | | | |
| Tank Crewman | 8 | — | TVD:30, LCG; 1/2 cost |
| **Army Air Corps** | | | |
| Helicopter Pilot | 8 | INT | LAP: 40, HW. RWP. FO RCN: 1/2 cost |
| Security Guard | 8 | — | CRM: 40. HW:30, RCN: 20 |
| Airborne Para | 8 | CON | CRM: 40, HW: 30, PAR: 40. BC, RCN, FOR: 1/2 cost |
| Heavy Wpns Para | 9 | CON | HW: 40, PAR: 40. RCN. FOR, BC: 1/2 cost |
| Para Engineer | 9 | CON | PAR: 40, CRM CBE, DEM; 1/2 cost |
| Para Medic | 9 | CON, INT | PAR: 40, MED; 1/2 cost |
| **Royal Marine** | | | |
| Commando | 8 | CON | CRM: 40, HW:30, SBH:40. BC, RCN. FOR: 1/2 cost |
| Heavy Wpns Cdo | 9 | CON | HW: 40, SBH: 40, RCN, FOR. BC: 1/2 cost |
| Cdo Engineer | 9 | CON | SBH: 40, CRM CBE, DEM: 1/2 cost |
| Commando Medic | 9 | CON, INT | SBH: 40, MED: 1/2 cost |
| **Gurkha** | | | |
| Gurkha Rifleman | 8 | CON | CRM: 40. HW: 30. MTN: 40, BC, RCN, FOR: 1/2 cost |
| **Special Forces** | | | |
| Special Air Service | 12 | CON, INT | MTN: 40, PAR: 40, DEM: 40, SBH: 20, SWM: 40. CRM, HW, BC. RCN, FOR FO: 1/2 cost. Either CBE, MED, or ELC at 40; other two at 20. |
| Special Boat Service | 12 | CON, INT | MTN: 40, PAR: 20, DEM; 40, SBH: 40, SWM: 40, SCD: 40, CRM. HW, BC, RCN, FOR, FO: 1/2 cost. Either C8E. MED, or ELC at 40: other two at20 |
| **Intelligence** | | | |
| Analyst | 9 | INT | CMP: 50<br>Any One Language: 1/2 cost<br>INT: 1/2 cost<br>Any Three Languages: 1/2 cost |
| Interrogator | 9 | INT | INT: 1/2 cost<br>Any Three Languages: 1/2 cost |

*All British Army troops automatically get CRM: 20 and HW: 10 in addilion to these skill benefit;

### RANK

These tables are used to determine the rank of British troops. Add 1 to all rolls to determine the rank of Special Forces members.

### RANK TABLE

| *Die* | *Enlisted* | *Officer* |
|---|---|---|
| 1 | Private | 2nd lieutenant |
| 2 | Private | 2nd lieutenant |
| 3 | Lance corporal | Lieutenant |
| 4 | Corporal | Lieutenant |
| 5 | Corporal | Captain |
| 6 | Sergeant | Captain |
| 7 | Sergeant | Major |
| 8 | Sergeant major | Major |

### ARMY/NATIONALITY/NATIVE LANGUAGE TABLE

The following list gives details of the languages spoken by the main cultural groups in Britain. The chance a character from each culture has of speaking other languages is in parentheses All native languages are at 100% skill rating.

| *Group* | *Main Language* |
|---|---|
| English | English |
| Welsh | English (20% Welsh) |
| Scottish | English (30% Scots Gaelic) |
| Irish | English (20% Gaelic) |
| Black | English |
| Asian | English, plus any one of the following, dependent on religious/ national background: Hindi-Urdu (spoken by Hindus), Punjab (spoken by Sikhs). Arabic (spoken by Muslims), Chinese. Japanese |

### BRITISH VEHICLE TABLE

Use the following when generating British characters. If the characters generated start off in Britain, use the results in parentheses, if applicable.

| *Die* | *Vehicle* |
|---|---|
| 1 | 1/2-ton land rover (motorcycle) |
| 2 | 1/2-ton land rover |
| 3 | 1-ton land rover |
| 4 | 3/4-ton land rover |
| 5 | Land rover one-ten (car) |
| 6 | Land rover one-ten |
| 7 | Bedford 4-ton truck (car) |
| 8 | Alvis Stalwart (truck) |
| 9 | Bedford 4-ton truck |
| 10 | MCV-80 (truck) |
| 11 | FV-432 (car) |
| 12 | Striker (truck) |
| 13 | FV-432 |
| 14 | FV-101 Scorpion (humber pig) |
| 15 | Chieftain (FV-432) |
| 16 | Bedford 4-ton truck |
| 17 | FV-432 APC |
| 18 | Challenger (choice of Scorpion family) |

A result of car means any type of civilian car. while a result of truck can be either a Bedford four-ton or an eight-ton truck (player's choice). When a result of "Scorpion family" is rolled, the players may choose any vehicle from the Scorpion group of vehicles (for characters beginning in Britain, they may not choose the Striker, Samaritan or Sultan variants, however).

### DEMOLITIONS SKILL

Introduced in **RDF Sourcebook**, DEM skill is the ability to place explosive charges, and make and plant explosive-style booby traps, plus the knowledge of how to use explosives for destroying vehicles and buildings, and how to disarm such devices. This skill can replace CBE skill under the "setting charges" rule on page 7 of the *Referee's Manual.* Players with a high DEM score are assumed to know a little about combat engineering in general. For determining the success or failure of a task, a character is assumed to have a CBE skill equal to one-fourth his DEM score, unless a player already has CBE skill, in which case that is used. The reverse is true to a character with DEM skill (CBE=DEM/4), DEM skill costs the same as CBE (i.e., double) If purchased with background points the cost is tripled.

# ADDITIONS TO THE EQUIPMENT LIST

The following includes some items detailed in the basic game and the various modules. Availability codes are the same as in the basic game and apply to availability outside the UK.

### SUBMACHINEGUNS

**L2A3 Sterling:** The standard military submachinegun of the British Army for many years. It was replaced in mainline service by the L35. The Sterling found its way into general use and is still used by some British units, especially Territorial Army units. *Ammo:* 9mmP *Wt:*3 *Mag:* 11 *Price:* $600 (C/S).

### ASSAULT RIFLES

**L85A1 Endeavour:** The standard British combat rifle (also called the IW or infantry weapon). It replaced the L1A1 and L2A3 in service. It is a "bullpup" configuration weapon and is rarely seen outside of British service. *Ammo:*5.56mmN *Wt:* 4 *Mag:* 10 *Price:* $500 (S/R).

### BATTLE RIFLES

**L1A1 SLR:** The modified version of the Belgian FN PAL rifle. The L1A1 is a very similar weapon, the main difference being that the L1A1 is a semiautomatic-only weapon, Replaced in service by the L85, numerous L1A1s have been picked up by military units, particularly those nostalgic for the old cartridge. Many Territorial Army units still use the L1A1. *Ammo:* 7.62mmN *Wt:* 4.3 *Mag:* 7 *Price:* $750 (S/R).

### SNIPER RIFLES

**L42:** The standard British sniper rifle. It is a development of the WWII bolt-action, short-magazine Lee/Enfield rifle, rechambered for modern ammunition, built to closer engineering tolerances, and fitted with a telescopic sight. *Ammo: 7.*62mmN *Wt:* 4 *Mag:3 Price:* $400 (R/R),

### AUTOMATIC RIFLES

**L86A1 Engager:** A heavy-barrelled version of the L85 and used as an LSW (light support weapon). It uses the same magazine as the L85. and is also equipped with an integral bipod and sight. *Ammo:* 5.56mmN *Wt:* 5.5 Mag: 10 *Price:* $1500 (R/R),

### MACHINEGUNS

**L7A2 GPMG:** The "jimpy" is the British version of the Belgian MAG general-purpose machinegun. It is equipped with a bipod but can also be fired from a tripod (NMT). It accepts 33-shot belts. *Ammo:* 7.62mmN *Wt:* 11 *Mag:* 33 *Price:* $1500 (S/R).

**L3A3:** An obsolete weapon dating from before WWII, re-chambered to a modern caliber. It is still used on some old British vehicles and accepts 33-shot belts. It cannot be dismounted from its parent vehicle. *Ammo:* 7.62mmN *Mag:* 33 *Price:*$3000 (R/R).

**L3A4:** A variant of the L3A3, but used from a tripod (NMT). It also accepts 33-shot belts. *Ammo:* 7.62mmN *Wt:* 14 *Mag:* 33 *Price:* $3000 (R/R).

### ROCKET LAUNCHERS

**L14A1 Carl Gustav:** A Swedish-designed antitank rocket launcher. It has been largely replaced in service by the LAW 80. *Ammo:* 84mm rocket *Wt:* 14 *Price:* $500 (R/R).

**LAW 80:** A single-shot disposable, telescoping, antitank rocket launcher, It replaced the Carl Gustav in the British Army during the early 1990s. *Wt:* 9.5 *Price:* $350 (S/R).

### MULTIPLE ROCKET LAUNCHERS

**227mm MLRS:** A 12-barrelled rocket launch system, mounted on the American M993 MLRS.

### ANTITANK MISSILE LAUNCHERS

**Swingfire:** A British-designed, antitank, guided weapon. It can be fired from an integral tripod or a vehicle mount. It is wire-guided, and the gunner must continue to aim at the target for the entire flight of the missile. *Wt:* 20 *Price:*$3000 (S/R).

**Milan:** A wire-guided missile launcher which was developed in France and Germany. It is fired -from an integral tripod. *Wt: 7 Price:* $3000 (S/R).

### LARGE-CALIBER GUNS

**L21 30mm Rarden:** A British 30mm autocannon mounted on a variety of vehicles. It fires three-shot clips of ammunition,

**L23A1 76mm Cannon:** A British gun mourned on the Scorpion light tank.

**90mm Cockerill:** A privately developed, British-designed gun system, used on the American Stingray and experimentally on some British AFVs.

**L11A5 Rifled Gun:** A rifled tank gun used on British MBTs, as opposed to the smoothbore guns mounted on most other MBTs. Ammunition for the L11A5 cannot be used in smoothbore guns, and vice versa.

**165mm Demolition Gun:** A short-barrelled gun mounted on the Centurion AVRE (and the American M728 CEV), intended for the destruction of bunkers and other fortifications, as well as roadblocks, buildings, and other constructions.

### HOWITZERS

**L13A1 105mm Gun:** A large-caliber gun (actually a howitzer) mounted on the Abbot SPG. It uses the same ammunition as the L118 light gun, and can also use American 105mm howitzer rounds.

**L118 Light Gun:** A British-designed, towed, light artillery gun. II can be towed by a light truck, or mounted on skis and towed by oversnow vehicles. *Wt:* 1.8 tons *Price:* $50,000 (S/R}.

**L121 (FH-70):** A towed artiliery howitzer designed by a European consortium of France, West Germany, and Britain. It fires the standard NATO 155mm howitzer round listed in the basic game. *Wt:* 9.3 tons *Price:* $80,000 (R/R).

**155mm Howitzer:** An American howitzer mounted on the M109A2 SPA. It uses NATO 155mm howitzer rounds from the basic game.

**175mm Howitzer:** An American howitzer mounted on the M107 SPA.

**203mm Howitzer:** An American howitzer mounted on the M110A2 SPA.

### MORTARS

**L9A1 51mm:** The standard British Army light mortar. Individual rounds are dropped down the tube by the loader. *Wt:* 6 *Price:* $4000 (S/R).

**L16A2 81mm:** The standard British Army mortar. It can be disassembled into three loads (bipod, baseplate, tube) lor easier transportation. Individual rounds are dropped down the tube by the

loader. It requires six combat turns to set up. *Wt:* 33 (bipod, 12; baseplate, 12; tube, 13) *Price:* $10,000 (S/R).

## SURFACE-TO-AIR MISSILE SYSTEMS

**Blowpipe:** A British-designed, man-portable, antiaircraft missile launcher. It is optically guided, and the gunner must maintain his aim at the target for the entire flight of the missile. *Wt: 7 Price:* $10,000 (R/R).

**Javelin:** An improved version of the Blowpipe. It is very similar in action to the Blowpipe but is more effective. *Wt: 8 Price:$* 15,000 (R/R).

**Rapier:** A British-designed, antiaircraft missile system which utilizes a combination of radar and optical tracking to guide the missile to its target, A variant uses a laser designator in place of the optical tracker. The towed launcher is usually pulled by a land rover or similar light truck. A tracked version also exists. The cost is for the launcher only. *Wt:* 6 tons *Mag:*4 *Price:* $350,000 (R/R).

## AMMUNITION

Ammunition additions are as follows.

### Rockets

**84mm HEAT:** Used in the L14A1 Carl Gustav. *Wt:* 3 *Price:* $100 (S/R).

**84mm HEDP:** Used in the L14A1 Carl Gustav. *Wt:* 3 *Price:* $75 (S/R).

**84mm CHEM:** Used in the L14A1 Carl Gustav. Only smoke is available. *Wt:* 3 *Price:* $75 (S/R).

**227mm Rocket HE:** *Wt:* 1000 per case of six founds *Price:* $3000 per case (R/R).

**227mm Rocket ICM:** *Wt:* 1000 per case of six rounds *Price:* $3000 per case (R/R).

**227mm Rocket ILLUM:** *Wt:* 1000 per case of six rounds *Price:* $3000 per case (R/R).

**227mm Rocket CHEM:** *Wt:* 1000 per case of six rounds *Price:* $3000 per case (R/R).

### Antitank Missiles

**Milan:** *Wt:* 11 *Price:*$1200 (S/R). Swingfire: *Wt:* 7 *Price:* $1000 (S/R).

### Large-Caliber Rounds

**30mm Rarden APDS:** Three per three-shot clip. *Price*:$250 per three-shot clip (S/R).

**30mm Rarden HEI:** Three per three-shot clip. *Price:* $200 per three-shot clip (S/R).

**76mm HE:** *Wt: 7 Price:* $250 (C/R).

**76mm HEAT:** *Wt:* 7 *Price:* $600 (C/R).

**76mm APERS:** The APERS is a canister round. *Wt: 7 Price:* $350 (C/R).

**90mm APDS:** *Wt:* 31 kg Price; $500 (R/R)

**90mm APERS:** *Wt:* 31 kg *Price:* $500 (R/R)

**90mm HE:** *Wt:* 30 kg *Price:* $500 (R/R)

**90mm HEAT:** *Wt:* 30 kg *Price:* $500 (R/R)

**90mm WP:** *Wt:* 28 kg *Price:* $500 (R/R)

**120mm APDS Rifle:** Can only be used in the L11A5. *Wt:* 10 *Price:* $800 WP (S/R).

**120mm APFSDSDU Rifle:** Can only be used in the L11A5. *Wt:* 10 *Price:* $1500 (R/R).

**120mm HESH Rifle:** Can only be used in the L11A5. *Wt:* 10 *Price:* $800 (C/R),

**120mm HEAT Rifle:** Can only be used in the L11A5. *Wt:* 10 *Price:* $800 (C/R).

**120mm WP Rifle:** Can only be used in the L11A5. *Wt:* 10 *Price:* $1000 (R/R).

**120mm Powder Charge Rifle:** Can only be used in the L11A5, *Wt:* 6 *Price:* $80 (C/R).

**165mm HEP-T:** *Wt:* 19 *Price:* $2000 (R/R),

### Howitzer Rounds

**105mm UK How HE:** Fired only by the British light gun and the Abbot SPG. *Wt:* 16 *Price:*$750 (R/R),

**105mm UK How CHEM:** Fired only by the British light gun and the Abbot SPG. Only smoke is available for it. *Wt:* 16 *Price:* $750 (R/R).

**105mm UK How ILLUM:** Fired only by the British tight gun and the Abbot SPG. *Wt:* 16 *Price:* $750 (R/R).

**105mm UK How HEAT:** Fired only by the Abbot SPG. *Wt:* 16 *Price:* $1000 (R/R),

**105mm UK How Powder Charge:** *Wt:* 6 Price: $30 (R/R).

**105mm UK How Powder Charge:** Enables the Abbot SPG to lire US 105mm Howitzer rounds (detailed in the **U.S. Army Vehicle Guide).** *Wt:* 6 Price; $50 (R/R).

**175mm HE:** *Wt:* 67 *Price:* $750 (R/R).

**175mm Powder Charge:** *Wt:* 14 *Price:* $100 (R/R).

**203mm HE:** *Wt:* 96 *Price:* $900 (S/R).

**203mm ICM:** *Wt:* 96 *Price:* $900 (S/R).

**203mm ILLUM:** *Wt:* 96 *Price:* $900 (S/R).

**203mm CHEM:** *Wt:* 96 *Price:* $900 (S/R).

**203mm WP:** *Wt:* 96 *Price:* $900 (S/R).

**203mm Powder Charge:** *Wt:* 22 *Price:*$600 (S/R).

### Mortar Rounds

**51 mm HE:** *Wt:* Five per case of four *Price:* $100 per case (C/R).

**51mm CHEM:** Only available in smoke form. *Wt:* Five per case of tour *Price:* $120 per case (S/R).

**51mm ILLUM:** *Wt:* Five per case of four *Price:* $120 per case (S/R).

### Antiaircraft Missiles

**76mm Blowpipe:** *Wt:* 4 *Price:* $1500 {R/R),

**76mm Javelin:** *Wt:* 4 *Price:*$2000 (R/R).

**133mm Rapier:** *Wt:* 43 *Price:* $50,000 (R/R).

## UNARMORED CARGO VEHICLES

**Bedford Mk (4x4) 4-ton Truck:** The Bedford four-ton is the standard British army truck. This workhorse has many uses and numerous variants. The canvas top and sides can be detached to convert the truck into a flatbed. *Price:* $18,000 (C/S) *Tr Mov:* 100/10 *Com Move:* 35/10 *Fuel Cap:* 150 *Fuel Cons:* 40 *Fuel Type:* G, D, A *Load:* 4.5 tons *Veh Wt:* 9.5 tons *Crew:* 1+10 *Mnt:*.4.

**BV-202E:** TheBV-202E is a Swedish-designed, all-terrain vehicle (although it is primarily intended for use over snow) used by British army units designated for deployment to Norway, It comes in two sections, the forward section containing the engine and crew, and the rear section any passengers or cargo. The vehicle is fully amphibious, and the articulated drive train/link between the two sections allows the BV-202E greater cross-country ability than a similar-sized vehicle with a more conventional layout. The BV-202E was used as a recon vehicle, mortar carrier, and towing vehicle (for the 105mm light gun). The commander's cupola is fitted with an NMT, and an L7A2 MG is usually mounted in recon versions. It has

been replaced in general service by the BV-206, although a few of them are still in use in out-of-the-way locales such as the Falklands and in civilian use (unarmed, of course). *Price:* $25,000 (R/R) *Tr Mov:* 170/70 *Com Mov:* 40/30 *Fuel Cap:* 156 liters *Fuel Con:* 40 liters *Fuel Type:* G, A *Load:* 1 ton *Veh Wt:* 4.2 tons *Crew:* 2+6 *Mnt:* 10.

**BV-206:** Designed to replace the BV-202E. the BV-206 is very similar in layout and capabilities to its predecessor. The forward section has two doors on each side and two hatches on the right deck. The rear section has a single large door in the rear. The vehicle has a weapons mount (NHT equivalent) at the forward deck hatch. *Price:* $30,000 (R/—) *Tr Move:* 180/80 *Com Move:* 50/40 *Fuel Cap:* 360 liters *Fuel Cons:* 120 liters *Fuel Type:* D, A *Load:* 1 ton *Veh Wt:* 4.2 tons *Crew:* 2+6 *Mnt:* 10.

**Foden 10-ton Cargo:** The Foden 10-ton cargo truck is typical of the more modern family of transport trucks in that it comes with provisions for standardized pallets and is fitted with its own crane to speed loading/unloading. This vehicle can be fitted with a weapons mount (NHT equivalent) but is not normally armed. *Price:* $35,000 (S/R) *Tr Move:* 100/10 *Com Move:* 35/10 *Fuel Cap:* 450 liters *Fuel Cons:* 150 liters *Fuel Type:* D,A *Load:* 10 tons *Veh Wt:* 14 tons *Crew: 2 Mnt:* 8.

**FV-622 Alvis Stalwart Mk 2:** The Stalwart is an amphibious, high-mobility load carrier, used primarily for carrying supplies, there is a variant with a loading crane and *a* repair variant used by REME. *Price:* $60,000 (R/R) *Tr Mov:* 100/10 *Com Move:* 35/10 *Fuel Cap:* 455 liters *Fuel Con:* 150 liters *Fuel Type:G,* A *Load:* 5 tons *Veh Wt:* 14.5 tons *Crew: 2 Mnt:* 8.

**Land Rover One-Ten:** The One-Ten is an improved version of the standard land rover and replaced the three-quarter-ton in military service. Like all land rovers, this vehicle has numerous variants, including SAS "Pink Panthers" (festooned with MGs and in pink camouflage for desert warfare), and ambulance versions. *Price:* $12,000 (C/S) *TrMov*:180/45 *Com Mov*: 60/35 *Fuel Cap:*80 liters *Fuel Con:* 30 liters *Fuel Type:* G, $D_T$ A *Load:* 1500 kg *Veh Wt:* 3 tons *Crew:* 2+6 *Mnt:* 2.

**1-ton Land Rover:** The 1-ton is a land rover designed for towing artillery or carrying troops. In service it was used to tow the 105mm light gun and towed Rapier. *Price:* $10,000 (S/R) *Tr Mov:* 180/45 *Com Mov:* 60/35 *Fuel Cap:* 110 liters *Fuel Con:* 30 liters *Fuel Type:* G, A *Load:* 1200 kg *Veh Wt:* 3 tons *Crew:* 2+8 *Mnt: 2.*

**1/2-ton Land Rover:** The standard British Army jeep equivalent for many years, it was partially supplanted in general service by the improved 1/2-ton land rover (use the same stats for both types), but both are still in use. *Price:* $5000 (C/S) *Tr Mov: Fuel Cap:* 90 liters *Fuel Con:* 30 liters *Fuel Type:* G, A *Load:* 500 kg *Veh Wt:* 2 tons *Crew:* 2+4 *Mnt:* 2.

**3/4-ton Land Rover (LWB):** This 3/4-ton land rover has bean replaced in general service by the One-Ten. Many of the older models are still used, however. *Price:* $8000 (C/S) *TrMov:* 180/45 *Com Mov*: 60/35 *Fuel Cap:*90 liters *Fuel Con;*30 liters *Fuel Type:* G, AvG. A *Load:* 850 kg *Veh Wt:* 2.5 tons *Crew:* 2+6 *Mnt:* 2.

## ARMORED PERSONNEL CARRIERS

**AT-105 Saxon:** The AT-105 Saxon is a privately developed wheeled APC. Some 500 were brought by the army for use by UK-based troops earmarked for deployment to BAOR in wartime (primarily, the 19th Infantry Brigade, with 3rd Armoured Division), Many of its components were based on those of the 4-ton truck. Entry is via a rear door or right side door. There are roof hatches for the driver and commander. The L7A2 MG is mounted on the commander's cupola and can be dismounted. *Price:* $80,000 (C/R) *Armament:* L7A2 MG (C) *Ammo:* 300x7.62mmN belted *Tr Move:* 170/30 *Com Move:* 40/30 *Fuel Cap:* 360 liters *Fuel Cons:* 120 liters *Fuel Type:G,* A *Load:* 400 kg *Veh Wt:* 11 tons *Crew:* 2+10 *Mnt:* 8.

**FV-103 Spartan:** The Spartan Is the an APC variant of the Scorpion family of vehicles and is used for specialized functions because of its limited passenger capacity. These uses include carrying antiaircraft and antitank missile teams, and assault pioneers. Like the Striker, it has no turret. Entry is via the rear door or roof hatch. There are three hatches for the crew. The commander's MG cannot be readily dismounted. *Price:* $70,000 (S/R) *Armament:*L7A2 MG *Ammo:* 300x7.62mmN belted *Tr Move:* 170/150 *Com Move:* 60/50 *Fuel Cap:* 390 liters *Fuel Cons:* 156 liters *Fuel Type: G,* AvG, A *Load:* 600 kg *Veh Wt:* 7 tons *Crew:* 3+4 *Mnt:*12.

**FV-1611 Pig:** The Pig is an obsolete APC used for many years in Northern Ireland. Crew entry is via the rear doors; roof hatches provide entry for the driver and commander. A number of variants saw service, but the vehicles are quite rare these days. *Price:* $50,000 (R/—) *Tr Mov:* 150/40 *Com Mov:* 50/20 *Fuel Cap:* 145 liters *Fuel Con:* 55 liters *Fuel Type:* G, A *Load:* 1 ton *Veh Wt:* 7 tons *Crew:* 2+8 *Mnt:* 6

**FV-432:** The FV-432 is a British-built, tracked APC. supplanted but not completely replaced by the FV-510 Warrior in military service. The vehicle has a driver's hatch on the left front deck and a commander's hatch with an NHT equivalent weapons mount. Some models axe equipped with a small cupola in place of the commander's hatch, mounting a 7.62mm general-purpose machinegun. An ATGM variant, the FV-438, is fitted with a swingfire launcher in place of the passenger compartment. A signals variant, the FV-439, is nearly identical but contains communications equipment in place of passengers. Other variants include mortar, radar, and RCLR versions. Price:$70,000 (S/R) *Armament:*L7A2 MG (C) *Ammo:* 300x7.62mmN belted *Tr Mov:* 170/130 *Com Mov:* 40/30 *Fuel Cap:* 390 liters *Fuel Cons:* 156 liters *Fuel Type:* G, D. A *Load:* 600 kg *Veh Wt:* 16 tons *Crew:* 2+10 *Mnt:* 10.

**FV-510 Warrior:** Introduced in the mid-1980s, the FV-510(also called the MCV-80) is the primary British MCV (mechanized combat vehicle) and represents the British approach to the design of such vehicles. Unlike the Marder and M2 Bradley, the FV-510 has no firing ports and does not carry ATGMs. Its purpose is to carry infantry units to the combat point and disembark them. Main entrance to the passenger compartment is by a drop ramp in the rear of the vehicle. There is also a driver's hatch on the left front deck, and hatches for the commander and gunner on the top of the turret. *Price:* $250,000 (S/R) *Armament*: 30mm Rarden autocannon, 7,62mm MG *Ammo:* 200x35mm *Tr Move:* 160/85 *Com Move:* 55/30 *Fuel Cap:* 772 liters *Fuel Cons:* 280 liters *Fuel Type:* D. A *Load:* 600 kg *Veh Wt:* 24 tons *Crew:* 3+8 *Mnt*:12.

**FV-603 Saracen:** The Saracen is an obsolete, six-wheeled APC developed in the late '40s. Saracens were replaced in service by the FV-432, but reintroduced when the troubles in Ireland flared up. They were phased out of this role in the early '80s. A number of them were brought out of depot storage late in the war and pressed into service with rear echelons in order to free more modern vehicles for frontline service. Entry is via rear doors or the commander's roof hatch. *Price:* $65,000 (R/—) *Armament:* L3A3 MG (C) *Ammo:* 300x7.62mmN belted *Tr Move:* 170/50 *Com Move:* 40/30 *Fuel Cap:* 330 liters *Fuel Cons:* 110 liters *Fuel Type:* G. A *Load:* 300 kg *Veh Wt:* 10 tons *Crew:* 2+10 *Mnt:*8.

## LIGHT COMBAT VEHICLES

**FV-101 Scorpion:** An amphibious reconnaissance vehicle, the Scorpion chassis forms the basis for a whole family of vehicles. The two man turret has hatches for the commander and gunner, and the vehicles also has a driver's hatch on the front deck. Some versions of the Scorpion use diesel instead of regular automotive gasoline, and a few were built using the Cockerill 90mm gun. *Price:* $70,000 (S/R) *RF:* +20 *Armament:* L23A1 76mm gun, L7A2 MG *Ammo:* 42x76mm *Tr Move:* 170/150 *Com Move:* 60/50 *Fuel Cap:* 390 liters *Fuel Cons:* 156 liters *Fuel Type:* G, (D). A *Load:* 600 kg *Veh Wt:* 7 tons *Crew:* 3 *Mnt:* 12.

**FV-104 Samaritan:** The Samaritan is an unarmed ambulance variant of the Scorpion APC, with a raised roof. The vehicle has roof hatches for the driver and commander, and an extra large rear door to facilitate loading and unloading of stretchers. The crew usually consists of the driver, the vehicle commander, and a medical orderly. *Price:*$70,000 (S/R) *Tr Move:* 170/150 *Com Move:* 60/50 *Fuel Cap:* 390 liters *Fuel Cons:* 156 liters *Fuel Type:G,* AvG, A *Load:* 600 kg *Veh Wt:* 7 tons *Craw:* 3+4 (or 2 stretchers) *Mnt:* 12.

**FV-105 Sultan:**This is the command post variant of the Scorpion family of vehicles, and has a raised roof and collapsible "penthouse" which is erected when the vehicle is stationary. There are roof hatches and a rear door for the driver and commander. The commander's MG is dismountable. *Price*:$80,000(S/R) *Armament:* L7A2 MG *Ammo:* 300x7.62mmN belted *Tr Move:* 170/150 *Com Move:* 60/50 *Fuel Cap:* 390 liters *Fuel Cons:* 156 liters *Fuel Type:* G, AvG, A *Load:* 400 kg *Veh Wt:* 7 tons *Crew:* 3+3 *Mnt:* 12.

**FV-107 Scimitar:** The Scimitar is basically the same as the Scorpion itself, except that the turret mounts a 30mm RARDEN instead of the L23A1 76mm gun. *Price:* $70,000 (S/R) *RF:* +20 *Armament:* 30mm Rarden autocannon. L7A2 MG *Ammo:* 132x35mm *Price:* $70,000 (S/R) *Tr Move:* 170/150 *Com Move:* 60/50 *Fuel Cap*:390 liters *Fuel Cons:* 156 liters *Fuel Type:* G, AvG, A *Load:* 600 kg *Veh Wt:* 7 tons *Crew:* 3 *Mnt:* 12.

**FV-721 Fox:** The FV-721 Fox armored car is a British-built 4x4 armored reconnaissance vehicle which replaced the earlier (and now obsolete) Ferret AC. Its lack of amphibious capability is a severe drawback in a reconnaissance vehicle, however. The Fox has a driver's hatch on the front deck, hatches on the turret deck for the commander and gunner, and another hatch on the left side of the vehicle. *Price:* $50,000 (S/R) *RF:* +30 *Armament:* 30mm Rarden autocannon, L7A2 MG (C) *Ammo:* 135x30mm *Tr Move:* 200/60 *Com Move:*70/40 *Fuel Cap:* 390 liters *Fuel Cons:* 180 liters *Fuel Type:* G. A *Load:* 400 kg *Veh Wt:* 6 tons *Crew:* 3 *Mnt:* 8.

**Mk 3 Ferret:** The Ferret is a wheeled reconnaissance vehicle developed in 1950. Although obsolete, many vehicles were removed from mothballs during the latter stages of the war to release more modern vehicles for frontline service.

Some can be found in service with 5th Infantry Division in Germany. The turret has a hatch for the commander and gunner. *Price:* $30,000 (R/R) *Armament:* L7A2 MG *Ammo:* 300x7.62mmN betted *Tr Mov:* 200/60 *Com Mov:* 70/25 *Fuel Cap:* 100 liters *Fuel Con:* 70 liters *Fuel Type:* G, A *Load:* 600 kg *Veh Wt: A* tons *Crew:* 2 *Mnt:* 6.

## COMBAT ENGINEER VEHICLES

**Centurion AVRE:** The Centurion AVRE (armoured vehicle, Royal Engineers) is a combat engineer AFV based on the Centurion MBT hull, and used by the Royal Engineers. The 165mm gun is the same as that used on the American M728 CEV. The vehicle mounts a dozer blade on the front. There is a driver's hatch on the center front deck, and hatches for the commander and loader on the turret—the gunner uses the loader's hatch. *Price:* $500,000 (R/R) *Armament:* 165mm Gun, L7A2. L7A2 (C) *Ammo:* 25x165mm, 3500x7.62mmN belted *Tr Mov:* 100/70 *Com Mov:* 35/30 *Fuel Cap:* 1037 liters *Fuel Con:* 308 liters *Fuel Type:D,* A *Load:* 700 kg *Veh Wt:* 52 tons *Crew:* 4 *Mnt:* 14.

**Challenger AHRV:** This is the armored recovery variant of the Challenger MBT. Overall, it is similar in characteristics to the Challenger, except for the following: The turret and main gun have been removed: a dozer blade is fitted to the front: and a winch is mounted on the back deck, in addition to a smaller winch inside the tank. A crane is also mounted on the rear deck. *Price:* $950,000 (R/R) *Armament:* L7A2 MG (C) *Ammo:* 600x7.62mmN belted *Tr* Move: 100/45 Com Move: 30/20 *Fuel Cap:* 1250 liters *Fuel Cons:* 500 liters *Fuel Type:* D, G, AvG *Load:* 500 kg *Veh Wt:* 58 tons *Crew:* 4 *Mnt*:12.

**Challenger AVLB**: This vehicle is a bridging variant of the Challenger MBT. As is usual for such vehicles, the turret and main gun have been replaced by a bridge and its associated erection machinery. The bridge is 24 meters long and takes about five minutes to deploy. *Price*:$950,000 (R/R) *Armament:* L7A2 MG (C) *Ammo:* 600X7.62mmN belted *Tr Move:* 100/45 *Com Move:* 30/20 *Fuel Cap:* 1250 liters *Fuel Cons:* 500 liters *Fuel Type:* D, G, AvG *Load:* 500 kg *Veh Wt:* 58 tons *Crew:* 4 *Mnt:* 12.

**Chieftain ARV:** This vehicle is similar in layout to the Challenger ARRV described above and has been supplanted in service by the Challenger. *Price:* $650,000 (R/R) *Armament:* L7A2 (C) *Ammo:* 600x7.62mmN *Tr Mov:* 80/30 *Com Mov:* 30/1*2. Fuel Cap:* 950 liters *Fuel Con:* 500 liters *Fuel Type:* D, A *Load:* 500 kg *Veh Wt:* 52 ton *Crew: 5 Mnt:* 18.

**Chieftain AVLB:** The AVLB (armored vehicle-launched bridge) is a variant of the Chieftain MBT, similar in layout to other AVLBs described in this book and elsewhere. *Price:* $800,000 (R/R) *Armament:* L7A2(C*) Ammo:*600x7.62mmN belted *Tr Move:*80/30 *Com Move:* 30/12 *Fuel Cap:* 950 liters *Fuel Cons:* 380 liters *Fuel Type:* D, A *Load:* 450 kg *Veh Wt:* 54 tons *Crew:* 4 *Mnt:* 12.

**FV-106 Samson:** The Samson is an armored recovery vehicle built on the Scorpion chassis. It is fitted with an internally mounted winch in place of the vehicle's turret and main gun. Entry is by a small door in the rear of the vehicle, or by the commander's and driver's hatches on the roof. Except as noted below, it is identical in characteristics to the Scorpion. *Price:* $75,000 (S/R) *Armament:* L7A2 MG (C) *Ammo:* 300x7.62mmN belted *Crew:* 4.

**FV-180 CEV:** The FV-180 CEV (combat engineer vehicle) is designed to fulfill a number of combat engineering requirements, primarily entrenchment construction, obstacle construction/ clearing, and route preparation under fire by means of its hydraulically operated earth moving bucket. The FV-180 is also fitted with a rocket-propel led "anchor," which it can launch ahead of itself. Attached to a winch on the top of the vehicle, this anchor enables the FV-180 to tow itself up steep slopes and out of soft ground.

Only 141 of the vehicles were built, however, and they are quite scarce by 2000. *Price:* $90,000 (R/—) *Armament:* L7A2 MG (C) *Ammo:* 300x7.62mmN belted *Tr Move:* 110/60 *Com Move:* 40/20 *Fuel Cap:* 600 liters *Fuel Cons:* 300 liters *Fuel Type:* D,A *Load:* 300 kg *Veh Wt:* 18 tons *Crew:* 2 *Mnt:* 8.

**M2:** This is a West German amphibious ferry and bridging system. When operating as a ferry, the M2 can carry up to 93 tons, but it is unable to carry this load on land. Individual vehicles can be joined together to form floating bridges of almost any length. *Price:* $750,000 (R/R) *Tr Mov:* 100/60 *Com Mov:* 40/25 *Fuel Cap:* 1200 liters *Fuel Con:* 350 liters *Fuel Type:* D, A *Load:* 500 kg *Veh Wt:* 22 tons *Crew:* 4 *Mnt:* 18

## MAIN BATTLE TANKS

**FV-4030/4 Challenger**: The Challenger is the main British MBT and was introduced into service in the mid-1980s. It is of conventional layout for a tank of its size. *Price:* $850,000 (R/R) *RF:* +40 *Armament:* 120mm L11A5, L7A2, L7A2 MG (C) *Ammo:* 60x120mm *Tr Move:* 110/45 *Com Move:* 35/20 *Fuel Cap:* 1250 liters *Fuel Cons:* 500 liters *Fuel Type:* D,G,AvG *Load:* 500 kg *Veh Wt:* 58 tons *Crew:* 4 *Mnt*:12.

**FV-4201 Chieftain:** Although supplanted in service by the Challenger, the Chieftain was not completely replaced, and many are still in use. The Chieftain is of conventional layout for a tank of its size, except that the gunner uses the loader's hatch. *Price:* $600,000 (R/R) RF: +40 *Armament:* 120mm L11A5 gun, L7A2 coaxial L7A2 (C) *Ammo:* 64x120mm *Tr Move:* 80/30 *Com Move:* 30/12 *Fuel Cap:* 950 liters *Fuel Cons:* 380 liters *Fuel Type:* D, A *Load:* 450 kg *Veh Wt:* 54 tons *Crew:*4 *Mnt:* 12.

**Vickers MBT:** The Vickers MBT was never formally adopted for service by the British Army, but many were exported, and a few were commandeered before the Vickers works were forced to close. The vehicle is of conventional layout for a tank of its size, except that the gunner uses the loader's hatch. *Price:* $725,000 (R/—) *RF:* +30 *Armament:* 105mm gun, MAG MG, M2HB (C) *Ammo:* 50x105mm *Tr Mov:* 120/70 *Com Mov:* 40/30 *Fuel Cap:* 1000 *Fuel Con:* 400 *Fuel Type:* D, G, AvG, A *Load:* 500 kg *Veh Wt:* 39 tons *Crew:* 4 *Mnt:* 16.

**Vickers Valiant:** A British-built MBT, but not used by the army. The Valiant is of the same layout as the Vickers MBT described above, *Price:* $750,000 (R/R) *RF:* +40 *Armament:* 120mm L11A5 gun, 7.62mm MG coaxial, M2HB (C) *Ammo:* 44x120mm *Tr Move:* 120/80 *Com Move:* 40/30 *Fuel Cap:* 1000 liters *Fuel Cons:* 330 liters *Fuel Type:* D. A *Load:* 500 kg *Veh Wt:* 41 tons Crew: 4 *Mnt:* 12.

## SELF-PROPELLED ARTILLERY

**FV-102 Striker:** The FV-102 Striker is an older antiarmor vehicle based on the Spartan chassis, but it incorporates a Swingfire ATGM launcher in place of the passenger compartment. *Price:* $80,000 (S/R) *Armament:* Swingfire ATGM launcher and 7.62mm MG *Ammo:* 4 reloads *Tr Move:* 170/150 *Com Move:* 60/50 *Fuel Cap:* 390 liters *Fuel Cons:* 156 liters *Fuel Type:* G, AvG, A *Load:* 200 kg *Veh Wt:* 7 tons *Crew:* 3 *Mnt:* 12.

**FV-433 Abbot:** The FV-433 Abbot is a British-built, self-propelled 105mm howitzer which uses engine and drive train components from the FV-432. The front deck contains a driver's hatch, and the turret contains hatches for the gunner and commander (the loader uses the gunner's hatch). *Price:* $500,000 (R/—) *Armament:* 105mm howitzer, 7,62mm MG *Ammo:*40x105mm *Tr Move:* 95/20 *Com Move:* 30/20 *Fuel Cap:* 390 liters *Fuel Cons:* 120 liters *Fuel Type:* D, A *Load:* 400 kg *Veh Wt:* 16 tons *Crew:* 4 *Mnt:* 10.

**GBT-155**:The newest British self-propelled gun to enter service, the GBT-155 had not been distributed to all 155mm howitzer units when the war began, and some units never received them. The vehicle is a conventional turreted self-propelled gun. *Price:* $350.000 (R/—) *Armament:* 155mm howitzer *Ammo:* 34x155mm *Tr Move:* 110/65 *Com Move:* 35/25 *Fuel Cap:* 450 liters *Fuel Cons:* 150 liters *Fuel Type:* D. A *Load:* 800 kg *Veh Wt:* 26 tons *Crew:* 6 *Mnt:* 10.

**M107:** This is an American-designed, self-propelled artillery vehicle with an externally mounted 175mm howitzer, built on the same chassis as the M110. *Price:* $350,000 (R/R) *Armament:* 175mm howitzer *Ammo:* 2x175mm, 2x175mm charges *Tr Mov:* 110/65 *Com Mov:35/25 Fuel Cap:* 1100 liters *Fuel Con:* 170 liters *Fuel Type:* D. A *Load: 2* tons *Veh Wt:* 28 tons *Crew:* 5 *Mnt:* 10.

**M109A2:** Per the description in the equipment list with the basic game, except for price and availability (see below).

**M110A2:** This vehicle is fully described in the **U.S. Army Vehicle Guide.** *Price:* $375,000 (R/R) *Armament:* 203mm howitzer *Ammo:* 2x203mm, 2x203mm charges *Tr Mov:* 95/50 *Com Mov:* 30/20 *Fuel Cap:* 704 liters *Fuel Con:* 180 liters *Fuel Type:* D, A *Load: 2* tons *Veh Wt:* 31 tons *Crew:* 6 *Mnt:* 10.

**M993 MLRS:** This vehicle is fully described in the **US Army Vehicle Guide.** *Price:*$250,000 (S/R) *Armament:* 227mm MLRS *Ammo:* 12x227mm Rck *Tr Mov:* 140/85 *Com Mov:* 50/35 *Fuel Cap:* 650 liters *Fuel Cons:* 200 liters *Load:* 300 kg *Fuel Type:* D. A *Veh Wt:* 22 tons *Crew:* 3 *Mnt:* 6.

**Sabre SPAA:** The Sabre 30mm antiaircraft gun system was developed by the firm of Thompson CSF and can be found in service with several armies. In the British Army, it is mounted on a Chieftain MBT chassis. *Price:* $100,000 (R/—) *RF:* +40 *Armament:* 2x30mm autocannon *Ammo:* 120x30mm *Tr Move:* 120/80 *Com Move:* 40/30 *Fuel Cap:* 1100 liters *Fuel Cons*: 350 liters *Fuel Type:* D, A *Load:* 300 kg *Veh Wt:* 38 tons *Crew:* 3 *Mnt:* 12.

**Tracked Rapier SPAA:** The Tracked Rapier self-propelled, antiaircraft vehicle was developed to fill a need for a fast-moving AA missile launcher capable of keeping up with the rapidly changing conditions of the modern battlefield. The existing towed Rapier AA missile launcher was perfectly adequate for defense of static positions against air attack, but it was of little use in a fluid situation. The vehicle has a forward compartment for the crew, but the launcher itself is mounted on a rearward platform with full 360-degree traverse. *Price:* $75,000 (S/R) *RF:* +40 *Armament:* Quad Rapier launcher, 7.62mm MG *Ammo:* 8 missiles in launch position (no reloads) *Tr Move:* 120/70 *Com Move:* 40/30 *Fuel Cap:* 380 liters *Fuel Cons:* 140 liters *Fuel Type:* D. A *Load:* 500 kg *Veh Wt:* 12 tons *Crew:* 3 *Mnt:* 12.

# BASIC FIRE CHARTS

### BOWS: 1/2 W

| Type | ROF | Mag | Rng | Dam | Arm |
|---|---|---|---|---|---|
| Crossbow | 1 | (4) | 20 | 1 | x2 |
| Hunting bow | 1 | 1 | 15 | 0 | x3 |

### SUBMACHINEGUNS: W, T

| | | | | | |
|---|---|---|---|---|---|
| L2A3 Sterling | 4 | 11 | 30 | 1 | x3 |

### ASSAULT RIFLES: W, 1/2T

| | | | | | |
|---|---|---|---|---|---|
| L85A1 Endeavour | 4 | 10 | 50 | 2 | — |

### BATTLE RIFLES: 1/2W, 1/2T

| | | | | | |
|---|---|---|---|---|---|
| L1A1SLR | 2 | 7 | 60 | 4 | — |

### SNIPER RIFLES: 1/2W

| | | | | | |
|---|---|---|---|---|---|
| L42 | 1 | 3 | 75 | 4 | — |

### AUTOMATIC RIFLES: 1/2W

| | | | | | |
|---|---|---|---|---|---|
| L86A1 Engager | 4 | 10 | 50/75 | 2 | — |

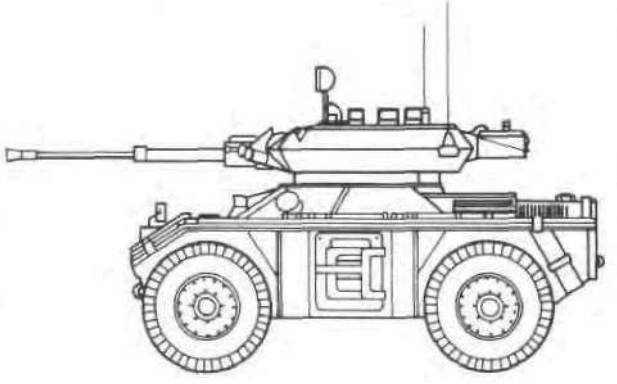
### MACHINEGUNS

| | | | | | |
|---|---|---|---|---|---|
| L7A2 GPMG | 4 | 33 | 90/120 | 4 | — |
| L3A3 | 4 | 33 | 100 | 4 | — |
| L3A4 | 4 | 33 | 100 | 4 | — |

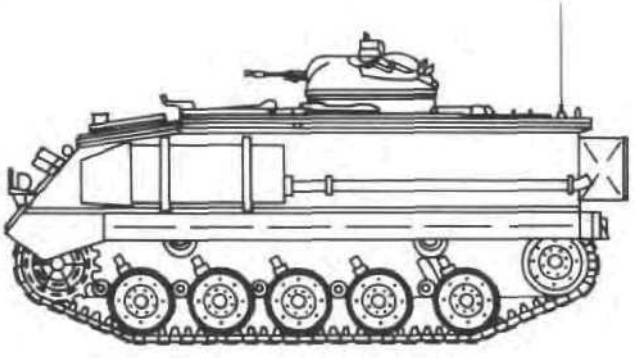
### ROCKET LAUNCHERS

| Type | Rnd | Rng | Dam | Arm | KDR | Burst |
|---|---|---|---|---|---|---|
| L14A1 | HEAT | 200 | x20C | — | 2 | 5 |
| ROF:1 | HEDP | 200 | x20C | x5 | 5 | 5 |
| Mag: 0 | CHEM | 200 | x1C | x10 | 0 | 2.5 |
| LAW 80 | HEAT | 100 | x20C | — | 5 | 5 |
| ROF:1 | | | | | | |
| Mag: 0 | | | | | | |

## Fox Recon



## FV432



### MULTIPLE ROCKET LAUNCHERS

| Type | Rnd | Rng | Dam | Arm | KDR | Burst | IFR |
|---|---|---|---|---|---|---|---|
| 227mm MRL* | HE | 400 | x40C | x10 | 30 | 60 | 3000 |
| ROF:2 | ICM | — | x12C | x10C | 60 | 100 | 3000 |
| Mag: 12 | ILLUM | — | — | — | — | 2200 | 3000 |
| | CHEM | — | — | — | — | 30 | 3000 |

*Reloading six rounds takes 12 turns for the MRL

### ANTIARMOR MISSILES

| Type | ROF | Mag | Rng | Dam | Arm | KDR | Burst |
|---|---|---|---|---|---|---|---|
| Swingfire | 1 | (2) | 4000 | x30C | — | 10 | 15 |
| Milan | 1 | (2) | 3500 | x35C | — | 5 | 10 |

### LARGE-CALIBER GUNS

| Type | Rnd | Rng | Darn | Arm | KDR | Burst |
|---|---|---|---|---|---|---|
| L21 30mm Rarden | AP | 250 | x5 | — | — | 5 |
| ROF:4 | HE | 250 | x5C | x10 | 2 | 5 |
| L23A1 76mm gun | HE | 300 | x20C | x10 | 5 | 15 |
| ROF:1 | HEAT | 300 | x15C | — | 2.5 | 10 |
| Mag: (2) | AP | 300 | x12 | — | — | 10 |
| | APERS | 300 | x10C | x4 | 2.5 | 10 |
| 90mm Cockerill | APDS | 300 | x25 | — | — | — |
| ROF:1 | APERS | 250 | x10C | x10 | | 15 |
| Mag:1 | HE | 250 | x20C | x10 | 5 | 10 |
| | HEAT | 250 | x20C | — | S | 10 |
| | WP | 250 | x10C | x10 | — | 15 |
| L11A5 120mm gun | APDS | 600 | x30 | — | — | — |
| ROF:1 | APFSDSDU | 550 | x35 | 1/2 | — | — |
| Mag: (2) | HESH | 450 | x28C | — | 15 | 25 |
| | HEAT | 400 | x30C | — | 5 | 20 |
| | WP | 400 | x15C | — | — | 35 |
| 165mm gun | HEP-T | 125 | x40C | — | 20 | 30 |
| ROF:1 | | | | | | |
| Mag: (2) | | | | | | |

### HOWITZERS

| Type | Rnd | Rng | Dam | Arm | KDR | Burst | IFR |
|---|---|---|---|---|---|---|---|
| L13A1 105mm | HE | 300 | x20C | x10 | 5 | 10 | 8500* |
| ROF:1 | CHEM | — | — | — | — | 20 | 8500* |
| Mag: (2) | ILLUM | — | — | — | — | 1000 | 8500* |
| | HEAT | 300 | x20C | — | 5 | 10 | 8500* |
| L118 light gun | HE | 300 | x20C | x10 | 5 | 10 | 8500 |
| ROF: 1 | CHEM | — | — | — | — | 20 | 8500 |
| Mag: (2) | ILLUM | — | — | — | — | 1000 | 8500 |
| L121(FH-70) | HE/CLGP | 350 | x40C | x10 | 15 | 40 | 24000 |
| ROF: 1 | CHEM | 350 | — | — | — | 25 | 24000 |
| Mag: (2) | ILLUM | — | — | — | — | 2000 | 24000 |
| 155mm | HE/CLGP | 350 | x40C | x10 | 15 | 40 | 24000 |
| ROF:(1 | HEAT | 350 | x35C | — | 10 | 30 | 24000 |
| Mag: (2) | WP | 350 | x15C | x10 | — | 45 | 24000 |
| | CHEM | 350 | x2C | — | — | 25 | 24000 |
| | ICM-DP | — | x10C | x2 | 50 | 60 | 24000 |
| | ILLUM | — | — | — | — | 2000 | 24000 |
| | FASCAM | — | — | — | — | 100 | 24000 |
| 175mm | HE | — | x38C | x5 | 40 | 50 | 18000 |
| ROF:1 | CHEM | — | x2C | x10 | — | 25 | 18000 |
| Mag: (2) | | | | | | | |
| 203mm | HE | — | x40C | x5 | | 60 | 20000 |
| ROF: 1 | ICM | — | x30C | x10 | 50 | 80 | 20000 |
| Mag: (3) | ILLUM | — | — | — | — | 2000 | 20000 |
| | CHEM | — | x2C | x10 | — | 25 | 20000 |
| | WP | — | x15C | x10 | — | 30 | 20000 |

*When you are using NATO 105mm rounds, the IFR for howitzers is 9000

### MORTARS

| Type | Rnd | Rng | Dam | Arm | KDR | Burst | IFR |
|---|---|---|---|---|---|---|---|
| L9A1 51mm | HE | — | x20C | x10 | 5 | 20 | 750 |
| ROF:1 | CHEM | — | x2C | x10 | — | 10 | 750 |
| Mag: (1) | ILLUM | — | — | — | — | 400 | 750 |
| Lt6A2 81mm | HE | — | x2SC | x10 | 5 | 30 | 4500 |
| ROF: 1 | WP | — | x15C | x10 | — | 20 | 4500 |
| Mag: (2) | ILLUM | — | — | — | — | 1000 | 4500 |

### ANTIAIRCRAFTMISSILES

| Type | ROF | Mag | Rng | Dam | Arm | KDR | Burst |
|---|---|---|---|---|---|---|---|
| Blowpipe | 1 | 1/2 | 4000 | x10C | — | 5 | 10 |
| Javelin | 1 | 1/2 | 6000 | x10C | — | 5 | 10 |
| Rapier | 2 | 8 | 7000 | x20C | x10 | 2.5 | 10 |

# VEHICLE DAMAGE LOCATION CHART

## UNARMORED CARGO VEHICLES

### Bedford MK (4x4) 4-ton Truck

| | |
|---|---|
| R: LH,G,HB | E,F,C,P,S |
| L: LH,G,HB | E,F,D,P,S |
| R: TF,TB | P,S |
| C&L: TS,TF,TB | D,P,S |
| F: HS | D,E,F,C |
| C&B: HS | P,S,F |
| FD | E,F,D,C |
| TD | P,S,F |
| RD | P,S,F |

### BV-202E & BV-206

| | |
|---|---|
| R: LH,G,HB | E,F,C,P,S |
| L: LH,G,HB | E,F,D,P,S |
| R: TF,TB | Miss |
| C&L:TS,TF,TB | Miss |
| F: HS | D,E,F,C |
| C&B: HS | P,S,F |
| FD | E,F,D,C |
| TD | P,S |
| RD | P,S |

### Fodan 10-ton Truck

| | |
|---|---|
| R: LH,G,HB | E,F,C,P,S |
| L: LH,G,HB | E,F,D,P,S |
| R: TF,TB | P,S |
| C&L: TS,TF,TB | D,P,S |
| F: HS | D,E,F,C |
| C&B: HS | P,S,F |
| FD | E,F,D,C |
| TD | P,S,F |
| RD | P,S,F |

### FV-622 Alvis Stalwart

| | |
|---|---|
| R: LH,G,HB | E,F,C,P,S |
| L: LH,G,HB | E,F,D,P,S |
| R: TF,TB | P,S |
| C&L: TS,TF,TB | D,P,S |
| F: HS | D,E,F,C |
| C&B: HS | P,S,F |
| FD | E,F,D,C |
| TD | P,S,F |
| RD | P,S,F |

### Land Rover One-Ton

| | |
|---|---|
| R: LH,G,HB | E,F,C,P,S |
| L: LH,G,HB | E,F,D,P,S |
| R: TF,TB | P,S |
| C&L: TS,TF,TB | D,P,S |
| F: HS | D,E,F,C |
| C&B:HS | P,S,F |
| FD | E,F,D,C |
| TD | P,S,F |
| RD | P,S,F |

### 1-ton Land Rover

| | |
|---|---|
| R: LH, GHB | E,F,C,P,S |
| L: LH,G,HB | E,F,D,P,S |
| R: TF,TB | P,S |
| C&L: TS,TF,TB | D,P,S |
| F:HS | D,E,F,C |
| C&B:HS | P,S,F |
| FD | E,F,D,C |
| TD | P,S,F |
| RD | P,S,F |

### 1/2-ton Land Rover

| | |
|---|---|
| R:LH,G,HB | E,F,C,P,S |
| L: LH,G,HB | E,F,D,P,S |
| R: TF,TB | P,S |
| C&L: TS,TF,TB | D,P,S |
| F: HS | D,E,F,C |
| C&B:HS | P,S,F |
| FD | E,F,D,C |
| TD | P,S,F |
| RD | P,S,F |

### 3/4-ton Land Rover (LWB)

| | |
|---|---|
| R: LH,G,HB | E,F,C,P,S |
| L: LH,G,HB | E,F,D,P,S |
| R: TFTB | P,S |
| C&L: TS,TF,TB | D,P,S |
| F: HS | D,E,F,C |
| C&B: HS | P,S,F |
| FD | E,F,D,C |
| TD | P,S,F |
| RD | P,S,F |

## ARMORED PERSONNEL CARRIERS

### AT-105 Saxon Wheeled APC

| | |
|---|---|
| R:LH(10),G(15),HB(10) | E,F,C,P,S |
| L:LH(10),G(t5),HB(10) | E,F,D,P,S |
| R: TF,TB | Miss |
| C&L: TS,TF,TB | Miss |
| F:HS(10) | D,E,F,C |
| C&B: HS(10) | P,S,F |
| FD(5) | E,F,D,C |
| TD(5) | P,S,F |
| RD(5) | P,S,F |

### FV-103 Spartan

| | |
|---|---|
| R:LH(15),G(30),HB(l5) | E,C,A,P,S,F |
| L: LH(15),G(30),HB(15) | D,R,G,A,P,S,F |
| R: TF,TB | Miss |
| C:TF(0),TB(0) | W,G |
| L: TF,TB | Miss |
| TS: | Miss |
| F: HS(20) | E,D |
| C: HS(20) | C,S,P |
| R: HS(20) | S,P,A |
| FD(10) | E,D |
| TD(10) | X,W,C,G,N,S,P,A |
| RD(10) | S,P,A |

### FV-1611 Pig

| | |
|---|---|
| R: LH(10),G(10),HB(10) | E,F,D,P,S |
| L:LH(10),G(10), HB(10) | E,F,C,P,S |
| R:TF(10),TB(10) | P,S |
| C&L:TS(10),TF(10),TB(10) | D,P,S |
| F:HS(10) | D,E,F,C |
| C&B: HS(10) | P,S,F |
| FD(10) | E,F,D,C |
| TD(10) | P,S,F |
| BD(10) | P,S,F |

### FV-432

| | |
|---|---|
| R:LH(20),G(30),HB(10) | E,F,A,P |
| L: LH(20),G(30),HB(10) | D,R,S,P |
| R:TF(5),TB(5) | X,C* |
| C: TF(5),TB(5) | W* |
| L: TF(5),TB(5) | M,G,W,N* |
| TS(5) | M,W,G,C |
| F: HS(10) | D,E,F |
| C: HS(10) | S,C,G,A |
| R: HS(10) | S,P |
| FD(5) | D,E,F |
| TD(5) | C,G,X,M,W,N |
| RD(5) | P,S* |

*For versions without MG cupola, count turret hits (including TD hits) as having 0 armor protection.

### FV-510 Warrior

| | |
|---|---|
| R:LH(25),G(50),HB(15) | E,F,A,P |
| L:LH(25),G(50),HB(15) | D,R,S,P |
| R: TF(35),TB(30) | X,C |
| C:TF(35),TB(30) | W |
| L: TF(35),TB(30) | M,G,W,N |
| TS(30) | M,W,G,C |
| F:HS(15) | D,E,F |
| C:HS(15) | S,C,G,A |
| R:HS(15) | S,P |
| FD(10) | D,E,F |
| TD(10) | C,G,X,M,W,N |
| RD(10) | P,S |

### FV-603 Saracen

| | |
|---|---|
| R:LH(I0),G(15),HB(10) | E,F,C,P,S |
| L:LH(10),G(15),HB(10) | E,F,D,P,S |
| R: TF,TB | Miss |
| C&L: TS,TF,TB | Miss |
| F: HS(10) | D,E,F,C |
| C&B: HS(10) | P,S,F |
| FD(5) | E,F,D,C |
| TD(5) | P,S,F |
| RD(5) | P,S,F |

## LIGHT COMBAT VEHICLES

### FV-101 Scorpion

| | |
|---|---|
| R:LH(15),G(30),HB(15) | E,C,A,F |
| L:LH(15),G(30),HB(15) | D,R,G,A,F |
| R:TF(25),TB(15) | C,A |
| C: TF(25),TB(15) | X,W,N,A |
| L:TF(25),TB(15) | L,A |
| TS(10) | C,G,W,A,X |
| F: HS(20) | E,D |
| C: HS(20) | G,C,S |

H: HS(20) S,A
FD(10) E,D
TD(10) X,W,C,G,N,S,A
RD(10) S,A

**FV-104 Samaritan**

R:LH(15),G(30),HB(15) E,C,F
L:LH(15),G(30),HB(15) D
R,C&L: TF,TB Miss
F: HS(20) E,D
C: HS(20) C,S
R: HS(20) S,F
FD(10) E,D
TD(10) X,C,G,N,S
RD(10) S

**FV-105 Sultan**

R: LH(15),G(30),HB(15) E,C,F
L:LH(15),G(30),HB(15) D,R,F
R,C&L: TF,TB Miss
F: HS(20) E,D
C: HS(20) C,S
R: HS(20) S,F
FD(10) E,D
TD(10) X,C,G,N,S
RD(10) S

**FV-107 Scimitar**

R:LH(15),G(30),HB(15) E,C,A,F
L:LH(15),G(30),HB(15) D,R,G,A,F
R:TF(25),TB(15) C,A
C: TF(25),TB(15) X,W,N,A
L:TF(25),TB(15) L,A
TS(10) CAW,A,X
F: HS(20) E,D
C: HS(20) G,C,S
R: HS(20) S,A
FD(10) E,D
TD(10) X,W,C,G,N,S,A
RD(10) S,A

**FV-721 Fox**

R: LH(20),G(20),HB(10) D,R,G,E,F
L: LH(20),G(20),HB(10) D,C,S,E,F
R:TF(20),TB(15) X,C
C: TF(20),TB(15) W,G,C
L:TF(20),TB(15) G,W,N
TS(20) X,W,N,G,C
F: HS(15) D,R
C:HS(15) C,G,A,S
R:HS(15) F,E
FD(10) D,R
TD(10) X,W,G,N,C,A
RD(10) S,F,E

**Mk 3 Ferret**

R: LH(15),G(20),HB(10) D,R,G,E,F
L;LH(15),G(20),HB(10) D,C,S,E,F
R:TF(15),TB(10) C
C:TF(15),TB(10) W,G,C
L:TF(15),TB(10) G,W
TS(15) W,G,C
F:HS(10) D,R
C: HS(10) C,G,A,S
B: HS(10) F,E
FD[10) D,R
TD(10) W,G,C,A
B0(10) S,F,E

**COMBAT ENGINEER VEHICLES**

**Centurion AVRE**

R:LH(75),G(1S5),HB(50) D,R,G,E,F
L:LH(75),G(1B5),HB(50) D,P,S,E,F
R; TF(300),TB(80) G,C,A
C: TF(300),TB(90) X,W,A
L:TF(300),TB(50) P,A
TS(100) P,C,G,W*,A,X
F: HS(80) D,R
C: HS(80) P,G,S
B: HS(80) E,F
FD(30) D,R
TD(30) X,W*,C,G,P,S,A
BD(30) F,E,A*

*There is a 50% chance a weapon hit will be in the turret-mounted crane rather than the 165mm gun. The crane's armor multiplier is x50.

**Challenger ARRV**

R: LH(200),G(1000),HB(80) D,R,P,E,F
L, LH(200),G(1000),HB(80) D,P,S,E,F
R,C&L: TS,TB,TS
TS(150) P,C,X*,A
F: HS(85) D,R
C: HS(85) P,S
B: HS(85) E,F
FD(40) D,R
TD(40) X*,C,P,S,A
BD(40) F,E,A

*Any turret hits are taken in the crane, which has a damage multiplier of x50. Half of all weapon hits will be in the turret-mounted crane rather than the weapon.

**Challenger AVLB**

R: LH(200),G(1000),HB(80) D,R,P,E,F
L:LH(200),G(1000),GB(80) D,F,S,E,F
R,C &L: TS,TB,TS
TS(150) P,C,X*,A
F: HS(85) D,R
C: HS(85) P,S
B: HS(85) E,F
FD(40) *(D,R)
TD(40) *(C,S)
BD(40) *(F,E,A)

*Turret or deck hits are taken in the bridge (damage multiplier of x50). If the bridge is deployed, turret hits count as misses and deck hits use parenthetical ratings.

**Chieftain ARV**

R:LH(150),G(750),HB(75) D,R,P,E,F
L: LH(150),G(750),HB(75) D,P,S,E,F
R,C&L: TS,TB/TS
TS(135) P,C,X*,A
F: HS(85) D,R
C: HS(85) P,S
B: HS(85) E,F
FD(30) D,R
TD(30) X*,C,P,S,A
BD(30) F,E,A

*Any turret hits are taken in the crane, which has a damage multiplier of x50. Half of all weapon hits will be in the turret-mounted crane rather than on the weapon.

**Chieftain AVLB**

R: LH(150),G(750),HB(75| D,R,P,E,F
L:LH(150),G(750),HB(75) D,P,S,E,F
R,C&L:TS,TB,TS
TS(135) P,C,X*,A
F; HS[85) D,R
C: HS(85) P,S
B: HS(85) E,F
FD(30) * (D,R)
TD(30) * (C,S)
BD(30) *(F,E,A)

*Turret or deck hits are taken in the bridge (damage multiplier of x50). If the bridge is deployed, turret hits count as misses, and deck hits use the parenthetical ratings.

**FV-106 Samson**

R:LH(15),G(30),HB(15) E,C,F
L:LH(15),G(30),HB(15) D,R,F
R,C,&L: TF,TB Miss
F:HS(20) E,D
C: HS(20) C,S R:
HS(20) S,F
FD(10) E,D
TD(10) X,C,G,N,S
RD(10) S

## FV-180CEV

R:LH(120),G(100),HB(100) D,R,E,F
L:LH(120),G(100),HB(100) D,S,E,F
R,C&L: TB,TF,TS Miss
F: HS(60) D,R
C: HS(60) L,S
9: HS(60) E,F
FD(15) *D,R
TD(15) *C,S
RD(15) *F,E

*Deck hits have a 50% chance of striking the rocket-propelled anchor, which has a damage multiplier of x50, otherwise they use the other values in the normal manner.

**M2**

R: LH,G,HB E,F,C,P,S

| | |
|---|---|
| L:LH,G,HB | E,F,D,P,S |
| R,CSLTS,TF,TB | Bridge |
| F: HS | D,C,R,S,E,F |
| C&L: HS | Bridge,F,T |
| FD | E,F,D,C |
| TD&BD | Bridge |

**MAIN BATTLE TANKS**

**FV-4030 Challenger**

| | |
|---|---|
| R: LH(200),G(1000),HB(80) | D,R,G,E,F |
| L:LH(200),G(1000),HB(80) | D,L,S,E,F |
| R: TF(800),TB(90) | G,C,A |
| C: TF(BM),TB(90) | X,W,N,A |
| L:TF(B00),TB(90) | LA |
| F: HS(85) | D,R |
| C: HS(B5) | L,G,S |
| R: HS(B5) | E,F |
| FD(40) | D,R |
| TD(40) | X,W,C,G,L,N,S,A |
| RD(40) | F,E,A |

**FV-4201 Chieftain**

| | |
|---|---|
| R:LH(150),G(750),HB(75) | D,R,G,E,F |
| L: LH(150),G(750),HB(75) | D,L,S,E,F |
| R: TF(750)TB(95) | G,C,A |
| C: TF(750),TB(95) | X,W,N,A |
| L: TF(750),TB(95) | L,A |
| F: HS(85) | D,R |
| C: HS(85) | L,G,S |
| R: HS(85) | E,F |
| FD(30) | D,R |
| TD(30) | X,W,C,G,L,N,S,A |
| RD(30) | F,E,A |

**Vickers MBT**

| | |
|---|---|
| R: LH(75),G(100),HB(50) | D,R,G,E,F |
| L:LH(75),G(100),HB(50) | D,L,S,E,F |
| R:TF(100),TB(40) | G,C,A |
| C:TF(100),TB(40) | X,W,N,A |
| L:TF(100),TB(40) | L,A |
| TS(60) | L,C,G,W,A,X |
| F: HS(60) | D,R |
| C; HS(60) | L,G,S |
| B; HS(60) | E,F |
| FD(25) | D,R |
| TD(25) | X,W,C,G,L,N,S,A |
| BD(2&) | F,E,A |

**Vickers Valiant**

| | |
|---|---|
| R:LH(150),G(500),HB(75) | D,R,G,E,F |
| L:LH(150),G(500),HB(75) | D,L,S,E,F |
| H: TF(600),TB(50) | G,C,A |
| C: TF(600),TB(50) | X,W,N,A |
| L: TF(600),TB(50) | L,A |
| TS(200) | L,C,G,W,A,X |
| F: HS(75) | D,R |
| C: HS(75) | L,G,S |
| R: HS(75) | E,F |
| FD(50) | D,R |
| TD(50) | X,W,C,G,L,N,S,A |
| RD(50) | F,E,A |

**SELF-PROPELLED AH71LLERY**

**FV-102 Striker**

| | |
|---|---|
| R:LH(15),G(30),HB(15) | E,C,A,W,S,F |
| L: LH(15),G(30),HB(15) | D,R,G,A,W,S,F |
| R: TF,TB | Miss* |
| C:TF(0),TB(0) | G |
| L: TF,TB | Miss* |
| TS: | Miss* |
| F: HS(20) | E,D |
| C: HS(20) | C,S,W |
| R: HS(20) | S,P,A |
| FD(10) | E,D |
| TD(10) | X,W,C,G,N,S,A |
| RD(10) | S,A |

*If missile launcher is in a firing position any hits in these locations are W hits,

**FV-433 Abbot**

| | |
|---|---|
| R:LH(20),G(30),HB(10) | E,F,A,P |
| L: LH(20),G(30),HB(10) | D,R,S,P |
| R: TF(20),TB(30) | G,N |
| C:TF(20),TB(20) | W,N,L, |
| L: TF(20),TB(20) | C,A |
| TS(20) | W,G,L |
| F: HS(10) | D,E,F |
| C: HS(10) | S,C,G,A |
| H:HS(10) | S,P |
| FD(5) | D,E,F |
| TD(5) | C,G,X,M,W,N |
| RD(5) | P,S |

**GBT-155**

| | |
|---|---|
| R:LH(30),G(50),HB(15) | E,F,G,A,S |
| L:LH(30),G(50),HB(15) | D,R,C,A,L |
| R: TF(20),TB(20) | G,N |
| C: TF(20),TB(20) | W,N,L,A |
| L: TF(20),TB(20) | C,A |
| TS(20) | C,W,N,G,L,A |
| F:HS(15) | D,R,F,E |
| C:HS(15) | C,W,N,G |
| R:HS(15) | L,A,S |
| FD(15) | D,R,F,E |
| TD(15J | C,W,N,G,A |
| RD(15) | L,A,S |

**M107**

| | |
|---|---|
| R:LH(30),G(50),HB(15) | E,F |
| L:LH(30),H(50),HB(15) | D,R |
| R: TF(0),TB(0) | W,G,L |
| C: TF(0),TB(0) | G,W,L |
| L: TF(0),TB(0) | G,C,L,A,W |
| TS(0) | G,L,C,A,W |
| F:HS(15) | D,R,F,E |
| C:HS(15) | E,F |
| B:HS(15) | F,E |
| FD(10) | E,F |
| TD(10) | P,W,A |
| BD(10) | E,F |

**M109A2**

| | |
|---|---|
| R:LH(30),G(50),HB(15) | E,F,G,A,S |
| L:LH(30),G(50),HB(15) | D,R,C,A,L |
| R: TF(20),TB(20) | G,N |
| C: TF(20),TB(20) | W,N,L,A |
| L: TF(20),TB(20) | C,A |
| TS(20) | C,W,N,G,L,A |
| F: HS(15) | D,R,F,E |
| C:HS(15) | C,W,N,G |
| B: HS(15) | L,A,S |
| FD(15) | D,R,F,E |
| TD(15) | C,W,N,G,A |
| BD(15) | L,A,S |

**H110A2**

| | |
|---|---|
| R:LH(30),G(50),HB(15) | E,F |
| L:LH(30),G(50),HB(15) | D,R |
| R: TF(0),TB(0) | W,G,L |
| C: TF(0),TB(0) | G,W,L |
| L:TF(0),TB(0) | G,W,L,A,W |
| TS(0) | G,L,C,A,W |
| F: HS(15) | D,R,F,E |
| C:HS(15) | E,F |
| B:HS(15) | F,E |
| FD(10) | E,F |
| TD(10) | P,W,A |
| BD(10) | E,F |

**M993 MLRS**

| | |
|---|---|
| R: LH,G,HB | E,F,C,P,W |
| L: LH,G,HB | E,F,D,P,W |
| H:TF,TB | P,W |
| C&L:TS,TF,TB | D,P,W |
| F: HS | D,E,F,C |
| C&B:HS | P,W,F |
| FD | E,F(D,C |
| TD | P,W,F |
| BD | P,W,F |

**Sabre SPAA**

| | |
|---|---|
| R: LH(150),G(750),HB(75) | D,R,G,E,F |
| L: LH(150),G(750),HB(75) | D,L,C,S,E,F |
| R: TF(10),TB(5) | G,A |
| C: TF(10),TB(5) | W,X,N,A,W |
| L:TF(10),TB(5) | L,A |
| F: HS(85) | D,R |
| C: HS(85) | L,G,S |
| R: HS(85) | E,F |
| FD(30) | D,R |
| TD(10) | X,W,C,G,L,N,S,A |
| RD(30) | F,E,A |

**Tracked Rapier SPAA**

| | |
|---|---|
| R: LH,G,HB | E,F,C,W |
| L: LH,G,NB | E,F,D,W |
| R: TF,TB | W |
| C&L: TS,TF,TB | D,W |
| F: HS | D,E,F,C |
| C&B:HS | W,F |
| FD | E,F,D,C |
| TD | W,F |
| RD | W,F |

# British Army

This chapter gives an overview of the deployment of the British Army as of 1 January 2001, and it will therefore differ somewhat from previous OBs. Referees have considerable latitude to alter this data based on events in their own campaign after that date.

Two divisions have been returned to the UK as part of an operation similar to the American Operation Omega. In the spring, the remainder of I Corps will march to Bremerhaven and embark for home. The original plan was to have all British troops home by 1 June 2001, but the availability of shipping is much less than expected. The British are unwilling to abandon their vehicles and equipment (unlike the Americans) and their shipping requirements are correspondingly greater. For the time being, the BAOR will have to remain in Germany and expects to be there well into 2002.

## Order of Battle

Unit strengths are given in overall manpower to the nearest hundred, and current tank (or assault gun) strength. Most of these units have additional numbers of lighter armored vehicles and soft-skinned vehicles. All locations are in the UK, unless otherwise noted.

**BRITISH ARMY OF THE RHINE (BAOR)**
**Army Troops**
- Berlin Infantry Brigade
- 28th Royal Engineer Regiment (Amphibious)
- 9th Army Air Corps Regiment
- Artillery Division
  - 5th Heavy Artillery Regiment
  - 50th Missile Regiment
- 6th Airmobile Brigade
- *I Corps*
  - Corps Troops
  - 5th Royal Inniskilling Dragoon Guards (R)
  - The Royal Hussars (R)
  - 1st Armoured Division
    - 7th Armoured Brigade
      - 1/Queen's Dragoon Guards (A)
      - 1 /The Royal Scots
      - 1/The Royal Anglian Regiment
    - 12th Armoured Brigade
      - 4th/7th Royal Dragoon Guards (A)
      - 3/The Queen's Regiment
      - 1/The Staffordshire Regiment
    - 22nd Armoured Brigade
      - The Queen's Own Hussars (A)
      - 17th/21st Lancers (A)
      - 1/Devonshire and Dorset Regiment
- *II Corps*
  - Corps Troops
  - 19th Infantry Brigade
    - 1/The Light Infantry
    - 3/The Light Infantry
    - 1/Royal Regiment of Fusiliers
    - 47th Field Regiment, Royal Artillery
  - Royal Scots Dragoon Guards (R)
  - The Queen's Royal Irish Hussars (R)
  - 3rd Mechanised Division
    - 4th Armoured Brigade
      - 15th/19th King's Royal Hussars (A)
      - 1/The Gordon Highlanders
      - 1/The King's Regiment
    - 3rd Infantry Brigade
      - 1/The Queen's Regiment
      - 1/The Prince of Wales' Own Regiment of Yorkshire
      - 1/The Duke of Edinburgh's Royal Regiment
    - 8th Infantry Brigade
      - 1/The Royal Green Jackets
      - 2/The Royal Anglian Regiment
      - 1/Queen's Lancashire Regiment
  - 4th Armoured Division
    - 11th Armoured Brigade
      - The Life Guards (A)
      - 2/The Royal Tank Regiment (A)
      - 1/Grenadier Guards
      - 1/The Black Watch
    - 20th Armoured Brigade
      - The Blues and Royals (A)
      - 13th/18th Royal Hussars (A)
      - 1/Welsh Guards
    - 33rd Armoured Brigade
      - 3/The Royal Tank Regiment (A)
      - 1/The Queen's Own Highlanders
      - 2/Coldstream Guards

**UNITED KINGDOM LAND FORCES (UKLF)**
**Strategic Reserve**
- 24th Infantry Brigade
  - 1/The Gloucestershire Regiment
  - 2/The Light Infantry
  - 1/The Royal Regiment of Wales
  - 26th Field Regiment, Royal Artillery
- The Parachute Regiment (-)
- 1st Royal Marine Brigade (-)
  - 40th Commando Regiment
  - 45th Commando Regiment
  - Independent Commando Squadron, Royal Engineers
- 23rd Royal Engineer Regiment
- 33rd Royal Engineer Regiment

**East (2nd Armoured) Division**
- 15th Armoured Brigade
  - 16th/5th Queen's Royal Lancers (A)
  - 2/Royal Regiment of Fusiliers
  - 1/Royal Irish Rangers
- 24th Armoured Brigade
  - 14th/20th King's Hussars (A)
  - 1/King's Own Royal Border Regiment
  - 1/The Green Howards
- 49th Armoured Brigade
  - 9th/12th Royal Lancers (A)
  - 4/The Royal Tank Regiment (A)
  - 1/Royal Highland Fusiliers

**West (5th Mechanised) Division**
- 39th Infantry Brigade
  - 1/Argyll and Sutherland Highlanders
  - 3/Royal Regiment of Fusiliers
  - 1/Duke of Wellington's Regiment
- 1st Infantry Brigade
  - 1/Royal Welch Fusiliers
  - 3/ThG Royal Green Jackets
  - 2/Royal Irish Rangers
- 5th Infantry Brigade
  - 3/The Royal Anglian Regiment
  - 2/The Queen's Regiment
  - 2/The Royal Green Jackets

**BRITISH ARMY OVERSEAS COMMAND (BAOC)**
**6th Infantry Division**
- 14th Infantry Brigade
- 15th Infantry Brigade
- Brunei Cadre
- 1/10th Princess Mary's Own Gurkha Rifles

**MIDDLE EASTERN FORCE (MEFF)**
25th Infantry Brigade
3/The Parachute Regiment
42nd Commando Regiment

**SOUTH ATLANTIC FIELD FORCE**
Falkland Islands Territorial Battalion

# Unit History and Current Status

The following are as of 1 January 2001.

## Armoured Divisions

**1ST ARMOURED DIVISION**

The 1st was a prewar armored division stationed in West Germany as part of the British Army of the Rhine (BAOR). The 1st Armoured Division benefited greatly from the British military buildup of the early 1990s. The division crossed the East German frontier on 10 December 1996 and was in combat against Pact forces by 12 December 1986. The division performed well during operations in East Germany, In July 1997, the unit was transferred by road to southern Germany where it fought against elements of the Italian V Corps in the Munich area. In June 1998, the 1st took part In the NATO counter offensive into Czechoslovakia, where it took heavy losses. The division then withdrew to north Germany, where it has remained ever since.

*Subordination;* I Corps
*Current Location:* Braunschweig, Germany
*Manpower* 1000
*Tanks:* 10 Challenger, 1 M1A2

**EAST (2ND ARMOURED) DIVISION**

The division was formed in the summer of 1996 and arrived in Germany on 15 October 1996. It crossed the inter-German frontier on 10 December 1996 and was in combat by 12 December 1996. The 2nd fought hard in eastern Germany, where it repulsed an attack by the Soviet 20th Guards Army.

In July 1997, the division was sent south, along with the rest of I Corps, to fight the Italians. The 2nd also took part in the fighting in southern Germany and Czechoslovakia, In 1999, the unit was withdrawn to northern Germany for rest and refit. In December 2000, the 2nd returned to the UK, along with the 5th Mechanised Division. Upon arrival, the division was renamed the East (2nd Armoured) Division.

*Subordination:* UKLF
*Current Location:* Sussex
Manpower: 2000
*Tanks:* 6 Chieftain, 3 Challenger, 1 Vickers Valiant

**4TH ARMOURED DIVISION**

The division was formed on 15 September 1996 at Salisbury, England but was not deployed to continental Europe until the spring of 1997. The division fought in the campaigns in Poland throughout the rest of the year. In 1998, the 4th Armoured served as a mobile reserve force in central and southern Germany. In January of 2000, as part of the consolidation of British forces, the unit was ordered into northern Germany, where it has remained.

*Subordination:* II Corps
*Current Location:* Magdeburg, Germany
*Manpower:* 2800
*Tanks:* 12 Challenger, 6 Chieftain

## Other Divisions

**3RD MECHANISED DIVISION**

The 3rd Mechanised Division began the war as the 3rd Armoured Division stationed in North Germany under the command of I Corps. The division crossed the inter-German frontier on 9 December 1996 and was in combat against Soviet forces by 10 December 1996. The 3rd took heavy casualties in the fighting in Poland and was withdrawn from combat in February 1998 for rest and refit. The unit was amalgamated with the 7th British Field Force and reformed as a mechanised division. In June 1996, the unit came under the command of II Corps. With the evacuation of the 5th Mechanised and 2nd Armoured divisions, the 3rd has moved some of its component brigades to Hannover.

*Subordination:* II Corps
*Current Location:* Celle/Hannover, Germany
*Manpower:* 4000
*Tanks:*8 Challengers. 1 Chieftain, 1 Leopard III

**WEST (5TH MECHANISED) DIVISION**

Originally formed from the 5th British Field Force on 5 December 1996, the division was used tor internal security duties in England. It was deployed 1o continental Europe in June 1998 just in time to take part in the lighting in southern Germany. Chronically understrength and short on tanks, the 5th MD has served primarily as a security and reaction force. In February 2000, the unit withdrew to northern Germany, where it remained until December. At that time, it marched overland to Bremerhaven and was transferred to Portsmouth, where it came under command of the United Kingdom Land Forces and was renamed the West (5th Mechanised) Division, The division's component brigades are dispersed as fallows: 1st Infantry Brigade in Reading, 5th Infantry Brigade in Salisbury, and 39th Infantry Brigade in Ryde (on the Isle of Wight).

*Subordination:* UKLF
*Currant Location:* Hampshire/Isle of Wight
*Manpower:* 2600
*Tanks:* 4 Scorpion, 3 Fox, 1 Chieftain

**6TH INFANTRY DIVISION**

This division was created in late 1996 from Gurkha and other units based in Hong Kong at the time, and eventually entered China to help the Chinese forces fighting the Soviets. The unit took heavy losses in the nuclear exchange and was withdrawn to Kowloon (Canton and the port of Hong Kong having been destroyed by small nuclear strikes), where it remains. The unit is out of contact with higher headquarters, but is otherwise intact and cooperating with the remaining local authorities.

*Subordination:* None
*Current Location:* South China
*Manpower:* 1400
*Tanks:* 3 Scorpion, 1 Scimitar

**ARTILLERY DIVISION**

A prewar unit brought up to strength by the addition of wartime reservists in October 1996, the Artillery Division provided artillery and air defense assets for BAOR. In 1999, the division's air defense regiments were transferred to the direct command of I Corps and II Corps, leaving just the artillery units (the air defense units were eventually disbanded to provide replacements for other units).

*Subordination:* BAOR
*Current Location:* Braunschweig. Germany
*Manpower* 900
*Tanks:* 2 M109A2 SPGs, 1 M107 SPG. 1 M993 MLRS

## Independent Brigades and Regiments

**BERLIN INFANTRY BRIGADE**

A prewar unit based in Berlin as part of the 1945 treaty arrangements, the brigade took heavy losses in the battle for Berlin, and has been used as a reserve force since that time.

*Subordination:* BAOR
*Current Location:* Braunschweig, Germany
*Manpower:* 400
*Tanks:* 1 Scimitar, 1 Fox

**1ST ROYAL MARINE BRIGADE**

The Royal Marines were deployed to Norway on 1 November 1996 as part of the SACEUR mobile force. In December 1996, the unit, in conjunction with the U.S. 4th Marine Amphibious Brigade, conducted blocking operations against the forward spearheads of the Soviet 16th Army. After clearing the Narvik area, the brigade took part in The Kola Peninsula Offensive. Several of its component units undertook long-range raids against Soviet facilities at Kronstadt and Leningrad. After the NATO offensive stalled in June 1997, the Royal Marines were withdrawn southward along with the U.S. 4th MAB.

The brigade was eventually withdrawn and sent on to other duties, but several of its subcomponents were detached for service wrththe Norwegian Army, and one regiment (the 42nd Commando) was sent to Iran for service with the MEFF. By 1 January 2001, the brigade was back in the UK. Its present duties include antimarauder patrols, oil platform security, and special missions for the British government.

*Subordination:* UKLF
*Current Location:* Southern UK, North Sea
*Manpower:* 400

**1ST SPECIAL SERVICE BRIGADE**

Formed around the nucleus of Che Special Air Service troops, the brigade operated primarily as 3 long-range commando force. During The Pact offensive in 1998, elements of the unit staged several raids on Soviet Army and Front Headquarters, severely disrupting operations. Because of the growing chaos in England, the brigade was redeployed there in late 1998. In late 2000, the brigade was stood down, and the personnel were redeployed to other duties.

**6TH AIRMOBILE BRIGADE**

One of the newest units in the army, the 6th Airmobile Brigade was formed in 1988 after years of development. Based in Germany, the unit was brought up to operational strength just prior to the European war opening. The brigade played a key part in the early British actions, with its most heroic action being seizing the Berlin bridges. The unit was severely mauled in the retreat from Warsaw, and lost much of its equipment. Since then, the unit has operated as an elite infantry unit, and ft has a great rivalry with the Paras. In 1999, a few helicopters were found and shipped to Germany to give the unit rudimentary air mobility. During the Soviet counter-offensive in 2000, the unit was flung into the attack and was one of the first NATO units to react. A heavy price was paid for this, and the unit was almost destroyed. After the battle, the unit was pulled out of front-tine service tor a refit. It remains in Hannover as part of the British cantonment there.

*Subordination:* BOAR
*Current Location:* Hannover, Germany
*Manpower:* 100

**19TH INFANTRY BRIGADE**

The brigade was formed on 8 August 1996 at Crickhowell, England. The brigade remained in England until April 1996, performing internal security and disaster-relief duties, it was moved to Germany in June 1998 as reinforcement, and fought several pitched battles against various marauder bands. During this time, the unit acquired a reputation for toughness, as well as a half dozen assorted tanks of various nationalities.

*Subordination:* II Corps
*Current Location:* Hannover, Germany
*Manpower:* 300
*Tanks:* 2 Challenger, 1 T-80, 1 M1A2, 2 Leopard III

**24TH INFANTRY BRIGADE**

The brigade was originally part of the UKLF Reserve Force. In January 1997, it was moved to Newcastle. England prior to being sent to Norway. Delays caused primarily by weather forced the cancellation of its orders. It remained in Newcastle until August 1997, when it was sent to Poland to help shore up the deteriorating NATO position. After serving in every major campaign with I Corps, it was transferred back to Britain and is now based in Winchester as part of the UKLF strategic reserve.

*Subordination:* I Corps
*Currant Location:* Winchester
*Manpower:* 500

**THE PARACHUTE REGIMENT (-)**

Formed on 1 January 1997. the 1st Airborne brigade was directly attached to SACEUR as a mobile strike force. The unit was involved in the fighting in Southern Germany. It performed long-range penetration raids against Italian V Corps and other Pad forces. Following the nuclear exchange in November 1997, the 1st Airborne was withdrawn back to England in August 1998, where it has remained. The units of the brigade were consolidated into a single regiment (the Paras). It presently serves as a mobile reserve for the UKLF and occasionally provides security garrison detachments for North Sea oil platforms.

*Subordination:* UKLF
*Current Location:* Portsmouth
*Manpower:* 700

**THE ROYAL HUSSARS**

Another I Corps armored recon regiment, the Royal Hussars crossed over the inter-German frontier in December 1996. During the withdrawal from Poland in September 1997, the unit suffered heavy casualties. It was withdrawn from the front in December 1997. Since that time, it has been used primarily as a rear area security force.

*Subordination:* I Corps
*Current Location:* Braunschweig, Germany
*Manpower:* 50
*Tanks:* 2 Scimitars

**THE ROYAL SCOTS DRAGOON GUARDS**

The regiment was sent to Germany in February of 1997 as one of the armored recon regiments of the newly activated II Corps. It has fought with distinction in every campaign, In 1999, the traded in its remaining AFVs tor horses. Since then, it has served as a long-range raiding force. Although officially still known as the Royal Scots Dragoon Guards, the regiment prefers to use its old designation, the Royal Scots Greys.

*Subordination:* II Corps
*Current Location:* Cello, Germany
*Manpower:* 300 cavalry

**THE QUEENS' ROYAL IRISH HUSSARS**

Part of II Corps, (he regiment was deployed to Germany in February 1997. During the NATO offensive in 1997, the regiment was attached to the First German Army. As such, it holds the distinction of being the first British Army unit to set foot on Russian soil since 1919. It wasn't there for long. During the withdrawal from Poland the unit served as a screening force. Since then, the unit has been used on a variety of long-range recon and strike missions, It converted to horse cavalry in 1999.

*Subordination:* II Corps
*Currant Location:* Braunschweig, Germany
*Manpower:* 200 cavalry

**5TH ROYAL INNISKILLING DRAGOON GUARDS**

An armored reconnaissance regiment attached to I Corps, the 5th was one of the first British units to cross the inter-German frontier in December 1996.

Since then, the unit has participated in every major campaign in Germany and Poland. In 1999, due to a vehicle shortage, the unit was converted to horsed cavalry.

*Subordination:* I Corps
*Current Location:* Braunschweig, Germany
*Manpower:* 150 cavalry

**9TH ARMY AIR CORPS REGIMENT**

A prewar unit based in Germany, this unit took tremendous losses during the retreat in 1997 as it desperately tried to stop the Soviet advance. Mora recently it has been involved in antimarauder activities, although fuel shortages and a lack of spare parts have precluded the use of helicopters in these actions.

*Subordination:* BOAR
*Current Location:* Braunschweig, Germany
*Manpower:* 200
*Tanks:*0
*Helicopters: 2* Gazelle, 1 Lynx

**23RD ROYAL ENGINEER REGIMENT**

The 23rd is a prewar unit based in England. As Britain disintegrated, the unit dug in around Brighton, which it defended against a number of marauder bands. In mid-1999, the town was relieved by the army. Since then, the unit has moved around England, carrying out a variety of internal security and reconstruction duties, including sending cadres to North Sea oil platforms.

*Subordination:* UKLF
*Currant Location:*Southern England
*Manpower:* 300
rafjfts:2 FV-180 CEVs

**28TH ROYAL ENGINEER REGIMENT (AMPH)**

The 23th is a prewar unit based in Germany under the command of I Corps. The unit crossed the German border with the 1st Armoured Division and was actively involved in the battle for Berlin. In 1997 the unit was with 4th Armoured Division when it reached Warsaw.

The unit took heavy losses in the siege of Warsaw. Since 1998 the unit has been involved in alt British offensives, and has also been involved in salvage and reconstruction work in Portsmouth, Southampton, and the surrounding territory.

*Subordination:* BAOR
*Current Location:* Magdeburg. Germany
*Manpower:* 150
ranfts:3 FV-180 CEV, 1 M2 bridge/ferry, 1 Chieftain AVRE

**33RD ROYAL ENGINEER REGIMENT**

The 33rd is a prewar unit based in Northern Ireland, It carried out a variety of repair and internal security duties before being pulled back to mainland Britain in late 1997 to participate in dealing with the civil unrest. It has remained there since then, being used on a variety of repair duties.

*Subordination:* UKLF
*Current Location:* Southern England
*Manpower* 250
*Tanks:* 3 FV-100 CEV, 1 Chieftain AVLB

## Authorized Levels of Principal Combat Vehicles and Weapons

Remember that these are prewar levels and do not represent the current (1 July 2000) condition of any unit.

**ARMOURED REGIMENT (BATTALION)**

Headquarters and Headquarters Company:
2 MBTs (Command)
3 Sultan TOCs (Staff)
3 Fox ACs
Four Armoured Squadrons, each with:
18 MBTs
*Note:* MBTs are either Chieftains or Challengers.

**MECHANISED INFANTRY BATTALION**

Headquarters and Headquarters Company:
25 APCs or IFVs
4 Fox ACs (Scout Platoon)
8 Mortars (Mortar Platoon)
16 Milan ATGM Launchers {Antitank Platoon)
Four Mechanised Infantry Companies, each with:
15 APCs or IFVs
Note: Either FV 432 (APC) or MICV-80 (IFV).

**ARMOURED RECONNAISSANCE REGIMENT (CORPS LEVEL)**

Headquarters and Headquarters Squadron:
3 Sultan TOCs (Staff)
2 Fox ACs (Command)
Two Medium Reconnaissance Squadrons, each with:
2 Sultan TOCs (Staff)
1 Fox AC (Command)
5 Spartan APCs {Radar Surveillance Troop)
16 Scorpion Light Tanks
One Close Reconnaissance Squadron, each with:
40 Scimitar Light Tanks

**MOTORIZED INFANTRY BATTALION**

Headquarters and Headquarters Company:
Weapons Company:
16 Milan ATGM Launchers (Antitank Platoon)
8 81mm Mortars (Mortar Platoon)
8 Fox ACs (Recon Platoon)
Three Rifle Companies, each with:
16 AT-105 Saxon Wheeled APCs

**FIELD REGIMENT, ROYAL ARTILLERY**

Headquarters and Headquarters Battery:
8 FV 432 APCs
4 Sultan TOCs (Staff)
Four Field Batteries, each with:
6 FV-433 Abbot SP 105s or 6 M109 SP 155s

**HEAVY REGIMENT, ROYAL ARTILLERY**

Headquarters and Headquarters Battery:
6 Sultan TOCs (Staff)
Three Batteries, each with:
4 M110 8" Howitzers (2 per platoon)
One Field Artillery Rocket Battery:
2 Sultan TOCs (Staff)
6 M993 MLRSs (3 per platoon)

**AIR DEFENSE REGIMENT, ROYAL ARTILLERY**

Headquarters and Headquarters Battery:
3 Sudan TOCs (Staff)
Two Missile Batteries, each with:
3 FV 432s
4 Tracked Rapier SPAAs
Two Gun Batteries, each with:
3 FV 432s
4 Sabre SPAAs

# SURVIVORS' GUIDE TO THE UNITED KINGDOM

- **Nuclear hit list for the United Kingdom.**
- **World-wide British order of battle.**
- **The UK's marauder bands and free cities.**

**"There'll Always Be An England..."**

From Land's End to Dover, from the Channel islands to the Shetlands, the **Survivors' Guide to the United Kingdom** describes what happened to the United Kingdom during the war and afterward. It explains just what the word "England" means in 2000, discusses the fate of the North Sea oil platforms, and gives you the lowdown on organizations ranging from H.M. Government to the Soviet GRU.

The **Survivors' Guide** contains a detailed order of battle for the British army, updating previous versions and implementing several major changes, bringing the OB up to 1 January 2001. It presents British-oriented character generation tables and a consolidated reference for British military equipment, including many obsolete vehicles and weapons found in use only by local militias and marauder bands. Every major weapon is covered—from the Humber "Pig" and the Ferret AC up to the most advanced MBT—with every gaming aspect fully detailed.

The **Survivors' Guide** describes a country on the mend, desperately trying to restore order to a people who have had almost every semblance of government and society shattered by global warfare. H.M Government controls only a portion of the country; the rest consists of an intricate tapestry of independent cities, petty dictatorships and broad bands of territory ruled only by brigands and marauders. A district-by-district description details what was nuked, what was destroyed by rioters, and the other damage inflicted by the war and the civil dislocation which followed.

The **Survivors' Guide** opens broad new vistas for European adventure in **Twilight: 2000**, whether the players wish to be Americans or British. The **Survivors' Guide** can be used as a springboard for a British-oriented campaign, or used to give additional spice and realism to European campaigns involving British characters.

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