



AFTERMATH!®

**ASTEROID CYBELE:
The Fleet**



**Designer: David S. Harmer
Artist: David S. Harmer**



THE FLEET

With the asteroid strike on Earth by Asteroid Cybele, orderly civilization came to an end. Now, twenty years later, some organization has been restored in limited areas of the globe. Regions of former nations have reorganized and attempted to restore some semblance of secure and orderly lives for citizens. The surviving American Government, operating from their last stronghold in America, operates The Fleet, traveling across the oceans.

The Fleet presents a full campaign background for the surviving American Fleet and many ports of call. Included you will find:

- *The History of the Ruin
- *Description of The Fleet with its key ships and personnel.
- *Several Fleet based adventures, both long and short, to create a full campaign and allow for further adventuring, both waterborne and on land
- *A detailed Lost Island – Jurassic Park meets Island of Dr. Moreau, with a few twists.
- *Appendices covering technology, guns, and chance to find many types of scavenged items.

The Fleet is a full campaign for AFTERMATH! It provides a detailed background for an ongoing campaign for any gaming group.

4019

Introduction:

With several campaign books released and in preparation for the Asteroid Cybele setting, it will prove useful for gamemasters to allow their players to travel from one area of the world to another so that those who adventured in the "American Wasteland" can travel to Britain or to Australia's Wild West. The Fleet not only provides a number of adventures and settings, but also forms the link to allow players to travel from one setting to another.

Though several adventures are provided within this campaign book, it should be clear that many others are possible using the Fleet background and the needs of the Fleet to provide missions for player-characters who might or might not be actively enlisted in the Fleet at the time. For example, with the shortage of spare parts for aircraft, Fleet air operations are always limited by the need to preserve the precious aircraft. Player-characters could be employed to search the areas of naval bases anywhere in the world to seek hard-to-find aircraft parts. Similarly, a search of areas in the United States where such parts were manufactured originally would also be of value to the Fleet.

Finally, every RPG needs dinosaurs and a twisted version of Jurassic Park is provided in the final adventure in this campaign book.

We at FGU hope that you enjoy The Fleet as we have enjoyed creating it and bringing it to you.

Scott B. Bizar

Editor

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1 HISTORY OF THE RUIN

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

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

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

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

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

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



While people had a few months to prepare for the disaster, there wasn't much they could do. World leaders and rich VIPs retreated to their underground bunkers. Many others fled their homes to go somewhere, anywhere else. Traffic jams and rioting broke out everywhere. Smart people fled underground to bomb shelters, sub-basements, subway

stations, sewers and caves with as many supplies as they could gather or steal.

The United States, NATO, The UN, and Russia couldn't keep working together, as existing tensions and mistrust kept them from openly cooperating. When Russian scientists calculated the impact as being the west coast of the United States, they pulled out of the joint task force, and went to work building a missile shield against fragments.

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

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

The largest chunks landed in the United States, South America and Africa, all causing devastation on a massive scale. A molten flow of ocean floor and asteroid components buried most of the US and many coastal areas. The fires and dust kept people in hiding for months. The asteroid fragments and dust were highly magnetic, temporarily radioactive and toxic to plant life. Worldwide temperatures dropped an average of 12 degrees, initiating a mini Ice Age. This wrecked ecosystems around the world, rapidly killing everything, and largely disabling communications and navigation equipment.

The asteroid's effects wreaked havoc over most of the globe: earthquakes were felt worldwide; the forests of New Guinea and Indonesia caught fire, and continued to burn in higher elevations not flooded by the tsunamis that hit all the surrounding shores; more than a billion people were suddenly left homeless; and ash and debris blotted out the sun, creating a three-year impact winter that heralded a devastating famine. Political squabbles and the paralysis of the UN contributed to the issues. Local bigotry became amplified as survivors fought over supplies, and genocide squads were common in Europe and Asia. Many countries in south-east Asia, eastern Africa and Central America collapsed into chaos; many millions seeking refuge died in the attempt, many of them shot by border patrols. Food riots broke out in thousands of cities, many of which were abandoned by their governments and given over to gangs of looters, private security firms, mercenary companies or regional militias. Cannibalism became widespread.

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

Within three years, the casualties were devastating. What starvation and lack of water didn't kill, the brushfire wars did. In America, the settling dust was contended with by various (mostly unsuccessful) ideas, but the

Kennesaw Mountain community and a few others developed a workable dome shield from the dust. Some of the domes collapsed under the weight of the dust. Resources were either buried under the drifting sand, or forced to the surface by scavengers. The Northeastern United States was reduced to radioactive rubble and ice. In Canada, the only city to have emerged from the rubble was Toronto. The residents of Vancouver and the surrounding unscathed areas have migrated to Seattle and the new city there. Scavengers are still having success combing through the Tsunami devastated ruins of British Columbia.

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

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

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

Isolated island nations fared rather better than most, but even in Britain, most cities have been largely abandoned (at least by humans), and nomadic gangs of brigands frequently wreak havoc on travellers and smaller communities. The only real security is in fortified strongholds such as the Tower of London, headquarters of the Home Guard.

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

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

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

Today, dust and ash clouds still cover most of the surface of the Earth. These clouds are abrasive, and their magnetic properties attract them to metal components, rendering most high altitude aircraft useless. The United States is buried in a few meters of debris and dust, with only the far Northwest corner, and the far southeast escaping the major damage. A

few areas of the world still maintain their technological marvels, but most areas are in ruins. The magnetic properties of the dust make compasses completely unreliable, and with the GPS satellites down, navigation has become challenging.

THE REST OF THE WORLD TODAY

The Fleet

The surviving American government holed up in Naval Station Norfolk after the collapse. They try to maintain contact with overseas embassies, and support American citizens overseas where they can. They operate primarily in the Atlantic, commonly trading between Miami and the European continent and sometimes London. The Gamemaster should primarily consider the Fleet to be either a launching point for various adventures around the globe, or as a means of transport between campaign areas.

EUROPE

The British Isles and London are not detailed in this book, but are covered in Stephen Dedman's Lords of London. The City-State of Prague is not detailed in this book, but mentioned here for the Gamemaster to understand what influences it has on the Americas. Prague is the capital of the largest new Mainland European city state, as it managed to dodge most of the post Cybele conflicts. Organized as a dictatorship, Prague has re-emerged as a manufacturing mecca, making new copies of classic firearms, vehicles, and other modern manufactured goods. Prague has contracted with salvage hunters to scour America for lost examples of technology, blueprints, CAD programs and other items of lost technology so that they can recreate them. Prague uses the Krona as currency. Prague pays a premium for new items of technology that they can then reproduce. The rest of Europe was pretty much destroyed during the wars, and there are few organized large settlements. Mostly people live in the rubble, governed or terrorized by local warlords.

Asia

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

Australia

Australia survived with severe damage to the coastal cities, with only Perth still supporting a significant population, and little is known about the current state of the interior. Australia is discussed in the Book Australia: The Wild West.

The Far East

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

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

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



2 STRUCTURE OF THE FLEET

The Fleet's home base is the Norfolk Naval base and shipyard (Naval Station Norfolk) in Norfolk, Virginia. It is also the seat of the remaining US government. It is walled off from the rest of the "Radioactive Northeast" (see Aftermath! Asteroid Cybele: The American Wasteland) but managed to survive the collapse relatively intact. Naval Station Norfolk is geographically located in the Southeastern corner of the Commonwealth of Virginia. The area is collectively known as "Hampton Roads" and is commonly referred to as such by the residents of the area. Hampton Roads generally includes the Cities of Newport News, Hampton, Norfolk, Portsmouth, Virginia Beach, Chesapeake, and Suffolk, and is populated by over one thousand people. Naval Station Norfolk is situated in the Sewells Point area of the City of Norfolk, near the site of the battle of the Monitor and Merrimac (CSS Virginia), and is the largest naval complex in the world. The bridges to the North and South (#1 on map) were destroyed long ago, and the remains put into the wall. The wall was built along SR 460 from the north to the south to protect the compound from invasion and "undesirables" on the mainland. The main gate (#2 on map) was placed at the intersection of I-64 and the wall, though there are sally ports in a few places (#3 on map). The fleet docks are on the west side

(#4 on map), the airfield (#5) is still intact, if unused. The current "White House" (#6) is occupied by President Johnson and the cabinet in the former Sewells Point Golf Course clubhouse. Housing for the staff is in the former base housing (#7). Civilian ship docks are to the south (#8).

Key Norfolk Personnel

PRESIDENT DR. BRIAN JOHNSON, MD

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Male	65	28	58	66	0

Attributes

WT	WL	STR	DFT	SPD	HLH
10	8	15	9	22	30

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
3	10	-1	3	1	6	1

Base Stats

BAP	MNA	PCA	CDA	DRT
11	4	3	2	42



HR **SF** **LR** **StrGr**
 4 14 2 3

Skills

Pre-Ruin Culture 13, Rifle, Modern 16, Literacy 20, Physics 12, Brawling 7, Survival 9, Fencing 8, Knife 8, Single Weapon 7, Two Weapon 7, Unarmed Combat 8, Weapon and Shield 7, Blowgun 10, Slingshot 6, Pistol, Modern 16, Breech Loading Artillery 16, Swimming 10, Tracking 14, Advanced Farming 15, Dirt Farming 19, Heavy Equipment Driving 14, Lab Technique 14, Technology Use 14, Advanced Medical 14, First Aid 14, Mathematics 20, Telegraphy 14, High Technology Use 14, Power Generation, Solar 12, Hunting 15, Stealth 15, Mechanically Generated Power 2

Equipment:

R12- Rifle, Brass Knuckles, Foil, Knife, belt, Sword, Ceremonial, Wakizashi, Karatands, , P27- Pistol, Medikit 2 w/2d10 bandages and 2d10 med supplies

President Johnson was Secretary of Health and Human Services before the war, making him twelfth in line for the Presidency. After the collapse and nuclear strikes, he managed to get rescued by the Navy Seals

on the USS JFK and delivered into Norfolk. Sworn in just six months after Cybele struck, he has been acting president ever since. President Johnson was a hobbyist farmer and an avid hunter before the war.

VICE PRESIDENT JUAN NAVARRO

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Male	61	61	72	26	1

Attributes

WT	WL	STR	DFT	SPD	HLH
13	10	29	15	15	15

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
1	10	0	3	3	6	2

Base Stats

BAP	MNA	PCA	CDA	DRT
8	3	3	3	34

HR	SF	LR	StrGr
3	13	3	4

Skills

Pre-Ruin Culture 14, Rifle, Modern 18, Literacy 16, Defusing Explosives 16 Brawling 11, Survival 16, Polearm 11, Weapon and Shield 11, Pistol, Modern 18, Carpentry 6, Lab Technique 6, Lockpicking 16, Technology Use 16, Armorer 6, Blacksmithing 6, Chemistry 13, Handloading 16, Plastics Forming 16, High Technology Use 16, Pilot, Submersible 16, Pilot, Rotary Wing 16, Pilot, Variable Wing 16, Zero G Training 7, ECM Operation 6, Production of Fuel, Petroleum 13

Equipment:

M-1 Carbine, Brass Knuckles, Pipe, Heavy, Shield, 3/4" plywood Class 3, Colt Double Eagle, Quality Lockpicks. Efficiency Factor of 1.2. ENC Value of 2.5.,

Vice President Navarro was appointed to succeed the previous Vice President in 2031. He is a former Marine pilot.

SECRETARY OF THE INTERIOR AMAGI

Physical Stats

Sex	Age	Size	Bulk	Looks	RF		
Male	45	50	65	70	0		
Attributes							
WT	WL	STR	DFT	SPD	HLH		
17	15	17	30	17	15		
Talents							
CHA	CMB	SCI	EST	COM	NAT	MCH	
8	11	2	-2	4	6	3	
Base Stats							
BAP	MNA	PCA	CDA	DRT			
8	8	2	2	31			
HR	SF	LR	StrGr				
3	13	3	3, 1d10				

- 1 - Ruined Bridge
- 2 - Main Gate
- 3 - Sally port
- 4 - Fleet Docks
- 6 - White House
- 7 - Housing
- 8 - Civilian Docks



Skills:

Off-hand Dexterity 8; Brawling 15; Survival, Post-Ruin 7; Commerce 6; Knife 15; Crossbow 15; Literacy (English) 13; Technology Use 10; Hunting, Trap 11; Search, Rural 8; Tracking, Rural 6; Pistol, Modern 15; Rifle, Modern 15, Beast Riding 11.

Equipment:

Crossbow, Heavy with 6 bolts; M1911A1 with 2 7-round magazines; Ax, fire; M9 Bayonet.

Fatigues, Woodland; Boots, Black, Jungle; M65 Field Jacket OD Green. Rucksack and frame, Large; Blanket, Wool; MREs 10 and 2-Quart Canteen; Tarp. Tanker bar

Todd "Amagi" Wilkins is an old soul, a drifter sifting in and out of the margins of what's left of civilization. Drawn to the freedom of the untamed lands and bound by the necessity of civilization and human contact, he was recruited by Juan Navarro, and is technically Secretary of the Interior. Though the world has little law and order, Amagi has made his word his bond and aims to keep that no matter what. In the Radioactive Northeast he is judge, jury and executioner. He has made his base in Norfolk, and ventures out "beyond the wall" to explore and "take care of things" in the Radioactive Northeast. He can occasionally be found as far south as the Seattle Dash race, but usually ends up patrolling in the Northeastern US.

SECRETARY OF STATE MAIK MOORE**Physical Stats**

Sex	Age	Size	Bulk	Looks	RF	
Male	45	62	38	53	0	
Attributes						
WT	WL	STR	DFT	SPD	HLH	
11	2	38	15	12	13	
Talents						
CHA	CMB	SCI	EST	COM	NAT	MCH
1	10	1	3	3	6	1
Base Stats						
BAP	MNA	PCA	CDA	DRT		
6	3	2	1	33		
HR	SF	LR	StrGr			
3	13	3	5			

Skills:

Pre-Ruin Culture 13, Pistol, Modern 17, Literacy 15, Encryption 13 Brawling 13, Survival 14, Fencing 17, Flexible Weapon 17, Knife 17, Tonfa 13, Blowgun 17, Breech Loading Artillery 17, Boating 11, Stealth 16, Bowyer 15, Carpentry 15, Repair, Muscle Powered Vehicles 15, Powerboat Pilot 15, Technology Use 15, Blacksmithing 15, Botany 14, Firearms Repair, Modern 15, Handloading 15,

Equipment:

S&W 500 Revolver, Brass Knuckles, Foil, Flail, Bayonet, long, Tonfa, Blowgun, Short,

SECRETARY OF DEFENSE KEVIN DANGUBIC**Physical Stats**

Sex	Age	Size	Bulk	Looks	RF	
Male	48	100	26	2	6	
Attributes						
WT	WL	STR	DFT	SPD	HLH	
27	12	15	15	7	16	
Talents						
CHA	CMB	SCI	EST	COM	NAT	MCH
2	10	0	3	3	6	1
Base Stats						
BAP	MNA	PCA	CDA	DRT		
4	3	1	1	30		
HR	SF	LR	StrGr			
3	13	4	3			

Skills:

Pre-Ruin Culture 17, Autoweapon 18, Knife 16, Literacy 20, Mechanically Generated Power 16, Brawling 18, Survival 17, Longsword 18, Weapon and Shield 18, Throwing 20, Rifle, Modern 20/16, Pistol, Modern 17, Handicraft (Woodcarving) 14, Seamanship 17, Tailor 17, Lab Technique 19, Technology Use 19, Advanced Medical 18, Blacksmithing 19, Firearms Repair, Modern 19, First Aid 18, Therapy 18, High Technology Use 19, ECM Operation 19,

Equipment:

M-9 Bayonet, Brass Knuckles, Sword, Saber, Plastic Police Shield Class 4, six Throwing knives, H&K G-36C, 1d10 bandages

A former Navy Seal, Kevin took over the position of Secretary of Defense after his predecessor was killed in an attack on Norfolk.

The Fleet is centered around the USS John F Kennedy CVN-79 Ford class Nuclear aircraft carrier – one of the largest carriers ever built, and was pressed into service just before Cybele impacted. The rest of the Carrier Strike Group consists of the USS JFK, the USS Port Royal – a Guided Missile Cruiser, 2 LAMPS (Light Airborne Multi Purpose System) warships, 2 Destroyers, an Amphibious Assault Ship (the USS Iwo Jima LHD-7), a Dock Landing Ship (the USS Oak Hill LSD-51), an Amphibious transport dock (USS Portland LPD-27), a Marine expeditionary unit, AV-8B Harrier II aircraft, CH-53E Super Stallion helicopters and CH-46E Sea Knight helicopters and MV-22B tiltrotors. The rest of the fleet is a mix of Naval and Civilian vessels from various nations. Gasoline fueled seagoing vessels have been converted to run on alcohol, Electric, or alcohol-electric hybrid. The USS Kennedy produces a peak of 600MW of electric power – far more than it needs when it is not running flight operations. The excess power is sold to the rest of the ships in the fleet. The fleet is commanded by Admiral Alexander, who keeps the fleet together and uses his military force to maintain order in the fleet. The fleet operates several small cargo/transport ships and small oil/fuel tankers to supplement the logistics of the main ships. There are three ships that have been converted to produce alcohol from fermented seaweed. This is not consumable alcohol, as it has a high methanol content and other additives to increase the octane.



2.1 REPRESENTATIVE PERSONNEL & SHIPS

ADMIRAL NIKOLAI ALEXANDER

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Male	66	86	88	76	3

Attributes

WT	WL	STR	DFT	SPD	HLH
13	8	26	15	17	10

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
0	10	2	1	1	4	3

Base Stats

BAP	MNA	PCA	CDA	DRT
8	2	4	2	27
HR	SF	LR	StrGr	
2	12	3	4	

Skills:

Pre-Ruin Culture 15, Post-Ruin Culture 13, Literacy 15, Radio Communications 16, Knife 18, Brawling 10, Survival, Ocean 14, Flexible Weapon 18, Pistol, Modern 10, Autoweapon 10, Pistol, Primitive 8, Rifle, Modern 18, Interrogation 14, Lab Technique 16, Powerboat Pilot 16, Technology Use 16, Electrician 16, Telephone Communications 16, Television Communications 16, Seamanship 20, Strategic Command 20, Tactical Command 20.

Equipment:

US Navy Dress Uniform (Hat 1-LC; Jacket 4-12, 21-28 LC; Pants 10-18 LC; Shoes 19-20 LL) , Knife, Switchblade, Brass Knuckles.



USS John F. Kennedy

Description: Ford Class Aircraft Carrier

Classification: Boat, hard target

Base Safe Speed: 35 MPH

Fuel System: Two A1B nuclear reactors

Mileage: unlimited

Structure: 150000

Area: 78x337=26286

Damage Resistance: 150

Maximum Speed: 40 MPH

Barrier Value: Windows 100; Body 200

Special Features: 25 decks. Draft of 12M. 1,092 ft × 256 ft (333 m × 78 m) flight deck. Crew of 508 officers, 3,789 enlisted, The USS John F. Kennedy incorporates ultra modern design features including: Automation, which reduces crew requirements by several hundred from the *Nimitz*-class carrier.

The updated RIM-162 Evolved Sea Sparrow missile system.¹

AN/SPY-3 dual-band radar (DBR),

An Electromagnetic Aircraft Launch System (EMALS)

A new nuclear reactor capable of producing 300 MW of electricity.

Stealth features to help reduce Radar cross-section.

The ability to carry up to 90 aircraft. The JFK air wing has been reduced by attrition to only a few planes and a few dozen helicopters. The remaining aircraft space has been converted into passenger berths and Hydroponic labs.

Desalination plant – the USS JFK can produce up to 300,000 gallons of excess drinking water per day from raw seawater, above and beyond it's internal needs.

Indoor firing range – available for crew training, Flight Deck Firing range, Classrooms, Gym, and other facilities suitable for training.

Full CNC Machine shop

Armament: Anti-aircraft missiles:

2 × RIM-162 ESSM

2 × RIM-116 RAM

Guns:

2 × Phalanx CIWS

4 × M2 .50 Cal. (12.7 mm) machine guns

CAPTAIN DUVAL ESPOSITO

USS John F. Kennedy

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Male	64	10	59	93	2

Attributes

WT	WL	STR	DFT	SPD	HLH
15	8	13	15	6	40

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
3	5	0	-1	5	-1	5

Base Stats

BAP	MNA	PCA	CDA	DRT
3	6	0	1	50

HR	SF	LR	StrGr
6	16	3	3

Skills:

Pre-Ruin Culture 4, Rifle, Modern 18, Literacy 14, Chemistry 11 Brawling 19, Survival 9, Longsword 14, Single Weapon 20, Two Weapon 18, Pistol, Modern 17, Pistol, Primitive 20, Rifle, Primitive 12, Boating 19, Gambling 17, Seamanship 15, Swimming 11, Tracking 15, Interrogation 13, Nutritionist 9, Salvage Food 9, Tailor 17, Automobile Driving 16, Lab Technique 15, Technology Use 8, Blacksmithing 7, Electrician 15, Firearms Repair, Primitive 13, Pharmacy 10, Television Communications 10

Equipment:

US Navy Dress Uniform (Hat 1-LC; Jacket 4-12, 21-28 LC; Pants 10-18 LC; Shoes 19-20 LL), FN/FAL, Brass Knuckles, Sword, Saber, Sword, Long, Wakizashi, SIG/Sauer P-220, Wheel lock Pistol, Spencer Rifle, Dice + cards,

SEAL COMMANDER COLIGNY LACHANCE

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Male	55	59	40	88	1

Attributes

WT	WL	STR	DFT	SPD	HLH
15	12	35	25	24	33

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
-1	18	3	0	3	10	8

Base Stats

BAP	MNA	PCA	CDA	DRT
12	4	3	4	56
HR	SF	LR	StrGr	
4	14	3	5	

Skills:

Pre-Ruin Culture 14, Autoweapon 20, Literacy 20, Handloading 16, Brawling 18, Survival, All 20, Fencing 10, Longsword 18, Nunchaku 18, Sling 18, Bicycle Riding 16, Climbing 18, Seamanship 18, Dirt Farming 18, Interrogation 15, Nutritionist 16, Lab Technique 16, Technology Use 16, Chemistry 14, Pharmacy 17, Telephone Communications 16, Zoology 16, High Technology Use 16, Pilot, Variable Wing 16, Pilot, Rotary Wing 20, Aviation Mechanic 16, Swimming BCS 20, SCUBA BCS 20, Modern Rifle BCS 20/200, Modern Pistol BCS 20/200, Autoweapon BCS 20, Unarmed Combat BCS 20/200, First Aid BCS 18, Tactics BCS 18, Stealth BCS 20, Throwing 20

Equipment:

Camo BDUs (Hat 1-LC; Jacket 4-12, 21-28 M-AP; Pants 10-18 M-AP; Shoes 19-20 HL), Leather Boots, Kimber Custom II TFS Tactical with Silencer, 3 M-9 Bayonets.

CHIEF ENGINEER ANNELIESE TROUT

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Female	67	71	75	39	1

Attributes

WT	WL	STR	DFT	SPD	HLH
15	15	15	17	15	20

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
1	10	3	3	5	4	10

Base Stats

BAP	MNA	PCA	CDA	DRT
8	4	2	2	35
HR	SF	LR	StrGr	
4	14	3	3	

Skills:

Pre-Ruin Culture 15, Autoweapon 18, Literacy 17, Pathology 17, Brawling 18, Survival, Ocean 9, Knife 8, Tonfa 8, Unarmed Combat 18, Weapon and Shield 18, Bola 8, Pistol, Modern 18, Rifle, Modern 18, Fishing 8, Seamanship 9, Swimming 19, Tracking 17, Hunting 18, Search 18, Stealth 18, Carpentry 16, Commerce 17, Fermentation 17, Interrogation 16, Machining 16, Tactics 6, Lab Technique 16, Lockpicking 16, Technology Use 16, Decontamination 17, Marine Mechanic 20, Aircraft Mechanic 12,

Equipment:

H&K G-36E, Brass Knuckles, Knife, Trench, Tonfa, Karatands,

PURSER AWENDELA COLA

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Female	27	34	6	48	1

Attributes

WT	WL	STR	DFT	SPD	HLH
16	11	15	9	29	10

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
2	10	0	-1	1	9	4

Base Stats

BAP	MNA	PCA	CDA	DRT
14	2	7	2	23
HR	SF	LR	StrGr	
2	12	3	3	

Skills:

Post-Ruin Culture 13, Weapon and Shield 17, Literacy 17, Brawling 17, Survival 16, Unarmed Combat, 10, Rifle, Modern 17, Fishing 17, Advanced Farming 17, Bowyer 15, Dirt Farming 16, Foreign Language (Russian) 17, Lockpicking 15, Technology Use 15, Commerce 15

Equipment:

Glock 36 with six mags, Quality Lockpicks. Efficiency Factor of 1.2. ENC Value of 2.5

LT COMMANDER DAMANI ANDBUTER

Assistant to the Captain of the USS John F. Kennedy

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Female	66	40	24	86	2

Attributes

WT	WL	STR	DFT	SPD	HLH
15	11	15	15	3	36

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
3	5	1	0	5	3	5

Base Stats

BAP	MNA	PCA	CDA	DRT
2	5	0	1	49
HR	SF	LR	StrGr	
5	15	3	3	

Skills:

Pre-Ruin Culture 4, Autoweapon 19, Literacy 16, Physics 10, Brawling 15, Survival 10, Throwing 10, Pistol, Modern 20, Rifle, Modern 16, Boating 15, Gambling 18, Seamanship 17, Bowyer 20, Carpentry 11, Lab Technique 9, Technology Use 10, Advanced Medical 14, Chemistry 12, Computer Science 20, Decontamination 11, Distillation 11, Electrician 18, First Aid 19, Mathematics 19, Mechanically Generated Power 4, Pathology 17, Simple Explosives 19, Power Generation, Electrical 12, Power Generation, Nuclear 10

Equipment:

Camo BDUs (Hat 1-LC; Jacket 4-12, 21-28 M-AP; Pants 10-18 M-AP; Shoes 19-20 HL), FAR Assault Carbine, Brass Knuckles, Shuriken, Remington Pocket, R1- Rifle, Dice + cards, Medikit 2 w/2d10 bandages and 2d10 med supplies and roll 1d10:1-3 1D3 units of Panomycin. 4-6 1D3 units of Polycellulac 3. 7-9 Roll a D6 and double the quantity. 10 2D6 of each Drug.

COMMANDER MUGISA SHORE

Head of flight operations, USS John F. Kennedy

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Female	55	37	30	97	2

Attributes

WT	WL	STR	DFT	SPD	HLH
15	25	15	15	4	17

Talents

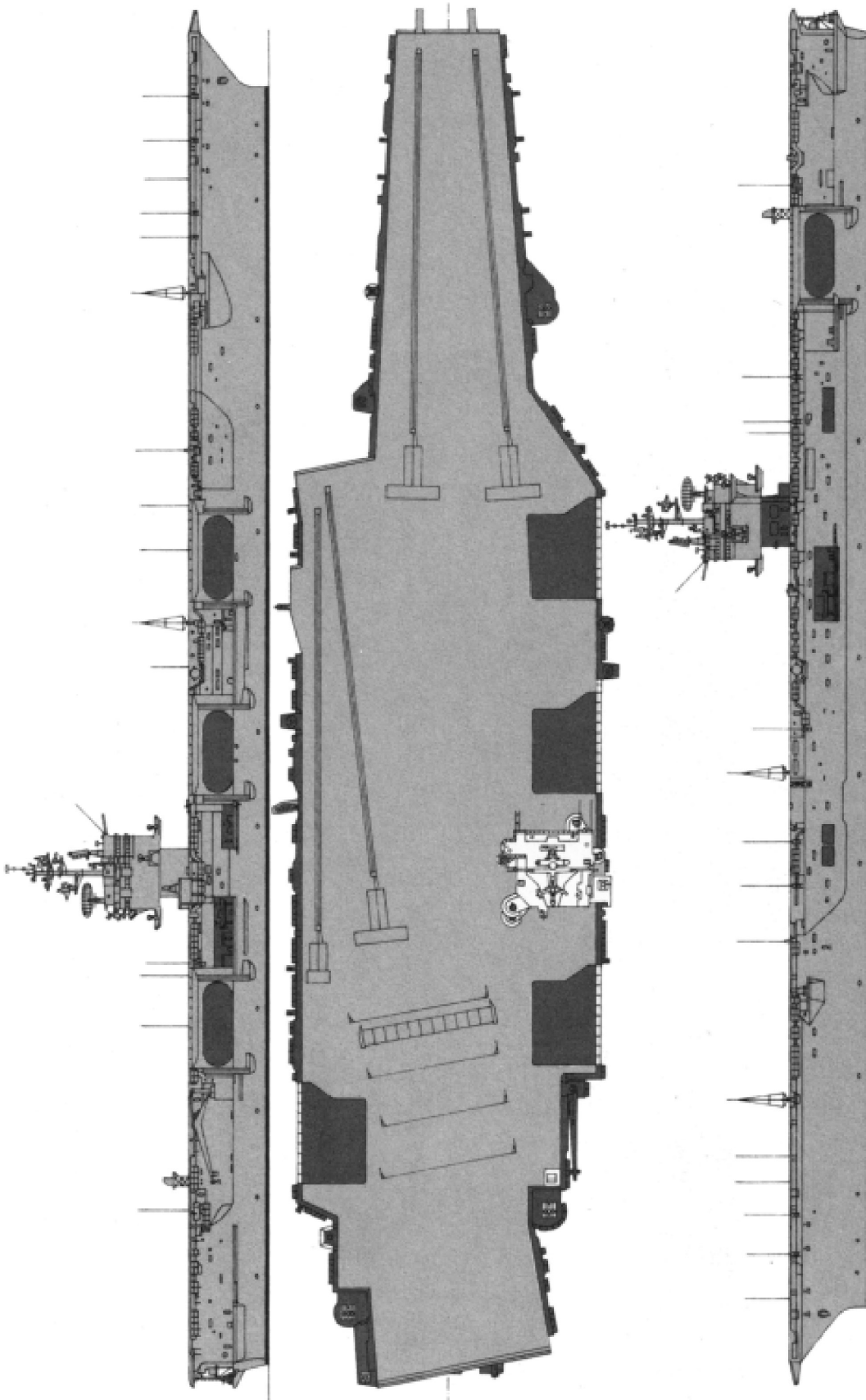
CHA	CMB	SCI	EST	COM	NAT	MCH
3	5	5	2	5	5	5

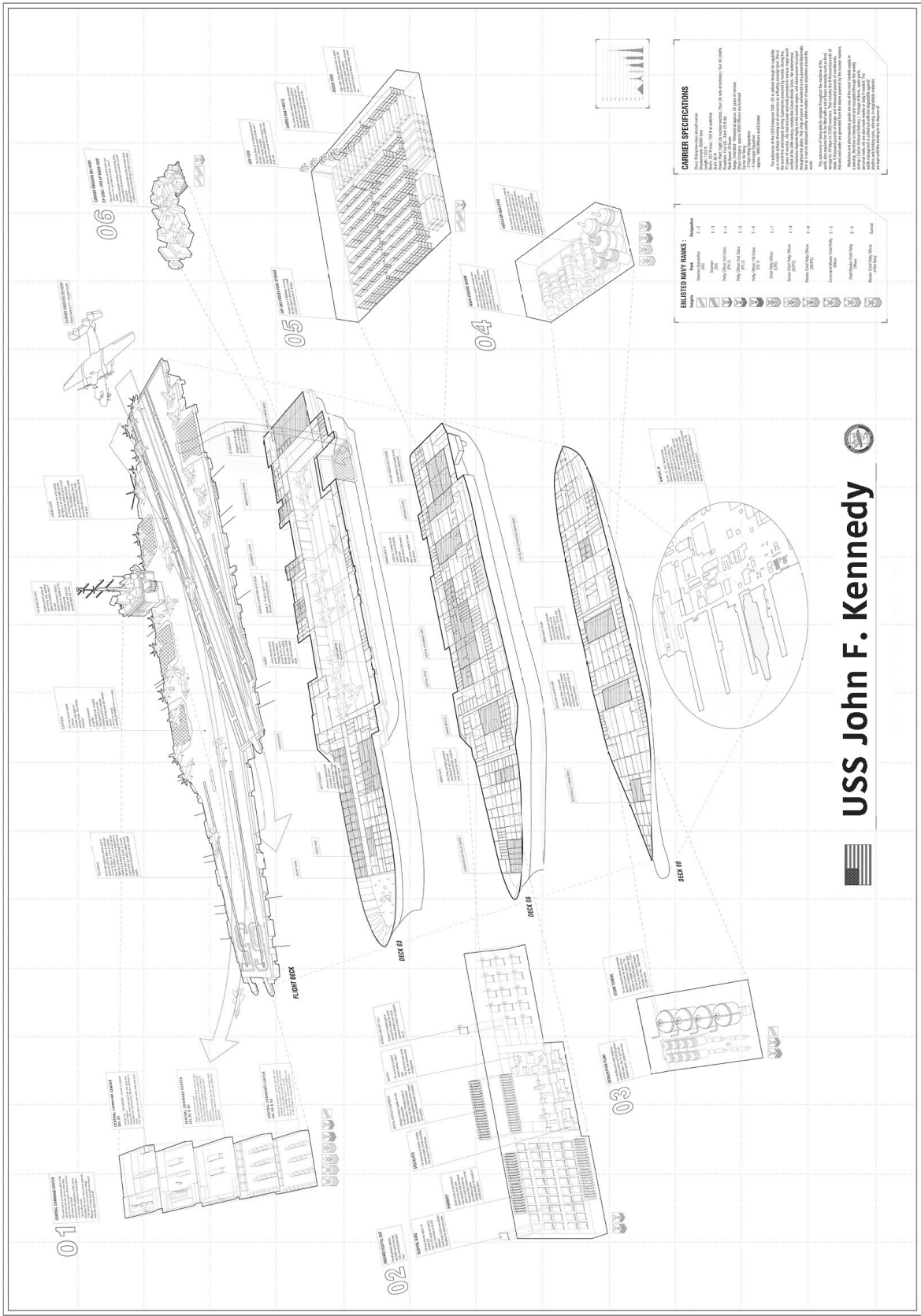
Base Stats

BAP	MNA	PCA	CDA	DRT
2	3	1	1	37
HR	SF	LR	StrGr	
3	13	3	3	

Skills:

Pre-Ruin Culture 4, Autoweapon 8, Literacy 18, Telephone Communications 15, Brawling 13, Survival 9, Nunchaku 17,





 **USS John F. Kennedy** 

Two Weapon16, Unarmed Combat 22, Sling 17, Pistol, Modern 26, Rifle, Modern 8, Primitive Siege Engines 17, Boating 12, Gambling 13, Seamanship 12, Tracking 19, Basic Research 11, Technology Use 19, Electrician 19, Mathematics 10, Mechanically Generated Power 8, Physics 14, Power Generation, Electrical 15
Equipment:

US Navy Flight Uniform (Helmet 1-2-AP; Jacket 4-12, 21-28 M-AP; Flight Suit 4-18,21-28 LC; boots 17-20 LL), MG-42 Machinegun, Brass Knuckles, Nunchaku, Metal, Wakizashi, Karatands, Sling, S & W No. 2, H&K G-36E, Loaded dice,

COLONEL HECTOR RODRIGUEZ

Commander of the Fleet Marine Expeditionary Unit

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Male	63	46	97	85	3

Attributes

WT	WL	STR	DFT	SPD	HLH
20	15	15	15	13	18

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
3	5	5	0	5	4	5

Base Stats

BAP	MNA	PCA	CDA	DRT
6	3	2	1	33
HR	SF	LR	StrGr	
3	13	4	3	

Skills:

Pre-Ruin Culture 5, Rifle, Modern 13, Literacy 15, Physics 18 Brawling 18, Survival 7, Nunchaku 17, Two Weapon25, Weapon and Shield 17, Throwing 17, Pistol, Modern 20, Beast Riding 14, Boating 20, Seamanship 15, Tracking 10, Commerce 12, Masonry 15, Tactics 15, Basic Research 17, Heavy Equipment Driving 18, Motorcycle Driving 9, Technology Use 19, Aerial Recon Interpretation 9, Blacksmithing 8, Firearms Repair, Primitive 8, Mathematics 19, Operational Command 11, Telegraphy 16, High Technology Use 18, Pilot, Submersible 8, Pilot, Rotary Wing 8, Zero G Training 6

Equipment:

USMC Dress Uniform (Hat 1-LC; Jacket 4-12, 21-28 LC; Pants 10-18 LC; Shoes 19-20 LL), Barret M82 "Light 50" Rifle, Brass Knuckles, Nunchaku, Wood, Wakizashi, Shield, 1/2" wicker Class 5, Knife, Throwing, S&W Model 4516,

MASTER GUNNERY SARGENT JAFARU SIDE

Chief NCO for the Fleet Marine Expeditionary Unit

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Male	64	59	5	64	2

Attributes

WT	WL	STR	DFT	SPD	HLH
15	24	15	15	10	16

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
3	5	5	2	5	5	5

Base Stats

BAP	MNA	PCA	CDA	DRT
5	3	2	1	36
HR	SF	LR	StrGr	
3	13	3	3	

Skills:

Pre-Ruin Culture 4, Pistol, Primitive 16, Literacy 22, Internal Combustion Engine 17 Brawling 20, Survival 9, Flexible Weapon 14, Two Weapon16, Weapon and Shield 23, Pistol, Modern 10, Rifle, Modern 12, Rifle, Primitive 20, Autoweapon 17, Breech Loading Artillery 10, Boating 19, Climbing 20, Seamanship 10, Swimming 13, Search 15, Commerce 19, Dirt Farming 16, Basic Research 8,

Heavy Equipment Driving 11, Magnalock Penetration 10, Technology Use 7, Architecture 8, Blacksmithing 10, Botany 13, Mathematics 17
Equipment:

Camo BDUs (Hat 1-LC; Jacket 4-12, 21-28 M-AP; Pants 10-18 M-AP; Shoes 19-20 HL), 1860 Army Revolver, Brass Knuckles, Belt Buckle, Wakizashi, Shield, 1/4" plywood Class 1, MP-40, C2- Carbine, Spencer Carbine, FAR Assault Carbine, Magnalock tuner



CAPTAIN (CRUISE SHIP) KEYANNA

Pleasure Ship 'Angelina Lauro'

Description: A medium sized cruise ship

Classification: Boat, soft target

Base Safe Speed: 25 MPH

Fuel System: Diesel

Mileage: .5Pleasure Miles per gallon

Fuel Capacity: 20000 gallons plus cargo space

Structure: 150

Area: 26x205=5330

Damage Resistance: 180

Maximum Speed: 30 MPH

Barrier Value: Windows 10; Body 20

Special Features: Crew of 10, Carries up to 740 passengers or cargo.

CAPTAIN, PLEASURE SHIP "ANGELINA LAURO" - AFRA O'SIDE 'SLIM'

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Female	56	78	30	100	4

Attributes

WT	WL	STR	DFT	SPD	HLH
29	7	15	15	15	15

Talents

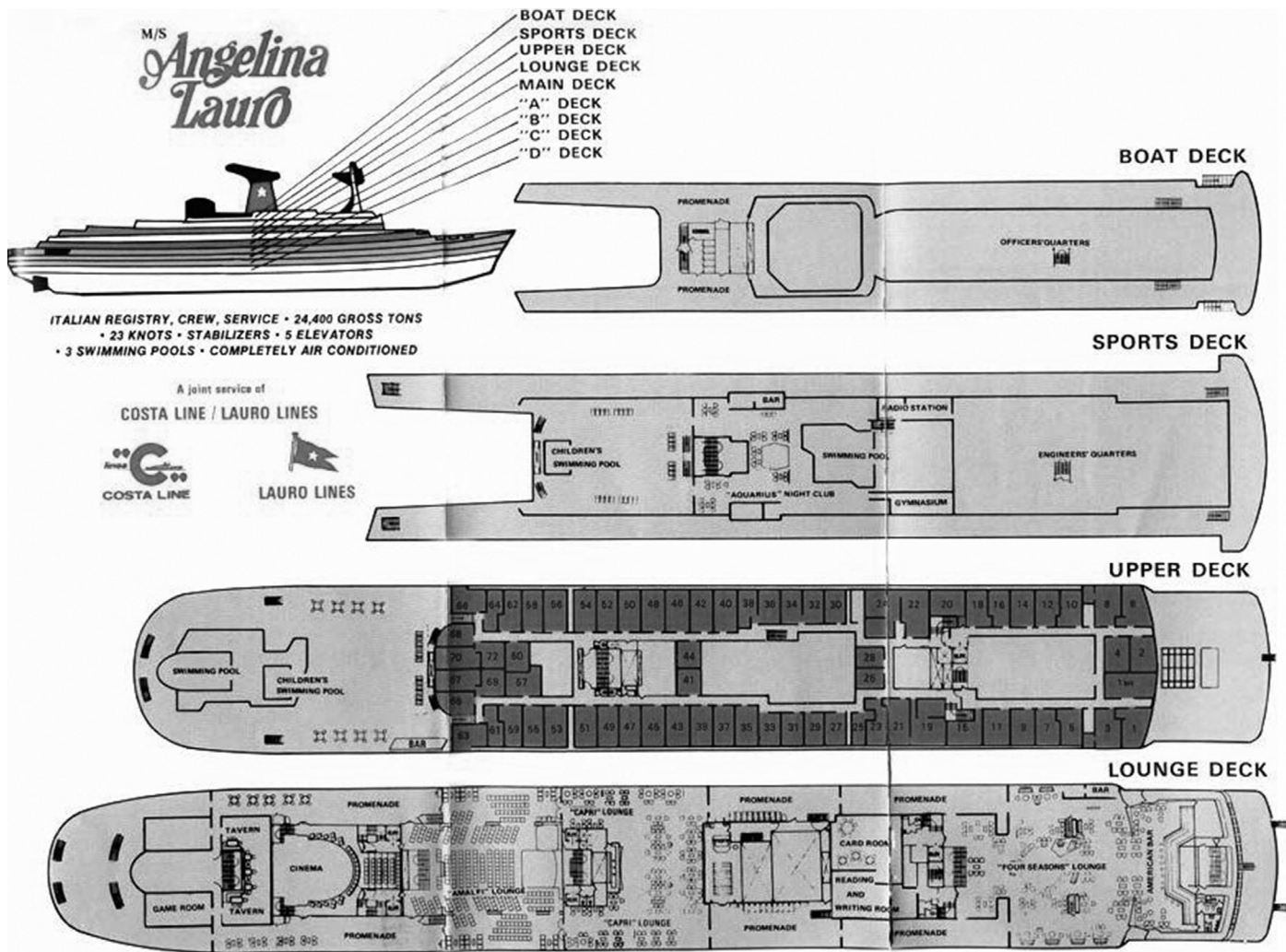
CHA	CMB	SCI	EST	COM	NAT	MCH
1	10	2	2	1	8	4

Base Stats

BAP	MNA	PCA	CDA	DRT
8	3	3	2	26
HR	SF	LR	StrGr	
3	13	4	3	

Skills:

Pre-Ruin Culture 16, Autoweapon 11, Literacy 12, Telegraphy 19, Brawling 18, Survival, 16, Bola 11, Pistol, Modern 11, Breech Loading Artillery 11, Direct Fire Cannon 11, Grenade Launcher 11, Mortar 11, Gambling 19, Interrogation 17, Automobile Driving 19, Powerboat Pilot 19, Technology Use 19, Blacksmithing 9, Seamanship 20
Equipment: HK 21 HMG, Brass Knuckles, S & W No. 3 replica in .45LC with 24 rounds, Falconet Grenade Launcher, Dice + cards



MADAM, PLEASURE SHIP - MANDIRA JANG

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Female	56	11	41	22	2

Attributes

WT	WL	STR	DFT	SPD	HLH
40	15	37	15	10	21

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
3	10	1	3	5	10	-2

Base Stats

BAP	MNA	PCA	CDA	DRT
5	4	1	1	50
HR	SF	LR	StrGr	
4	14	5	5	

Skills:

Pre-Ruin Culture 14, Pistol, Modern 17, Literacy 15, Demolitions 15, Bowling 12, Survival, 6, Weapon and Shield 12, Rifle, Modern 17, Breech Loading Artillery 17, Climbing 12, Fishing 17, Gambling 16, Swimming 14, Carpentry 15, Fermentation 16, Masonry 6, Nutritionist 14, Lab Technique 15, Lockpicking 15, Technology Use 15, Distillation 12, First Aid 15, Machining 15, Radio Communications 15, Pilot, Variable Wing 15, Commerce 20

Equipment:

P-16 Pistol, Brass Knuckles, M-1 Garand w/ 6 clips, Cards, High Quality Lockpicks. Efficiency Factor of 1.5. BCS Modifier of a +1. ENC Value of 0.3.



BARTENDER, PLEASURE SHIP

Average Quality NPC

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

sex worker will have a BCS of 16, an Ugly one, BCS 11). Likely combat skills (BCS 10+1D6) include Brawling, Knife, Unarmed Combat and Whip.

SEX WORKER, PLEASURE SHIP

Average Quality NPC

Skills:

Commerce 14, plus or minus recognition value for looks (e.g. a Comely sex worker will have a BCS of 16, an Ugly one, BCS 11). Likely combat skills (BCS 10+1D6) include Brawling, Knife, Unarmed Combat and Whip.



USS PORT ROYAL – A GUIDED MISSILE CRUISER,

Description: USS Port Royal (CG-73) is a United States Navy Ticonderoga-class guided missile cruiser, the 27th and final in the class.

Classification: Boat, hard target

Base Safe Speed: 30 MPH

Fuel System: Gas Turbine (converted to Alcohol)

Mileage: 3 Miles per liter

Fuel Capacity: 2000 liters plus cargo space

Structure: 6000

Area: 17x173=2941

Damage Resistance: 1740

Maximum Speed: 37.4 MPH

Barrier Value: Windows 20; Body 50

Special Features: Crew of 33 officers, 27 Chief Petty Officers, and approx. 340 enlisted.

Sensors: AN/SPY-1A/B multi-function radar, AN/SPS-49 air search radar, AN/SPG-62 fire control radar, AN/SPS-73 surface search radar, AN/SPQ-9 gun fire control radar, AN/SLQ-32 Electronic Warfare Suite, AN/SQQ-89(V)1/3 - A(V)15 Sonar suite, consisting of: AN/SQS-53B/C/D active sonar, AN/SQR-19 TACTAS, AN/SQR-19B ITASS, & MFTA passive sonar, AN/SQQ-28 light airborne multi-purpose system

Weaponry: 2 x 61 cell Mk 41 vertical launch systems containing, 122 missiles, a mix of:

RIM-66M-5 Standard SM-2MR Block IIIB

RIM-156A SM-2ER Block IV

RIM-161 SM-3

RIM-162A ESSM

RIM-174A Standard ERAM

BGM-109 Tomahawk

RUM-139A VL-ASROC

8 x RGM-84 Harpoon missiles

2 x Mk 45 Mod 2 5-in/54-cal lightweight gun

2 x 25 mm Mk 38 gun

2-4 x .50 cal (12.7 mm) gun

2 x Phalanx CIWS Block 1B

2 x Mk 32 12.75-in (324 mm) triple torpedo tubes for lightweight

torpedoes

Carries 2 Helicopters.

CAPTAIN SIVAN JANSSENS

USS Port Royale

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Male	51	21	1	63	4

Attributes

WT	WL	STR	DFT	SPD	HLH
15	7	14	15	7	35

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
3	5	0	0	5	0	5

Base Stats

BAP	MNA	PCA	CDA	DRT
4	5	1	1	46

HR	SF	LR	StrGr
5	15	3	3

Skills:

Pre-Ruin Culture 4, Autoweapon 16, Literacy 17, Radio Communications 16 Brawling 12, Survival 8, Pistol, Modern 9, Rifle, Modern15, Bicycle Riding 14, Boating 15, Seamanship 20, Basic Research 18, Technology Use 11, Electrician 13, Mathematics 8, Mechanically Generated Power 11, Physics 17, High Technology Use 11, Pilot, Variable Wing 16, Laser Technology 12, Power Generation, Electrical 8, Power Generation, Nuclear 11, Power Generation, Solar 12

Equipment:

US Navy Dress Uniform (Hat 1-LC; Jacket 4-12, 21-28 LC; Pants 10-18 LC; Shoes 19-20 LL), H & K MP-5 SD3 with six box (30) mags, Brass Knuckles, Allen's No. 40, M-16 with six box (30) mags.



USS AMERICA

Description: USS America (LHA-6), the fourth American warship to be named for the United States of America, is the first of the America-class amphibious assault ships for the U.S. Navy.

Classification: Boat, hard target

Base Safe Speed: 20 MPH

Fuel System: Gas Turbine, converted to alcohol

Mileage: 3 miles per l of alcohol

Fuel Capacity: 6000 litres

Structure: 7000

Area: 257x32=8224

Damage Resistance: 8224

Maximum Speed: 25 MPH

Barrier Value: Windows 20; Body 50

Special Features: Complement: 65 officers, 994 enlisted, 1,687 Marines (plus 184 surge)
 Sensors and processing systems: AN/SPQ-9B fire control AN/SPS-48E airsearch radar
 Electronic warfare & decoys: AN/SLQ-32B(V)2 2 x Mk53 NULKA decoy launchers
 Armament:
 2x Rolling Airframe Missile launchers
 2x Evolved Sea Sparrow Missile launchers
 2x 20 mm Phalanx CIWS mounts
 7x twin .50 BMG machine guns
 Aircraft carried:
 AV-8B Harrier II
 MV-22B Osprey
 F-35B Lightning II
 CH-53K Super Stallion
 UH-1Y Venom
 AH-1Z Viper
 MH-60S Knighthawk

CAPTAIN DARYL DESEDAYS

USS America

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Female	54	86	87	90	3

Attributes

WT	WL	STR	DFT	SPD	HLH
15	8	5	15	12	40

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
3	5	2	-2	5	-2	5

Base Stats

BAP	MNA	PCA	CDA	DRT
6	6	1	1	46
HR	SF	LR	StrGr	
6	16	3	2	

Skills:

Pre-Ruin Culture 4, Rifle, Primitive 9, Literacy 12, Blacksmithing 21
 Bowling 14, Survival 9, Slingshot 10, Throwing 27, Pistol, Modern 19,
 Rifle, Modern 17, Boating 19, Seamanship 13, Swimming 10, Heavy
 Equipment Driving 18, Lab Technique 10, Powerboat Pilot 12, Technology
 Use 18, Advanced Medical 13, Chemistry 11, First Aid 11, Pathology
 18, Simple Explosives 12, High Technology Use 20, ECM Operation 10

Equipment:

US Navy Dress Uniform (Hat 1-LC; Jacket 4-12, 21-28 LC; Pants 10-18 LC; Shoes 19-20 LL), Spencer Carbine, Brass Knuckles, Slingshot, Throwing knife, Glock 17, C6- Carbine, Medikit 1 w/2d5 bandages and 2d5 units med supplies,



USS Iwo Jima LHD-7

Description: USS Iwo Jima (LHD-7) is a Wasp-class amphibious assault ship of the United States Navy. The ship was named for the Battle of Iwo Jima of World War II.

Classification: Boat, hard target

Base Safe Speed: 25 MPH

Fuel System: Gas Turbine, converted to alcohol

Mileage: 02.8 miles per liter

Fuel Capacity: 8000 liters plus cargo space

Structure: 7525

Area: 257x34=8738

Damage Resistance: 8738

Maximum Speed: 25 MPH

Barrier Value: Windows 20; Body 45

Special Features: Troops: 1,897 Marines

Complement: 73 officers, 1009 enlisted

Armament:

Sea Sparrow missile systems

Rolling Airframe Missile systems

Phalanx CIWS

25 mm Mk 38 cannons

24 .50-cal machine guns

Aircraft carried: Mix of 14 helicopters, 6-8 AV/ 8B Harrier II

CAPTAIN ZSA ZSA JOY

USS Iwo Jima

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Female	53	97	80	29	3

Attributes

WT	WL	STR	DFT	SPD	HLH
15	40	16	13	6	3

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
3	5	4	-1	5	-1	5

Base Stats

BAP	MNA	PCA	CDA	DRT
3	2	2	1	31
HR	SF	LR	StrGr	
2	12	3	3	

Skills:

Pre-Ruin Culture 4, Rifle, Modern 14, Literacy 19, Pharmacy 12
 Bowling 14, Survival 8, Weapon and Shield 8, Bola 16, Sling 18, Slingshot 8, Pistol,
 Modern 11, Boating 10, Seamanship 16, Commerce 15, Lab Technique 13,
 Motorcycle Driving 17, Powerboat Pilot 15, Technology Use 14, First Aid
 12, Handloading 20, Plastics Forming 13, Telegraphy 12, High Technology
 Use 12, Pilot, Fixed Wing 16, SCUBA Diving 7, ECM Operation 12

Equipment:

US Navy Dress Uniform (Hat 1-LC; Jacket 4-12, 21-28 LC; Pants 10-18 LC; Shoes 19-20 LL), Bushmaster Armpistol, Brass Knuckles, Shield, 1/4" plywood Class 1, Bola, 2-ball, Sling, Slingshot, Beretta M-93R, Medikit 2 w/2d10 bandages and 2d10 med supplies and roll 1d10:1-3 1D3 units of Panomycin. 4-6 1D3 units of Polycellulac 3. 7-9 Roll a D6 and double the quantity. 10 2D6 of each Drug.





USS Oak Hill

Description: USS Oak Hill (LSD-51) is a Harpers Ferry-class dock landing ship of the United States Navy.

Classification: Boat, hard target

Base Safe Speed: 20 MPH

Fuel System: Gas Turbine, converted to alcohol

Mileage: 3.2 miles per liter

Fuel Capacity: 4200 liters plus cargo space

Structure: 4500

Area: 203x28=5684

Damage Resistance: 5684

Maximum Speed: 25 MPH

Barrier Value: Windows 20; Body 40

Special Features: Boats & landing craft carried: 2 landing craft air cushion (LCAC) or 1 landing craft unit (LCU)

Capacity: 15 amphibious assault vehicles, 2 M1A1 Abrams tanks

Troops: Marine detachment: 402

Complement: 22 officers, 397 enlisted

Armament:

2 x 25 mm Mk 38 cannons

2 x 20 mm Phalanx CIWS mounts

2 x Rolling Airframe Missiles

6 x .50 caliber M2HB machine guns

CAPTAIN TIM ZEE

USS Oak Hill

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Male	55	39	66	58	0

Attributes

WT	WL	STR	DFT	SPD	HLH
15	15	15	40	6	1

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
3	5	-2	0	5	0	5

Base Stats

BAP	MNA	PCA	CDA	DRT
3	2	2	2	16

HR	SF	LR	StrGr
2	12	3	3

Skills:

Pre-Ruin Culture 4, Pistol, Primitive 24, Literacy 21, Internal Combustion Engine 13 Brawling 16, Survival 3, Weapon and Shield 15, Pistol, Modern19, Rifle, Modern 24, Beast Riding 15, Boating 17, Seamanship 8, Search 14, Stealth 15, Bowyer 17, Commerce 16, Dirt Farming 15, Leatherworking 20, Lab Technique 20, Technology Use 19, Blacksmithing 14, Chemistry 19, Demolitions 18, Firearms Repair, Modern 18, Firearms Repair, Primitive 12, Machining 17, High Technology Use 15, Laser Technology 20, Plastic Synthesization 18

Equipment:

US Navy Dress Uniform (Hat 1-LC; Jacket 4-12, 21-28 LC; Pants 10-18 LC; Shoes 19-20 LL), Glock 21 w/ 3 box (13) mags, Brass Knuckles, Shield, 1/4" iron, Class 1, P32- Pistol, SG4- Shotgun,



USS Portland

Description: USS Portland (LPD-27) is the 11th San Antonio-class amphibious transport dock ship of the United States Navy.

Classification: Boat, hard target

Base Safe Speed: 25 MPH

Fuel System: Gas Turbine, converted to alcohol

Mileage: 2.9 miles per liter

Fuel Capacity: 4000 litres plus cargo space

Structure: 4460

Area: 208x32=6656

Damage Resistance: 6500

Maximum Speed: 25 MPH

Barrier Value: Windows 20; Body 40

Special Features: Boats & landing craft carried:

Two LCACs (air cushion); or

1x LCU (conventional)

14x Amphibious Assault Vehicles

Complement:

Crew: 28 officers, and 333 enlisted men

Landing force: 66 officers, and 633 enlisted men

Sensors and

processing systems: AN/SPS-48G, AN/SPQ-9B[1]

Electronic warfare

& decoys: AN/SLQ-32[1]

Armament:

2x Bushmaster II 30 mm close-in-guns

two Rolling Airframe Missile launchers

two Mk 41 eight-cell VLS for quad-packed ESSMs (if required)

Several twin M2 Browning machine gun turrets

Aircraft carried: Launch or land up to four CH-46 Sea Knight

helicopters, or up to two MV-22 Osprey tilt-rotor aircraft simultaneously

with room to place four MV-22s on the flight deck and one in the hangar deck

CAPTAIN LORA VOYANT

USS Portland

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Female	61	10	41	49	1

Attributes

WT	WL	STR	DFT	SPD	HLH
15	6	11	15	9	40

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
3	5	5	3	5	3	5

Base Stats

BAP	MNA	PCA	CDA	DRT
4	6	1	1	48

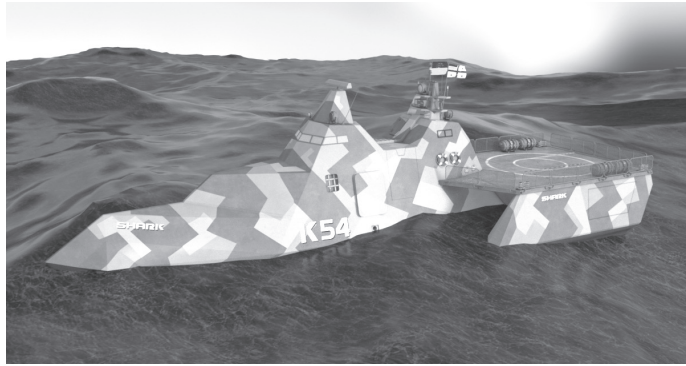
HR	SF	LR	StrGr
6	16	3	3

Skills:

Pre-Ruin Culture 5, Rifle, Primitive 18, Literacy 10, Machining 20 Brawling 15, Survival 10, Sai 15, Bola21, Crossbow 28, Sling 8, Pistol, Modern 12, Rifle, Modern 12, Bicycle Riding 11, Boating 15, Fishing 15, Seamanship 20, Lab Technique 19, Motorcycle Driving 11, Technology Use 11, Automobile Mechanic 14, Chemistry 10, Marine Mechanic 8, Mathematics 19, Physics 15, Radio Communications 7, High Technology Use 19, ECM Operation 18, Power Generation, Solar 20, Production of Fuel, Hydride 15

Equipment:

US Navy Dress Uniform (Hat 1-LC; Jacket 4-12, 21-28 LC; Pants 10-18 LC; Shoes 19-20 LL), Spencer Rifle, Brass Knuckles, Sai, Bola,2-ball, Crossbow 4D3x20lb pull, Sling, S&W Model 500, SG1- Shotgun



UA Shark

Description: The UA Shark (K54) was a top secret stealth helicopter insertion craft in the Ukranian Navy at the time of Cybele's impact.

Classification: Boat, hard target

Base Safe Speed: 35 MPH

Fuel System: Electric

Mileage: 0.1 Miles per charge

Fuel Capacity: 40000 EV Battery capacity

Structure: 2500

Area: 15x90=750

Damage Resistance: 1250

Maximum Speed: 18 MPH

Barrier Value: Windows 20; Body 40

Special Features: Silent running, Troops: 230 Marines

Complement: 12 officers, 36 enlisted

Armament:

Sea Sparrow missile systems

Rolling Airframe Missile systems

25 mm Mk 38 cannons

6 .50-cal machine guns

Aircraft carried: up to 3 helicopters.

Landing Craft: 6 Zodiak boats, Orca Sub

CAPTAIN TOPAZ TISSUE

UA Shark

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Male	62	53	16	7	2

Attributes

WT	WL	STR	DFT	SPD	HLH
15	11	15	38	8	7

Talents	CHA	CMB	SCI	EST	COM	NAT	MCH
	3	5	5	2	5	2	5

Base Stats	BAP	MNA	PCA	CDA	DRT
	4	2	2	2	20

HR	SF	LR	StrGr
2	12	3	3

Skills:

Pre-Ruin Culture 4, Rifle, Modern 13, Literacy 20, Plastics Forming 20 Brawling 16, Survival 4, Two Weapon 17, Pistol, Modern25, Boating 27, Seamanship 13, Carpentry 17, Lab Technique 20, Technology Use 17, Advanced Medical 17, Armorer 12, Blacksmithing 17, Decontamination 13, Distillation 19, Electrician 14, Firearms Repair, Primitive 10, First Aid 18, Handloading 17, Machining 15, Marine Mechanic 9, Radio Communications 12, Therapy 8, Weaponsmithing 11, High Technology Use 12, ECM Operation 14

Equipment:

UK Navy Dress Uniform (Hat 1-LC; Jacket 4-12, 21-28 LC; Pants 10-18 LC; Shoes 19-20 LL), XM-29 OICW, Brass Knuckles, Wakizashi, P57-Pistol, Medikit 1 w/2d5 bandages,

LIEUTENANT FREIDA SERDIFONE

Flight Deck Leader, UA Shark

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Female	65	70	75	3	3

Attributes	WT	WL	STR	DFT	SPD	HLH
	15	25	15	15	7	17

Talents	CHA	CMB	SCI	EST	COM	NAT	MCH
	3	5	5	3	5	5	5

Base Stats	BAP	MNA	PCA	CDA	DRT
	4	3	1	1	37

HR	SF	LR	StrGr
3	13	3	3

Skills:

Pre-Ruin Culture 5, Rifle, Modern 21, Literacy 21, Telegraphy 20 Brawling 20, Survival 9, Throwing 12, Pistol, Modern23, Rifle, Primitive 17, Beast Riding 15, Boating 24, Seamanship 11, Swimming 18, Leatherworking 16, Masonry 9, Tactics 15, Technology Use 19, Armorer 19, Blacksmithing 14, First Aid 15, Mathematics 18, Mechanically Generated Power 17, Operational Command 15, Physics 16, Plastics Forming 7, Pilot, Spacecraft 19, Pilot, Variable Wing 11, Zero G Training 10

Equipment:

Camo BDUs (Hat 1-LC; Jacket 4-12, 21-28 M-AP; Pants 10-18 M-AP; Shoes 19-20 HL), Remington 700 in .308 w/ 30 rounds .308 Match ammo, Brass Knuckles, Knife, Throwing, S&W Model 500 with 24 rounds .500 Magnum, Spencer Rifle, Medikit 2 w/2d10 bandages and 2d10 med supplies and roll 1d10:1-3 1D3 units of Panomycin. 4-6 1D3 units of Polycellulac 3. 7-9 Roll a D6 and double the quantity. 10 2D6 of each Drug.

LIEUTENANT COMMANDER LAWRENCE FERNÁNDEZ

Master-at-Arms, UA Shark

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Male	63	46	97	85	3

Attributes	WT	WL	STR	DFT	SPD	HLH
	20	15	15	15	13	18

Talents	CHA	CMB	SCI	EST	COM	NAT	MCH
	3	5	5	0	5	4	5

Base Stats	BAP	MNA	PCA	CDA	DRT
	6	3	2	1	33

HR	SF	LR	StrGr
3	13	4	3

Skills:

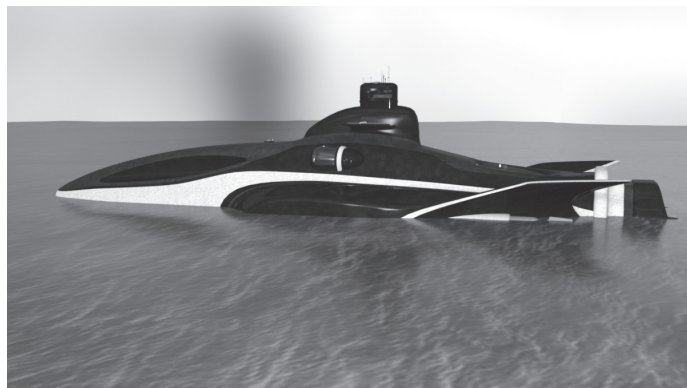
Pre-Ruin Culture 5, Rifle, Modern 23, Literacy 19, Physics 13 Brawling

19, Survival 7, Pistol, Modern 16, Rifle, Primitive 20, Boating 21, Fishing 9, Handicraft (specify) 19, Seamanship 16, Swimming 15, Tracking 13, Hunting 20, Stealth 13, Interrogation 20, Masonry 20, Nutritionist 10, Salvage Food 13, Heavy Equipment Driving 18, Lab Technique 19, Lockpicking 12, Motorcycle Driving 18, Technology Use 8, Blacksmithing 16, Decontamination 8, Demolitions 17, Distillation 10, High Technology Use 8, Pilot, Fixed Wing 8, ECM Operation 8

Equipment:

Camo BDUs (Hat 1-LC; Jacket 4-12, 21-28 M-AP; Pants 10-18 M-AP; Shoes 19-20 HL), M-4 Carbine with seven box (30) magazines, Brass Knuckles, Walther P-38, Spencer Carbine, Quality Lockpicks. Efficiency Factor of 1.2. ENC Value of 2.5.

USS Orca Stealth Sub



Description: the USS Orca is a Mini nuclear stealth sub
Classification: Boat, soft target
Base Safe Speed: 35 MPH
Fuel System: Nuclear
Mileage: unlimited
Structure: 1500
Area: 15x90=750
Damage Resistance: 350
Maximum Speed: 45 MPH
Barrier Value: Body 200
Special Features: Crew of 10, dual forward torpedo tubes. Carries 24 torpedoes. Dive chamber. Can carry 18 passengers in addition to crew.

CAPTAIN TENEIL TIERE

USS Orca

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Male	54	52	5	8	3

Attributes

WT	WL	STR	DFT	SPD	HLH
15	15	15	21	15	15

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
3	5	5	2	5	1	5

Base Stats

BAP	MNA	PCA	CDA	DRT
8	3	3	2	30

HR	SF	LR	StrGr
3	13	3	3

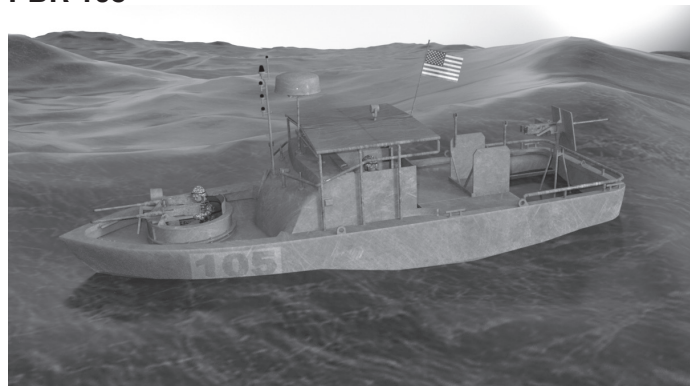
Skills:

Pre-Ruin Culture 4, Autoweapon 23, Literacy 19, Television Communications 22, Brawling 18, Survival 6, Polearm 9, Single Weapon 15, Throwing 20, Pistol, Modern 12, Rifle, Modern 21, Boating 15, Fishing 17, Gambling 8, Seamanship 19, Swimming 17, Technology Use 15, Automobile Mechanic 13, Mathematics 18, Physics 20, High Technology Use 18, Pilot, Fixed Wing 14, Safecracking 9, Aviation Mechanic 17

Equipment:

US Navy Dress Uniform (Hat 1-LC; Jacket 4-12, 21-28 LC; Pants 10-18 LC; Shoes 19-20 LL), M16A2 Rifle, Brass Knuckles, Raven's Beak, Sword, Long, Shuriken, Colt Double Eagle, R1- Rifle, Marked cards, 1D3 Emory boards, crude stethoscope no bonus,

PBR 105



Description: riverine patrol boat
Classification: Boat, soft target
Base Safe Speed: 30 MPH
Fuel System: Diesel
Mileage: 15 miles per gallon
Fuel Capacity: 90 gallons
Structure: 30
Area: 11x3=33
Damage Resistance: 33
Maximum Speed: 32 MPH
Barrier Value: Windows 10; Body 20; gun shields 50; bridge walls 50
Special Features: Crew of 4, Carries up to 450 ENC of cargo.
Armament: 1 x twin M2HB .50 caliber (12.7 mm) machineguns (forward in a rotating tub)
 1 x single M2HB (rear)
 1 or 2 x M60 7.62 mm machine gun(s) (side-mounted)
 1 x 40 mm Mk 19 grenade launcher

COMMANDER KATE TOX

Commander of the PBR teams

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Female	60	27	88	14	2

Attributes

WT	WL	STR	DFT	SPD	HLH
15	15	30	15	12	6

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
3	5	-2	-1	4	-2	5

Base Stats

BAP	MNA	PCA	CDA	DRT
6	2	3	1	28

HR	SF	LR	StrGr
2	12	3	4

Skills:

Pre-Ruin Culture 4, Rifle, Modern 14, Literacy 16, Architecture 8, Brawling 15, Survival 4, Nunchaku 19, Polearm 14, Two Weapon 11, Archery 14, Throwing 15, Pistol, Modern 11, Boating 18, Seamanship 9, Swimming 9, Carpentry 10, Motorcycle Driving 20, Technology Use 8, Blacksmithing 17, Firearms Repair, Modern 11, Firearms Repair, Primitive 20, Machining 17, Telegraphy 11, Telephone Communications 20, Weaponsmithing 7, Pilot, Variable Wing 13, Safecracking 14, Zero G Training 18

Equipment:

Camo BDUs (Hat 1-LC; Jacket 4-12, 21-28 M-AP; Pants 10-18 M-AP; Shoes 19-20 HL), R14- Rifle, Brass Knuckles, Nunchaku, Metal, Baseball

Bat with nails, Wakizashi, Bow, 30-lb. pull, Throwing Star, S & W No. 1 1/2, 1D3 Emory boards, crude stethoscope

LT. COMMANDER FLINT DEMERS

PBR 105

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Male	64	93	99	36	3

Attributes

WT	WL	STR	DFT	SPD	HLH
15	14	15	36	4	10

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
3	5	5	0	5	3	5

Base Stats

BAP	MNA	PCA	CDA	DRT
2	2	1	2	24

HR	SF	LR	StrGr
2	12	3	3

Skills:

Pre-Ruin Culture 4, Rifle, Primitive 25, Literacy 16, Computer Science 11 Brawling 15, Survival 5, Weapon and Shield 20, Pistol, Modern 14, Pistol, Primitive 18, Rifle, Modern 17, Autoweapon 20, Boating 20, Seamanship 9, Advanced Farming 8, Dirt Farming 12, Nutritionist 8, Salvage Food 18, Magnalock Penetration 10, Technology Use 12, Automobile Mechanic 11, Electrician 20, Mathematics 18, Physics 17, Plastics Forming 18, Television Communications 11, High Technology Use 9, Safecracking 20

Equipment:

Camo BDUs (Hat 1-LC; Jacket 4-12, 21-28 M-AP; Pants 10-18 M-AP; Shoes 19-20 HL), Spencer Rifle, Brass Knuckles, Shield, 1/4" bronze Class 2, P4 - Pistol, Snaphaunce Pistol, SG5- Shotgun, Galil ARM, Magnalock turner, one Emory board,

LIEUTENANT DARREN KRAJNC

PBR 105 Driver

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Male	58	99	78	7	4

Attributes

WT	WL	STR	DFT	SPD	HLH
30	5	14	15	20	10

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
3	5	0	1	4	0	5

Base Stats

BAP	MNA	PCA	CDA	DRT
10	2	5	2	20

HR	SF	LR	StrGr
2	12	4	3

Skills:

Pre-Ruin Culture 7, Autoweapon 20, Literacy 17, Zoology 14 Brawling 17, Survival 3, Two Weapon 11, Pistol, Modern 25, Rifle, Modern 22, Missile Launcher 18, Boating 21, Climbing 8, Seamanship 12, Search 20, Carpentry 16, Dirt Farming 18, Repair, Muscle Powered Vehicles 20, Lab Technique 8, Technology Use 16, Advanced Medical 20, Blacksmithing 17, Firearms Repair, Primitive 18, First Aid 8, Marine Mechanic 10, Plastics Forming 10, Powerboat Pilot 20

Equipment:

MG-34 Machinegun, Brass Knuckles, Wakizashi, Colt Cavalry Pistol, R2- Rifle, Medikit 1 w/2d5 bandages and 2d5 units med supplies

LIEUTENANT CHARITY OY

PBR 105 Front Gunner and Mechanic

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Female	31	39	32	98	2

Attributes

WT	WL	STR	DFT	SPD	HLH
17	15	15	17	19	12

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
3	5	2	-1	5	-2	5

Base Stats

BAP	MNA	PCA	CDA	DRT
10	3	3	2	27

HR	SF	LR	StrGr
3	13	3	3

Skills:

Pre-Ruin Culture 4, Autoweapon 22, Literacy 15, Television Communications 9 Brawling 12, Survival 5, Fencing 13, Slingshot 22, Pistol, Modern 17, Rifle, Modern 16, Boating 18, Seamanship 13, Tracking 17, Leatherworking 18, Weaver/Spinner 10, Basic Research 10, Powerboat Pilot 14, Technology Use 15, Aerial Recon Interpretation 16, Blacksmithing 8, Firearms Repair, Modern 10, Firearms Repair, Primitive 14, Machining 17, Mathematics 15, High Technology Use 8, Marine Mechanic 17

Equipment:

Camo BDUs (Hat 1-LC; Jacket 4-12, 21-28 M-AP; Pants 10-18 M-AP; Shoes 19-20 HL), MP-40, Brass Knuckles, Saber, Slingshot, Walther PPK, R14- Rifle

LT COMMANDER WALDA PÉREZ

PBR 105

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Female	66	41	12	51	1

Attributes

WT	WL	STR	DFT	SPD	HLH
15	15	17	15	15	15

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
3	5	3	0	5	-2	5

Base Stats

BAP	MNA	PCA	CDA	DRT
8	3	3	2	31

HR	SF	LR	StrGr
3	13	3	3

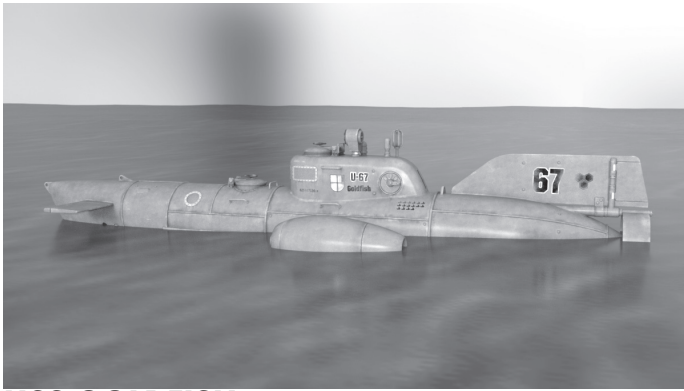
Skills:

Pre-Ruin Culture 4, Autoweapon 12, Literacy 20, Demolitions 20 Brawling 18, Survival 6, Fencing 16, Flexible Weapon 13, Pistol, Modern 13, Rifle, Modern 16, Rifle, Primitive 21, Bicycle Riding 11, Boating 15, Seamanship 11, Swimming 15, Carpentry 8, Commerce 11, Interrogation 15, Leatherworking 13, Nutritionist 16, Repair, Muscle Powered Vehicles 8, Salvage Food 8, Basic Research 9, Heavy Equipment Driving 9, Lab Technique 7, Lockpicking 20, Technology Use 11, Chemistry 13, Pilot, Fixed Wing 10, Production of Fuel, Petroleum 5

Equipment:

Camo BDUs (Hat 1-LC; Jacket 4-12, 21-28 M-AP; Pants 10-18 M-AP; Shoes 19-20 HL), , AMD-65, Brass Knuckles, Rapier, Whip, Beretta M92S, H&K SR9, Spencer Carbine, Crude Lockpicks. Efficiency Factor of .8. BCS Modifier of a -2. ENC Value of .2





USS GOLDFISH

Description: an experimental submarine that was commissioned just before the collapse. The USS Submarine Goldfish is a subcompact sea vessel designed for reconnaissance and can secretly penetrate into the waters of the port and attack enemy ships. The craft is armed with two large torpedoes designed to destroy large surface ships and other submarines. The case is made of durable titanium, allowing the boat to withstand maximum loads when making maneuvers. The boat is equipped with main engines and two auxiliary outboard engine, which gives it a high speed and maneuverability in the water.

Classification: Boat, soft target
 Base Safe Speed: 25 MPH
 Fuel System: Electric (Diesel and solar backup)
 Mileage: 1 Miles per E1
 Fuel Capacity: 2000 E1 plus cargo space
 Structure: 150
 Area: 15x90=750
 Damage Resistance: 12
 Maximum Speed: 48 MPH
 Barrier Value: Windows 10; Body 20
Special Features: Crew of 10, Carries up to 25 passengers or cargo.

CAPTAIN GWENNAN HOLM

USS Goldfish

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Female	63	90	33	5	3

Attributes

WT	WL	STR	DFT	SPD	HLH
39	14	15	15	5	6

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
3	5	5	1	5	1	5

Base Stats

BAP	MNA	PCA	CDA	DRT
2	2	1	1	20
HR	SF	LR	StrGr	
2	12	5	3	

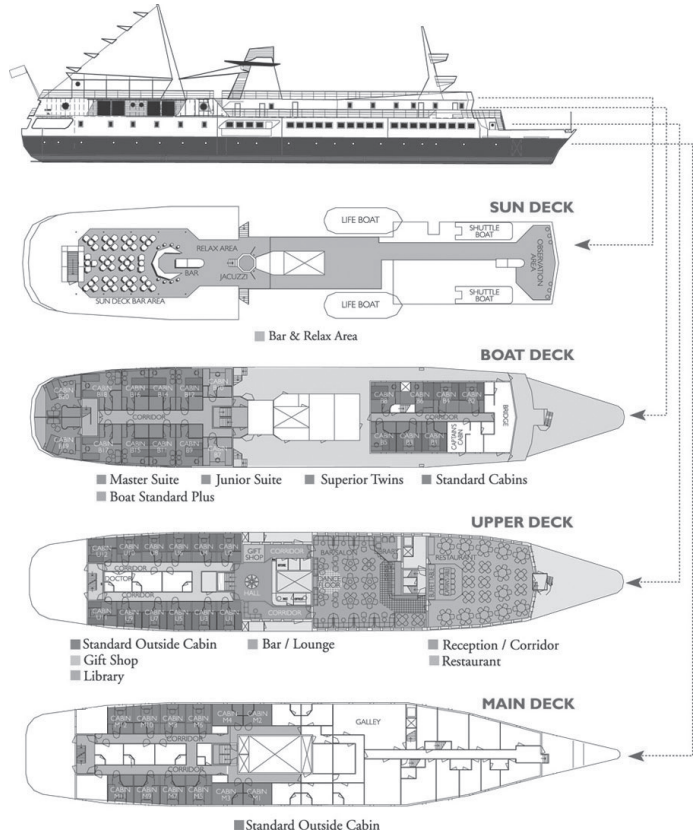
Skills:

Pre-Ruin Culture 9, Pistol, Primitive 23, Literacy 21, Physics 11
 Brawling 21, Survival 4, Single Weapon 15, Tonfa 19, Weapon and Shield 17, Bola 16, Pistol, Modern 22, Rifle, Modern 10, Boating 8, Seamanship 17, Hunting 9, Leatherworking 8, Tactics 13, Tailor 10, Lab Technique 17, Technology Use 20, Advanced Medical 14, Decontamination 14, First Aid 9, Marine Mechanic 17, Operational Command 10, Strategic Command 8, Therapy 9, Pilot, Fixed Wing 9

Equipment:

US Navy Dress Uniform (Hat 1-LC; Jacket 4-12, 21-28 LC; Pants 10-18 LC; Shoes 19-20 LL), .54 Flintlock, Brass Knuckles, Pipe, Heavy, Tonfa, Shield, 3/4" plywood Class 2, Bola, 3-Ball, P9 - Pistol, EM-2 Carbine,

CRUISE SHIP



Description: A medium sized cruise ship

Classification: Boat, soft target
 Base Safe Speed: 25 MPH
 Fuel System: Diesel
 Mileage: .5Pleasure Miles per gallon
 Fuel Capacity: 20000 gallons plus cargo space
 Structure: 150
 Area: 26x205=5330
 Damage Resistance: 180
 Maximum Speed: 30 MPH
 Barrier Value: Windows 10; Body 20
Special Features: Crew of 10, Carries up to 740 passengers or cargo.

CAPTAIN (CRUISE SHIP) KEYANNA DESJARDINS 'IRON'

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Female	45	11	2	9	4

Attributes

WT	WL	STR	DFT	SPD	HLH
15	25	15	15	15	7

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
-1	10	-1	1	4	10	6

Base Stats

BAP	MNA	PCA	CDA	DRT
8	2	4	2	27
HR	SF	LR	StrGr	
2	12	3	3	

Skills:

Pre-Ruin Culture 14, Rifle, Modern 8, Literacy 17, Blacksmithing 16, Brawling 8, Survival, ocean 8, Two Weapon 18, Bola 8, Missile

Launcher 8, Fermentation 17, Lab Technique 16, Technology Use 16, Advanced Medical 16, Armorer 6, Chemistry 13, First Aid 16, Pathology 16, Plastics Forming 6, Boating 20, Seamanship 20

Equipment:

M-24, Brass Knuckles, Wakizashi (kept in quarters), Medikit 1 w/2d5 bandages

Coast Guard Cutter – USCGC Osprey



Description: The Marine Protector class is a class of coastal patrol boats of the United States Coast Guard. The 87-foot-long vessels are based on the Stan 2600 design by Damen Group, and were built by Bollinger Shipyards of Lockport, Louisiana. Each boat is named after a marine predator.

Classification: Boat, soft target

Base Safe Speed: 25 MPH

Fuel System: Diesel

Mileage: 0.5 Miles per litre

Fuel Capacity: 1800 litres plus cargo space

Structure: 150

Area: 6x87=522

Damage Resistance: 12

Maximum Speed: 29 MPH

Barrier Value: Windows 10; Body 20

Special Features: Crew of 10, Sensors and processing systems: 1 x AN/SPS-73 surface search radar

Armament: 2 x .50 caliber M2 Browning machine guns

CAPTAIN, COAST GUARD QUINLAN VÁZQUEZ

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Male	27	16	11	47	2

Attributes

WT	WL	STR	DFT	SPD	HLH
23	17	15	5	21	10

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
1	10	-1	1	6	10	8

Base Stats

BAP	MNA	PCA	CDA	DRT
10	2	5	1	26
HR	SF	LR	StrGr	
2	12	4	3	

Skills:

Post-Ruin Culture 16, Pistol, Modern 18, Mechanically Generated Power 14, Brawling 16, Survival 17, Fencing, 17, Nunchaku 16, Two Weapon 16, Sling 18, Slingshot 18, Direct Fire Cannon 18, Swimming 17, Tracking 19, Foreign Language (Spanish) 19, Powerboat Pilot 18

Equipment:

P20 - Pistol, Brass Knuckles, Saber, Nunchaku, Wakizashi

2.2 FLEET RANKS AND RATES

Navy:

Officers:

- Admiral
- Vice Admiral
- O-6 Captain
- O-5 Commander
- O-4 Lieutenant Commander
- O-3 Lieutenant
- O-2 Lieutenant Junior Grade
- O-1 Ensign

Enlisted:

- Senior Chief Petty Officer
- Chief Petty Officer
- Petty Officer First Class
- Petty Officer Second Class
- Petty Officer Third Class
- Seaman

Marines:

Officers:

- O-6 Colonel
- O-5 Lieutenant Colonel
- O-4 Major
- O-3 Captain
- O-2 First Lieutenant
- O-1 Second Lieutenant

Enlisted:

- E-9 Master Gunnery Sergeant
- E-9 Sergeant Major
- E-8 Master Sergeant
- E-8 First Sergeant
- E-7 Gunnery Sergeant
- E-6 Staff Sergeant
- E-5 Sergeant
- E-4 Corporal
- E-3 Lance Corporal
- E-2 Private First Class
- E-1 Private



3. LIFE IN THE FLEET

Life in the fleet is reasonably nice and safe, save weather and the occasional pirate attack. Electricity is actually abundant, and food and water readily available and inexpensive. The inhabitants of the fleet are divided into three categories, or classes – Crew (Officers and Enlisted), Contractors, and Passengers. Crew have the most rights, can move freely through the fleet, and have the capability (while on duty) to carry weapons. Contractors are part-time workers, and are allowed weapons when appropriate for their mission. Passengers are not allowed anything resembling a weapon larger than the personal knife. Passengers are required to turn in all possessions other than personal items and clothing at the beginning of a cruise, and only receive them back when they reach their destined port of call. Cruise costs are as follows for a passenger: 3rd class cabin (shared bunkhouse) - \$25 USD per day of cruise; 2nd class (Private room with balcony, good view) - \$100 USD per day of cruise; 1st class (Private Stateroom, top levels) - \$250 per day; Premium Class (Suite with butler and private dining area and Premium only bars and casinos) - \$1000 USD per day of cruise. This is just the price to be onboard. Food, entertainment, and services are extra. Deals can be found by haggling with the purser – giving a 10% discount (or increase) times the value number of the reaction roll. While on a cruise, passengers can “bank” barter points for credit. This is measured in US Dollars by the onboard banking system. This is 100% computerized, with dual redundant computer databases on the JFK, and supervised by the Chief Purser. 1 Dollar is equivalent to 1 Barter Point. Passengers and crew are each issued a custom photo/biometric RFID Magnalock card. This is their ID badge, key to areas they have access to, and monetary debit card for their fleet account. If lost, they can get a new one issued for a cost of USD \$50. Use of the card is with varying levels of security – low (or no) security – swipe or scan only. Medium security and Cash Transactions are swipe plus fingerprint. High security is swipe, fingerprint, and security code. Top Level security is swipe, fingerprint, code, and retina scan. If attempting to bypass security, each of these is a separate task.

There are many things for a passenger to do while on a cruise, from gambling, to participating on one of the pleasure ships, and especially training. If a Teacher of a skill is found, training is available at a cost of the Teacher’s skill score/5 in the skill per week in Dollars, doubled if they are an expert teacher, and doubled again if they are a Gifted teacher. This is cumulative – so a Expert Gifted teacher in Modern Firearms would cost 200/5 = \$40 USD base cost, times 2 times 2 for a total of \$160 USD/week. Any consumables used (ammunition) will also have to be paid for by the student. A reaction roll can be used to modify the cost, per the value number of the reaction table. This modifies the base cost. Attributes can also be increased at a cost of the desired attribute point value per week. For example, to train from STR of 10 to 11 would cost \$11 USD per week. Supervision by a character with Therapy costs the value of the Therapy BCS per week in Dollars.

Joining the Crew

A Character may opt to volunteer to join the crew. They are accepted for a position if there is an opening, they meet the skill and attribute requirements, and have proven themselves to the Quartermaster. (Excellent reaction, or positive reputation of 5 with the fleet and Good reaction, or positive reputation of 10 with the fleet.) Crew get paid monthly based on rank and job. Pay is \$1 per Enlisted rank per day of work, doubled if person is doing a “combat job” and \$4 per day for shore duty. Officers get \$5 per rank per day, with multipliers as per enlisted. (AN E-3 gets \$3 per day base). They also receive uniform clothes, a bunk, food and water, and quarterly time for training. They work twelve hours a day six days a week, and get one day off per week. They can choose to save up time off for an extended liberty, and can apply for additional liberty or a leave of absence to their Commanding Officer. (Excellent reaction, or positive reputation of 5 with the CO and Good reaction, or positive reputation of 10 with the CO.) Depending on their position, they can also requisition tools and weapons appropriate for a task or job. Quitting

the crew is a one-way street. Once you quit, the character will never be allowed to re-join.



Some units utilize new initiate practices that border on (or go way past) hazing. As long as the event doesn’t prevent the crewmember from doing their duties, the “infraction” is usually overlooked. Hazing rituals that have occurred have been using shock sticks on a new crewmember’s chair (electrician’s mate), purposeful drowning (SEAL teams), dunking in the ocean, orders to report to nonexistent quarters, and others.

Crime and Punishment in the Fleet

The Fleet has a harsh penal system. Minor infractions are punished by the CO, ship captain, or other officer. The penalties are decided by the captain of the specific ship, but are limited to work details, Brig (jail) time, or fines. Major (capital) offenses are ruled on by a three member tribunal. Penalties for Major offenses are banishment from the Fleet or execution. Minor offenses are – not showing up for work detail ready to work (late, drunk, hung over, unsanctioned injury, incorrect uniform), lying to a crew member, brawling, trespassing in a non-secure area, and other similar offenses. Major offenses are murder, rape, theft, grievous injury or assault (causing permanent damage), forgery, impersonating a crewmember, and trespassing in a secure area. Other offenses are up to the captain of the ship where they occur. Some captains ban drinking on their ship altogether.

4. PORTS OF CALL

The Fleet makes periodic trips to several ports of call. Each cruise will visit about five to eight ports before returning to the starting port. The fleet moves at an average speed of ten knots (twelve MPH). This means a standard Atlantic cruise is one to two days between ports, with the “across the pond” legs taking three to four days.

Americas

Miami

The fleet docks in Miami to deliver trade goods from Prague, human cargo (slaves), and food from the other stops. They pick up Trade goods from Marietta and Kennesaw, and sometimes even shipments from the Central United States or Seattle. They will also sometimes pick up slaves from Miami for transport to other regions. During the Miami visit, they will take a 2-3 day liberty to visit the casinos and other areas of interest. The fleet stays 1D10 days in Miami.

Cancun, Mexico

The fleet docks in Cancun to pick up drinking alcohol, produce (fruits and veggies) and sells weapons and electricity. The hotels in Cancun that are still operational have their own desalination (fresh water) plants, and are still doing a decent business in tourism with casinos and “personal entertainment”. Slavery is illegal in Cancun, and the Policia commonly “shakes down” lone travelers and small groups that are caught away from port or the Hotel Zone. The Fleet stays 2D6 days in Cancun

Belem, Brazil

The fleet docks in Belem to pick up meat (beef, pork, and poultry) and produce, and commonly takes on new entertainment crewmembers here. They deliver weapons and fresh water in return for the food. There is no shore liberty in Belem. It is simply too dangerous for authorized shore leave. Passengers who go ashore do so at their own risk. The fleet will stay 1D3 days in Belem.

Africa

Namibe, Angola

The Fleet docks here to trade weapons and water and pick up slaves and salvage from across the African continent. They usually stay only one night.

Essaouira Morocco (gateway to Marrakesh)

The Fleet docks in Essaouira occasionally to allow trading parties to visit the market in Marrakesh. If docking in Essaouira, the Fleet will stay for 12+2D6 days, and liberty (shore leave) for non-traders is allowed on the nearby Canary Islands. The Canary Islands are normally completely devoid of human life, though they did have a thriving tourism industry before the ruin. The islands have been picked pretty clean by the Fleet, and can be scavenged as per rubble. Any services needed for the liberty will be carried ashore by the Crew, where they will take over an abandoned hotel and set up there while the Fleet waits for the traders to return from Marrakesh.

Still Bay, South Africa

The Fleet occasionally docks in Still Bay, where they will trade water and electricity for South African wines (both pre-ruin and post-ruin) and seafood (lobster, shrimp, and other shallow water fish). Travelers are advised to stay ashore, though there is an inn and bar. There are guides at the inn who will offer to take travelers on hunting expeditions for the “big 5” and other exotic game. With the African Continent a “free fire” zone – this is a risky proposition at best. The fleet stays 1D6 days in Still Bay.

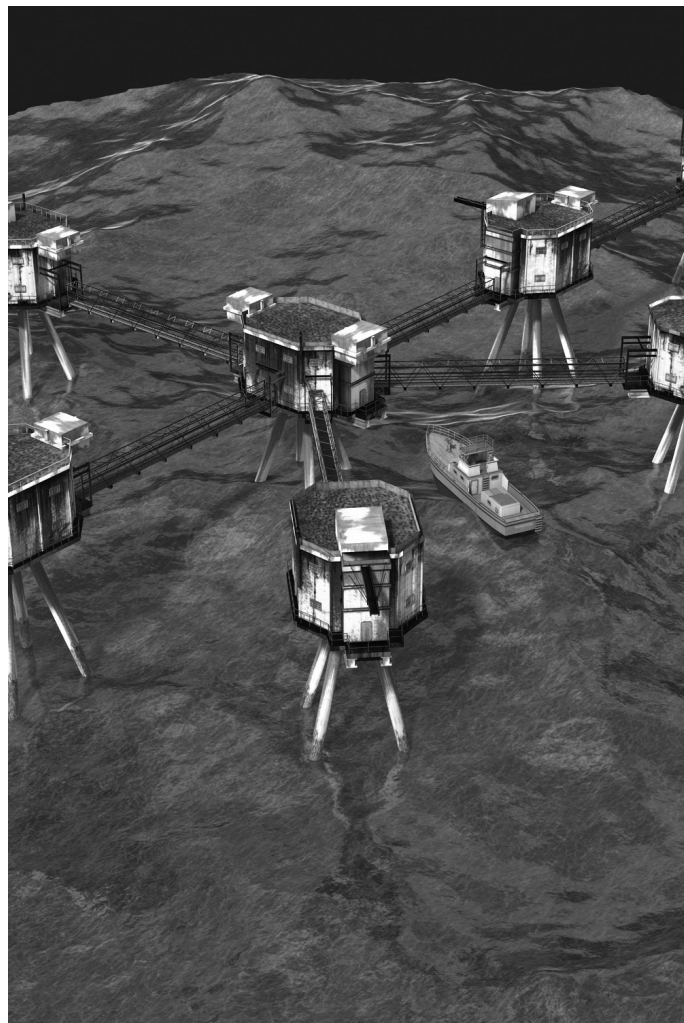
Europe

Sada, Spain

Sada Spain is another wine destination for the fleet, procuring Spanish and Pre-ruin French wines and other European salvage. The Fleet stays 1D6 days in Sada.

Sealand, English Channel (gateway to London)

The Fleet docks at the Sealand Naval forts and sends traders and supplies into the US Embassy of London, as well as picks up salvage and personnel. The Fleet stays at Sealand for 2D6 days before moving on.



Cuxhaven, Germany

The fleet docks at Cuxhaven to pick up cargo from Prague. The first time the Characters dock here, the adventure “Heart of Darkness” will occur.

Oslo, Norway

Oslo is a fleet docking port in Norway.

Asia-Eastern Pacific

The Asia ports of call are listed here in case the Gamemaster wants to add them, or the Gamemaster has picked up the corresponding campaign book.

Perth, Australia

Perth Australia is covered in the upcoming Aftermath! Cybele! campaign book- Australia: The Wild West. The Fleet docks here for 2D6-6 days with a negative result meaning they miss the stop altogether. The -6 modifier can be removed by the Gamemaster if they wish the Characters to explore Perth.

New Tokyo

New Tokyo is covered in the upcoming Aftermath! Cybele! New Tokyo campaign book. The Fleet docks here for 2D6-6 days with a negative result meaning they miss the stop altogether. The -6 modifier can be removed by the Gamemaster if they wish the Characters to explore New Tokyo.

Hong Kong

Hong Kong often serves as the port for New Tokyo, with docking time as for New Tokyo without the -6 modifier as fewer restrictions apply to non-citizens at this port as opposed to New Tokyo itself.

Kochi, India

Kochi India is the primary Asia-Pacific refueling stop, and is a refit and resupply location before continuing West to South Africa, or East to Perth or New Tokyo or beyond. Food, human cargo (passengers and slaves) and salvage are all picked up here, primarily in exchange for medical treatment and fresh water.

Diego Garcia

Diego Garcia is a remote repair and refuel facility in the British Indian Ocean territory.

5. ADVENTURES

5.1 PIRATE ATTACK

At a random hour, the ship alarms go off announcing small unmarked vessels approaching the fleet. They will try to swing adjacent to a small ship (civilian or otherwise, and then board via grapples, ropes and ladders. This is a fast attack, with the pirates swarming aboard and subduing/killing the crew and taking over the ship. There are 6D6 Average Pirates and 2D6 Elite Pirates aboard the Speed Boats.



AVERAGE PIRATE

Average Veteran

Skills:

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

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

Weapons: AK-47 with six box (30) magazines and 1D6 Mk 8 Grenades
Notes: Age 10 + 3D10.

ELITE PIRATE

Elite Veteran

Skills:

(BCS 18) Brawling; Knife; Pistol, Modern; Streetwise. (BCS 14) Commerce; Single Weapon; Stealth, Urban; Survival, Urban; Tactics; (BCS 12) Autoweapon; Flexible Weapon; Literacy (English); Rifle, Modern; Salvage Food; Technology Use; Throwing.

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

Weapons: Roll 1D6 – 1: AK-47 with six box (30) magazines and 1D6 Mk 8 Grenades

2: SVD with six box (10) magazines and Glock 19 with three box (15) magazines

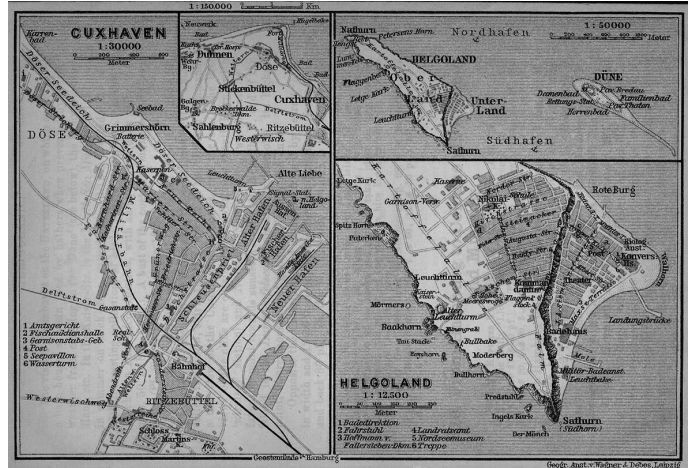
3: AMD-65 with 1D10 box (30) magazines

4: Machete and M1911 with eight box (7) magazines

5: UZI SMG with twelve box (32) magazines

6: 2x P-45 with 2D6 magazines

Notes: Age 20 + 3D10.



5.2 HEART OF DARKNESS

The characters are recruited by the Purser (or assigned to the duty if they are Crew members) to take a PBR up the Elbe river to meet with Ivan Kratly and secure a shipment for the Fleet. The river flows for 680 miles through "Indian Country" – unsecured and uncontrolled areas. They are asked to then escort the shipment back to the Fleet. If independent, the pay will be \$500 USD each, or the equivalent in currency or items at the character's choice. If they try to negotiate for more, the pay is modified by the Value Number of a reaction roll times \$50. A positive reputation with the fleet of above 5 will allow a second reaction roll, and an additional bonus accordingly. There will be 1 PBR assigned to the trip for each four player-characters. NPCs will fill the crews so each boat has a full complement of four crewmembers. If the characters do not have at least a boating BCS of 8, then a boat driver will be assigned to each boat. The player-characters can also request additional personnel and boats. This requires an Excellent reaction, or positive reputation of 3 with the CO





and Good reaction, or positive reputation of 10 with the CO per additional boat or four NPCs. They will be allowed their own weapons and gear, and can purchase additional gear using an advance of up to 50% of their pay. The PBR's will be loaded with ammunition and guns equal to the reaction roll (roll of 75 is 75% stocked) – Crew Member Player-Characters can requisition additional weapons and ammunition. It is up to the Gamemaster to decide what additional equipment they receive.

The fleet will drop the characters and their boats off at Cuxhaven, where they are then on their own to further equip at the Cuxhaven market, investigate rumors about the route, and then start their journey through the Elbe on the PBRs.

- 13 Bear, Grizzly
- 14-22 Deer
- 23-24 Fox
- 25-26 Pack of 2D6 wild dogs
- 27-29 Giant Rats
- 30-31 Lion
- 32-43 Reindeer
- 44-57 Pigs (2D10)
- 58-62 Vultures
- 63-71 Alpine Ibex
- 72-99 Wolf
- 100 Bear, Polar

Hamburg

The first large city they encounter is Hamburg. The docks and riverfront buildings are eerily empty. Hamburg can be scavenged as per rubble as it has been heavily scavenged already.

Hamburg encounter table.

Roll	Encounter
1-8	Creature
9-16	Humanoid
17-18	Event
19-20	No Encounter

River Encounter Table

Southern Zone Encounter table

Roll	Encounter
1-8	Creature
9-12	Humanoid
13-18	Event
19-20	No Encounter

Creature Encounter Table

1-5	Boar
6	Hogzilla
7-12	Bear, Brown



Humanoid Encounter Table

1-6	Pirate Scouting Party – 1D6 pirates as above
7-13	Slavers (2D6 Elite NPCs, wearing camo uniforms (4-18, 21-28 LC; 19-20 HL) armed with AK-47 with 1D6 box (30) mags)
14-22	Trading party – Trader with a large cache of items, guarded by 2D10 Elite NPCs. Elite Veteran Skills: (BCS 18) Brawling; Knife; Pistol, Modern; Streetwise. (BCS 14) Commerce; Single Weapon; Stealth, Urban; Survival, Urban; Tactics; (BCS 12) Autoweapon; Flexible Weapon; Literacy (English); Rifle, Modern; Salvage Food; Technology Use; Throwing. Armor: Deluxe Street Suit in urban camouflage (BC20 4-12; PX 3-18, 21-28); boots (HL 17-20). Weapons: Roll 1D6 – 1: AK-47 with 6 box (30) magazines 2: Barrett M82 with 6 box (10) magazines and Glock 19 with 3 box (15) magazines 3: Kel-Tec RFB with 1D10 box (20) magazines 4: Machete and M1911 with 8 box (7) magazines 5: UZI SMG with 12 box (32) magazines 6: 2x P-45 with 2D6 magazines Notes: Age 20 + 3D10.
23-24	1D6 feral children (roll 1D10 – 1-6 they are begging, 7-10 they will attack to try to get supplies) DRT5, BCS8. Armed with knives, spears and 1 in 10 chance of a firearm)
25-26	Young couple in the throws of passion.
27-29	Body floating in the river
30-31	1D6 bodies hanging from the trees or light post
32-43	Lone scavenger digging through rubble
44-57	1D6 scavengers camping in ruined cars
58-62	1D6 hunters riding 1D3 Horses. (hunters wearing leather outfits (1-2 HL, 3-12 HHL, 13-18 LL, 17-20 HHL, 21-28 LL) and armed with bowie knife and Barrett M82 rifles with 1D6 box (10) magazines each)
63-71	Racer in Rally car practicing for the Seattle Dash
72-100	Pack of Cannibals eating dinner - Elite Veteran Skills: (BCS 18) Brawling; Knife; Pistol, Modern; Streetwise. (BCS 14) Commerce; Single Weapon; Stealth, Urban; Survival, Urban; Tactics; (BCS 12) Autoweapon; Flexible Weapon; Literacy (English); Rifle, Modern; Salvage Food; Technology Use; Throwing. Armor: Street Clothes (LC 3-18, 21-28); boots (HL 17-20). Weapons: Roll 1D6 – 1: AK-47 with 1D6 box (30) magazines 2: SVD with 1D6 box (10) magazines and Glock 19 with 1D3 box (15) magazines 3: H&K MP5 with 1D10 box (30) magazines 4: Katana and Makarov pistol with 1D10 box (7) magazines 5: UZI SMG with 2D6 box (32) magazines 6: Steyr AUG with 2D6 box (30)magazines Notes: Age 10 + 3D10.

Event Encounter Table

1-6	Boat springs a leak. Marine Mechanic task of 25 points with a task period of 1 minute. If the leak is not repaired in 5 minutes, the boat sinks. Critical success on the task roll increases the time limit by 1 minute. Critical failure reduces the time limit by 1 minute.
7-13	Thunderstorm
14-22	2D10 bodies hanging by their necks from a bridge or lamp posts.
23-24	Rats eating food stores – 2D6 days of rations lost.
25-26	1D6 bodies spotted floating in the river
27-29	Rattlesnake falls into boat (1 in 6 chance on top of a passenger or crew member)
30-31	Pieces of another boat floating down the river.
32-43	Panther
44-57	Pig
58-62	Rhino
63-71	Tiger
72-100	Wolf



Everything goes fine (other than the random encounter), until the boats reach the countryside just outside Dresden. It is there that the shipping problem is rooted. Ludovich and his gang have set up a river trap to collect commerce and people traveling the river. Their strategy is to attack from the north bank with a small force (six soldiers), and when the boats turn to confront the attack, the main force (both leaders and three times as many soldiers as player-characters) will attack from the rear. They will try not to damage the boats, and will try to capture as unharmed as possible any females aboard that have a looks over 50, and are under thirty-eight years old. These captives will be transported overland south to the slave markets. Everything else will be looted and sold. If (when) they take more than 20% losses, they will retreat into the ruins and escape through hidden tunnels of the storm drains. The characters may pursue if desired. The tunnel entrances are well hidden (WIT CST to spot) and the tunnels are trapped with grenades and spiked pit traps. If the player-characters defeat the bandits, and find their base in the tunnels, it contains 4D100 BP worth of trade goods. (random generation)

Dresden Ambush NPC Stats

KARL LUDOVICH, DRESDEN LEADER

Ludovich is leader of the bandits that live near Dresden. He stands at 5' 9", weighs 150 pounds and is of average build. He has short brown hair, blue eyes and is somewhat handsome. Fresh cuts from a knife fight are visible on his left upper cheek and they were stitched clumsily.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	57	71	44	72	2

Attributes

WT	WL	STR	DFT	SPD	HLH
9	19	15	37	13	9

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
0	10	0	0	8	10	0

Base Stats

BAP	MNA	PCA	CDA	DRT
7	5	1	2	26
HR	SF	LR	StrGr	
2	12	2	3	



Skills:

Modern Pistol 18, Single Weapon 16, Brawling 18, Unarmed 14, Automobile Driving 10, Post-Ruin Culture 3, Throwing 11, Literacy 5, Survival 8, Tactics 5, Weaver/Spinner 9, Technology Use 9, Mathematics 3, Physics 2, High Technology Use 9, ECM Operation 9, Solar Power Generation 6

Equipment:

Lee Enfield Mark 12 Gauss Rifle with eight Box(25) magazines, Electro Baton, P26 (44 Magnum) with thirty-five rounds, Dresden Armor Kit 2, Small bag of mystery meat jerky

WILHELM PEPOWSKI, SECOND IN COMMAND

Wilhelm is Karl's right-hand man and second in command. Wilhelm is 6' 2" and 190 pounds with graying black hair and worry lines that add about ten years to his actual age. Wilhelm is Changed-Chameleon.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
M	42	88	74	74	1

Attributes

WT	WL	STR	DFT	SPD	HLH
15	4	15	15	28	15

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
18	10	2	1	2	6	-1

Base Stats

BAP	MNA	PCA	CDA	DRT	PSI
14	3	5	2	24	26
HR	SF	LR	StrGr		
3	13	3	3		

Skills:

Post-Ruin Culture 3, Throwing 18, Literacy 5, Brawling 12, Survival 8, Tactics, 5, Weaver/Spinner 9, Technology Use 9, Mathematics 18,

Physics 2, High Technology Use 9, ECM Operation 9, Solar Power Generation 12, Modern Rifle 16

Equipment:
Three throwing knives, AK-47 with twelve box (30) magazines, Dresden Armor Kit 1, Bag of mystery meat jerky, torn photo of his family

DRESDEN SOLDIER

These are the other Dresden soldiers. All are required to participate in capturing their slaves, which means they all need to know how to fight. They have a 1 in 6 chance of being changed.

Attributes

WT	WL	STR	DFT	SPD	HLH
10	10	10	10	10	10

Base Stats

BAP	MNA	PCA	CDA	DRT	Sex	Age
5	2	2	1	20	M/F	25-40

Skills:

Modern Rifle 14, Modern Pistol 14, Single Weapon 14, Brawling 14, Throwing 12, Fermentation 8, Dirt Farming 8, Salvage Foods 6

Equipment:
One of: Blackjack, Mossberg 500 12ga shotgun with bean bag loads and 3D10 rounds 00 buckshot, Electro Baton, AK-47 with 2D6 Box (30) magazines, Dresden Armor Kit 1, Bag of mystery meat jerky

Dresden Armor Kits

Armor Kit 1: Leather Jacket (21-28,4-12 HL), Jeans (10-16 HC), Boots (27-30 HL)

Armor Kit 2: Mark III Undersuit (4-28,31-38 SP), Helicopter Pilot Helmet (1-2 AP), Mark III Chestplate (4-9 AP) and Right Arm (21,23,25,27 AP), boots (27-30 HL)

MELNIK

The way station is in the junction of the Elbe and the Vitava River outside Melnik. (Map legend 1) Here a small camp has been set up to allow river travelers to rest and refit. Melnik proper may be scavenged as per rubble.

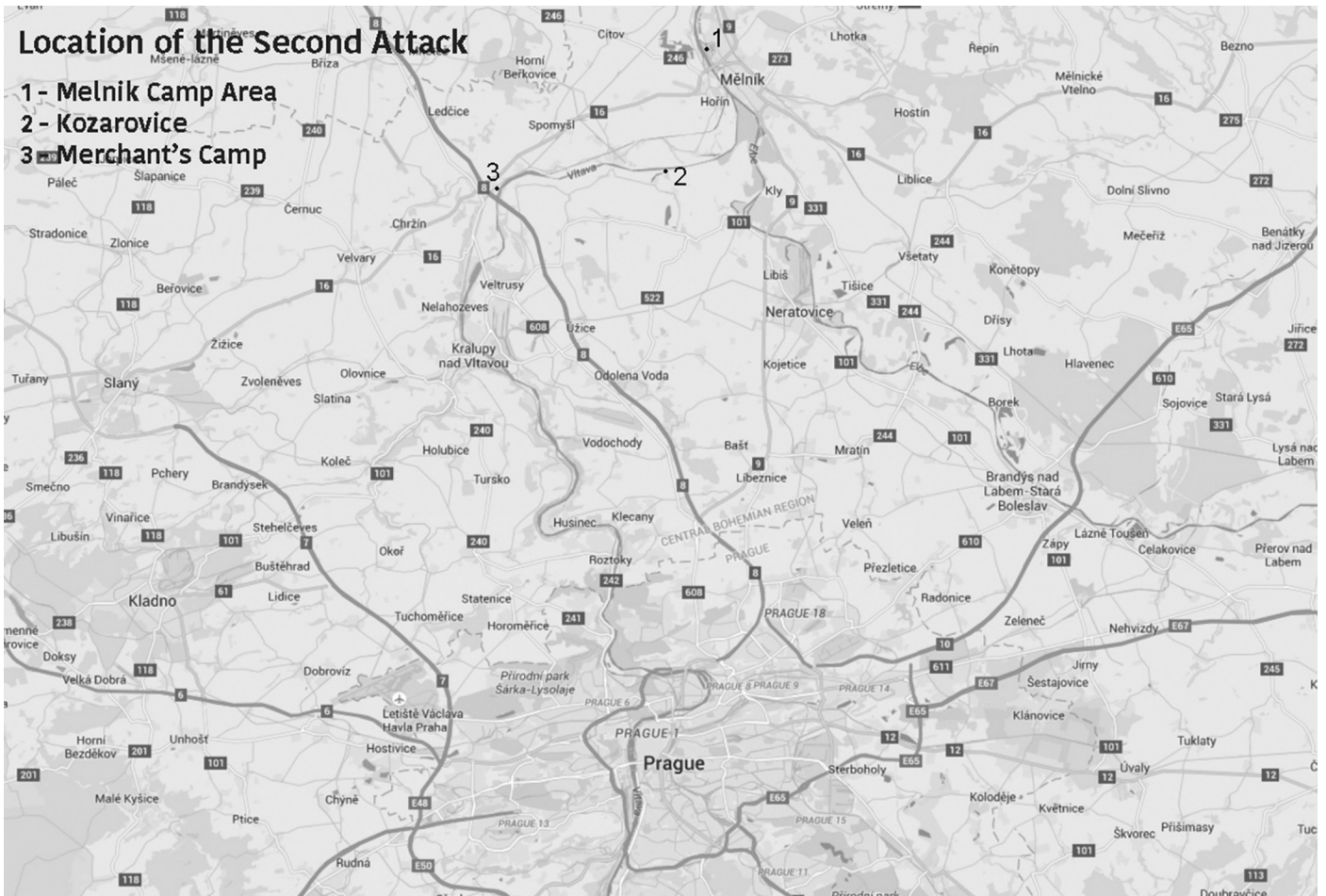
The Second Attack

About three miles from Nova Ves, outside Kozarovice (Map Legend 2), it is suggested that the boats put in for the night. During the night, they are attacked by sixty tribals from both banks (thirty on each bank) by a sudden barrage of arrows. Once the tribals take any casualties, they will retreat to their village of Kozarovice (see detailed map of Kozarovice) – where they have taken over the warehouse. There are a total of eighty Tribal warriors that make it to the village (plus some that were already there)– the other thirty are stranded on the other side of the river and flee into the forest. They then head downstream about a half a mile and cross there, and head back to the village. They will make it back to the village

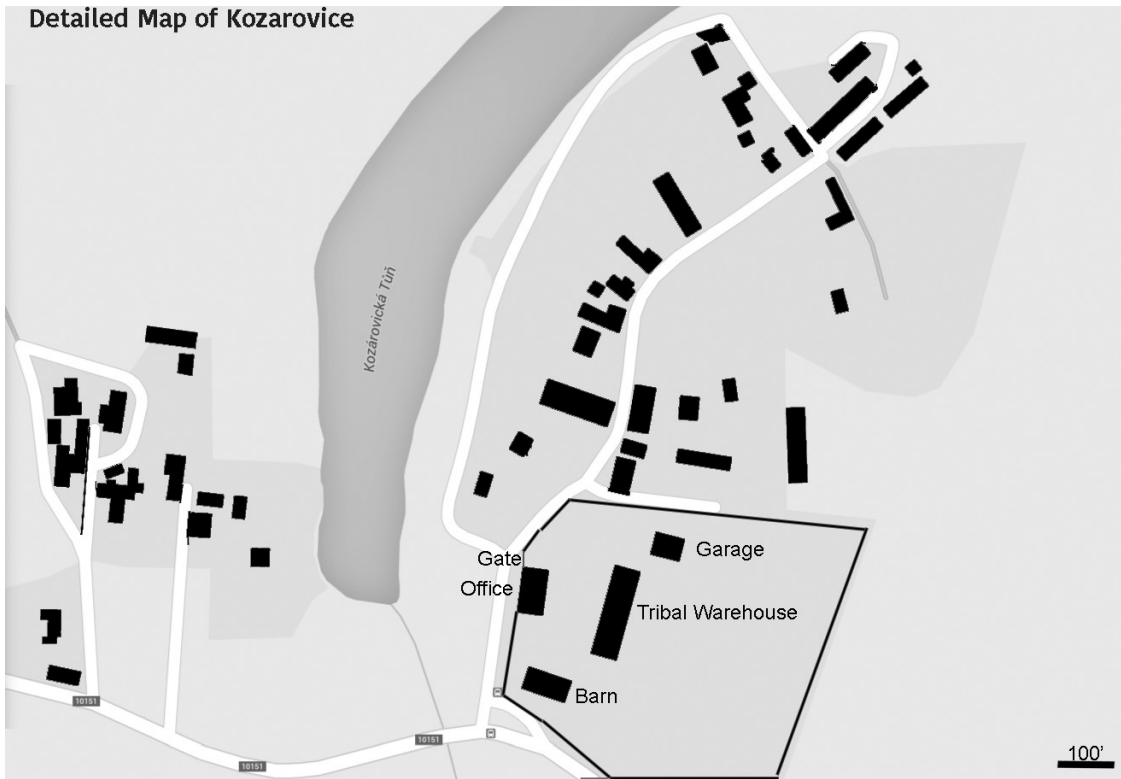


Location of the Second Attack

- 1 - Melnik Camp Area
- 2 - Kozarovice
- 3 - Merchant's Camp



Detailed Map of Kozarovice



in about an hour – perhaps just in time to catch the Player-Characters cleaning up after an attack.

TRIBAL WARRIOR

Elite NPC, Archery BCS 18, Stealth BCS 18, Knife BCS 12, Polearm BCS 16. I in 6 is Changed. 50# pull bows, 2d20 broadhead arrows each. Bayonet or Knife-spear.

Wearing tribal leathers and armor painted woodland camouflage (Shirt 4-10, 21-28 LL, pants 10-18 LL, boots 19-20 HL, Vest 4-12 M-AP, helmet 1-2 SP, Gorget 3 M-AP) (camo makes them hard to spot in the trees by the river – WIT AST to spot a warrior, otherwise 100% covered by soft cover.

Once they get past the tribals and nurse their wounds, the party can



make it to Kratky's camp. The merchant, Ivan Kratky is in his camp on the banks of the Vltava outside Nova Ves. (Map Legend 3) He has been severely wounded in the abdomen during the Tribal attack, and needs surgery to survive. (Successful Advanced Medical BCS to diagnose).

He can be operated on locally (Advanced Medical task with a task value of 50 and a task period of thirty minutes), or he can be transported to the JFK for surgery there. (Advanced Medical successful BCS per day to keep him alive). Kratky is still conscious, if a bit delirious, as they have been giving him (a little too much) Neo-Heroin to dull the pain.

If he lives: the shipment can be obtained and the characters each receive a bonus equal to the value number of a reaction roll times \$50 USD. This is multiplied by the value number of a second reaction roll if the

Characters operate on the spot without taking him to the JFK.

If he dies: they can still bargain for the shipment, with success on a good or better reaction roll. A Mediocre reaction roll increases the cost of the shipment by 25%. A less than Mediocre reaction will result in the characters being refused the shipment

IVAN KRATKY, MERCHANT

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Male	58	72	75	99	3

Attributes

WT	WL	STR	DFT	SPD	HLH
15	35	15	15	9	5

Talents

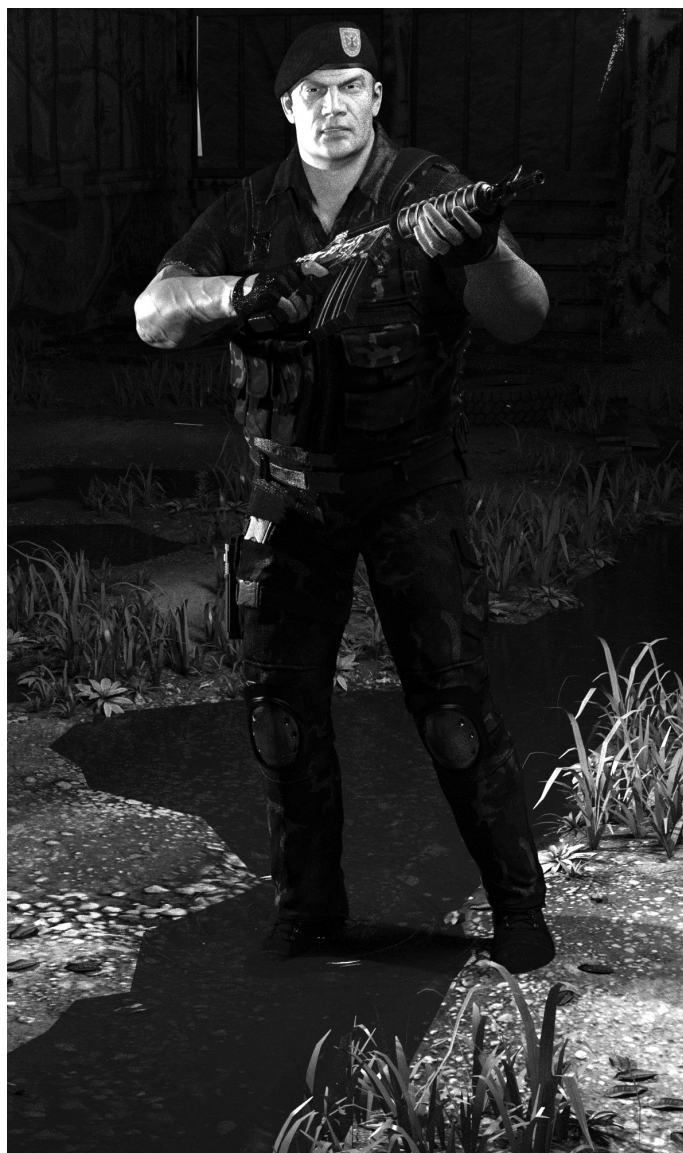
CHA	CMB	SCI	EST	COM	NAT	MCH
0	10	0	0	1	10	4

Base Stats

BAP	MNA	PCA	CDA	DRT
4	2	2	1	30

HR	SF	LR	StrGr
2	12	3	3

Skills:



Pre-Ruin Culture 13, Pistol, Primitive 18, Literacy 16, Pharmacy 16, Brawling 18, Survival, 10, Single Weapon 18, Two Weapon 18, Blowgun 6, Breech Loading Artillery 8, Missile Launcher 8, Hunting 18, Dirt Farming 6, Masonry 6, Tactics 15, Powerboat Pilot 16, Technology Use 16, Blacksmithing 6, Firearms Repair, Modern 16, Firearms Repair, Primitive 16, Machining 16, Mathematics 13, Operational Command 15, Strategic Command 15, High Technology Use 16, ECM Operation 6
Equipment:
 1851 Navy Revolver, Brass Knuckles, Sword, Katana, Wakizashi, Blowgun, Short, M-4 rifle with 6 mags.

LEANDRA PITTS, MERCHANT'S SECOND

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Female	31	71	93	96	3

Attributes

WT	WL	STR	DFT	SPD	HLH
15	16	15	15	16	13

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
1	10	3	0	4	10	6

Base Stats

BAP	MNA	PCA	CDA	DRT
8	3	3	2	28
HR	SF	LR	StrGr	
3	13	3	3	

Skills:

Post-Ruin Culture 14, Blowgun 8, Blacksmithing 7, Brawling 8, Survival 8, Modern Rifle 14, Autoweapon, 8, Basic Research 7, Technology Use 7, Mathematics 4, SCUBA Diving 7, Zero G Training 8

Equipment:

Blowgun, long, Brass Knuckles, H&K G-36K with six full and eight empty magazines

MERCHANT'S GUARDS

Elite NPC, Archery BCS 18, Stealth BCS 18, Modern Pistol 12, Modern Rifle 10. 50# pull bows, 2d20 broadhead arrows each. Bayonet.

Wearing tribal leathers and armor painted Urban camouflage (Shirt 4-10, 21-28 LL, pants 10-18 LL, boots 19-20 HL, Vest 4-12 M-AP, helmet 1-2 SP, Gorget 3 M-AP) 1 in 6 has a random pistol, 1 in 6 has a random rifle.

5.3 SECURE A NEW PORT OF CALL

The characters are recruited by the Purser (or assigned to the duty if they are Crew members) to take a patrol ashore to secure a new landing/resupply port for the Fleet. The exact supplies are up to the Gamemaster, and should be chosen based on the current port of call. Options are guns and ammunition from Kennesaw or Marietta, Medicines from Seattle, a specific part from a city (salvage run) or anything else the Gamemaster desires. If independent, the pay will be \$500 USD each, or the equivalent in currency or items at the character's choice. If they try to negotiate for more, the pay is modified by the Value Number of a reaction roll times \$50. A positive reputation with the fleet of above 5 will allow a second reaction roll, and an additional bonus accordingly. They will be allowed their own weapons and gear, and can purchase additional gear using an advance of up to 50% of their pay. Crew Member Player-Characters can requisition additional weapons and ammunition. It is up to the Gamemaster to decide what additional equipment they receive.

The fleet will drop the characters and their boats off at the port, where they are then on their own to further equip at the port market (if any), investigate rumors about the route, and then start their journey to the destination. This is a free-form adventure that the Gamemaster can fill in as desired. This can be used to establish a new embassy in a new territory, to introduce the players to a new campaign region, or whatever

the Gamemaster desires.

5.4 FIND THE PIRATE BASE



After three pirate attacks on the Fleet, the characters are brought into the briefing room aboard the USS John F. Kennedy. Crew members will just receive a summons. Passengers and contractors will be politely asked to attend the meeting. Lieutenant Ryan introduces himself and states that due to the recent pirate attacks, the characters are being offered the opportunity to find the pirate base and stop the attacks. If independent, the pay will be \$500 USD each, or the equivalent in currency or items at the character's choice. If they try to negotiate for more, the pay is modified by the Value Number of a reaction roll times \$50. A positive reputation with the fleet of above 5 will allow a second reaction roll, and an additional bonus accordingly. The players get to decide on insertion and approach methods (options are PBR, Cutter, Scuba or Zodiac) The player-characters can also request additional personnel and boats. This requires an Excellent reaction, or positive reputation of 3 with the CO and Good reaction, or positive reputation of 10 with the CO per additional boat or 4 NPCs. They will be allowed their own weapons and gear, and can purchase additional gear using an advance of up to 50% of their pay. The PBR's will be loaded with ammunition and guns equal to the reaction roll (roll of 75 is 75% stocked) – Crew Member Player-Characters can requisition additional weapons and ammunition. It is up to the Gamemaster to decide what additional equipment they receive.

The Pirate base is in a small cove on the coast somewhere near the fleet. (this can be any continent at the Gamemaster's discretion). There



are 2D20 pirate speed boats and 1D20 captured boats in the cove and 2D100 pirates.

Key Details:

1. Fuel Storage Tank – contains 2D100*10 gallons of petrol
2. Kitchen/restaurant – a former diner that is used to feed the pirates. Here can be found 1D100*10 man-days fresh food, and 1D100*20 man-days canned food.
3. Headquarters Building – an old 4 bedroom house.
4. The Barn. Storage for their loot. 1D100 Cache finds are available here.
5. The Shop – Marine repair shop with tools.
6. Slave Bard – 1D100 prisoners being held for ransom/sale.
7. Barracks.
8. Armory and Weapon Shop – this is where Corey Petersons spends most of his time.

PIRATE COMMANDER FINN MERRY

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Male	53	62	60	26	1

Attributes

WT	WL	STR	DFT	SPD	HLH
13	37	15	15	5	11

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
-1	10	1	1	3	10	2

Base Stats

BAP	MNA	PCA	CDA	DRT
2	3	1	1	37
HR	SF	LR	StrGr	
3	13	3	3	

Skills:

Pre-Ruin Culture 3, Rifle, Modern 8, Literacy 6, Firearms Repair, Primitive 5, Brawling 8, Survival, 12, Fencing 6, Nunchaku 8, Polearm 8, Archery 8, Direct Fire Cannon 8, Grenade Launcher 8, Seamanship 7, Swimming 7, Tracking 7, Nutritionist 5, Salvage Food 6, Tactics 5, Motorcycle Driving 5, Technology Use 5, Botany 5, Zoology 5, High Technology Use 5, ECM Operation 5

Equipment:

M-4 Rifle with five Box (40) magazines, Brass Knuckles, Saber, Nunchaku, Metal, Halberd, Bow, 90-lb. pull, M203 Grenade Launcher with six HEDP rounds, M-9 bayonet

Finn was burned horribly in a Molotov cocktail attack 5 years ago. His face was horribly scarred, but he wears it as a badge of honor.

PIRATE FIRST MATE



ARLO UDDERWAY 'KANSAS'

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Male	63	11	26	51	2

Attributes

WT	WL	STR	DFT	SPD	HLH
15	6	15	15	34	12

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
3	10	-1	1	6	10	13

Base Stats

BAP	MNA	PCA	CDA	DRT
17	3	6	2	22
HR	SF	LR	StrGr	
3	13	3	3	

Skills:

Pre-Ruin Culture 4, Rifle, Primitive 8, Literacy 7, Blacksmithing 6, Brawling 8, Survival, 6, Fencing 12, Flexible Weapon 12, Sai 8, Single Weapon 8, Two Weapon 8, Weapon and Shield 8, Crossbow 8, Throwing 8, Breech Loading Artillery 8, Mortar 8, Bicycle Riding 6, Boating 8, Climbing 8, Carpentry 6, Lab Technique 6, Technology Use 6, Chemistry 3, Defusing Explosives 6, Machining 6, Weaponsmithing 6, Zoology 5, Production of Fuel, Petroleum 3

Equipment:

M16A1 with six box(30), Brass Knuckles, Sword, Saber, Belt Buckle, Sai, Sword, Long, Wakizashi, Shield, 1/4" plywood Class 3, Crossbow 275-lb pull, Throwing knife

**PIRATE ARMORER
COREY PETERSONS**

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Male	37	15	10	23	3

Attributes

WT	WL	STR	DFT	SPD	HLH
13	4	15	15	32	11

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
-1	10	2	0	7	10	20

Base Stats

BAP	MNA	PCA	CDA	DRT
16	3	5	2	20
HR	SF	LR	StrGr	
3	13	3	3	

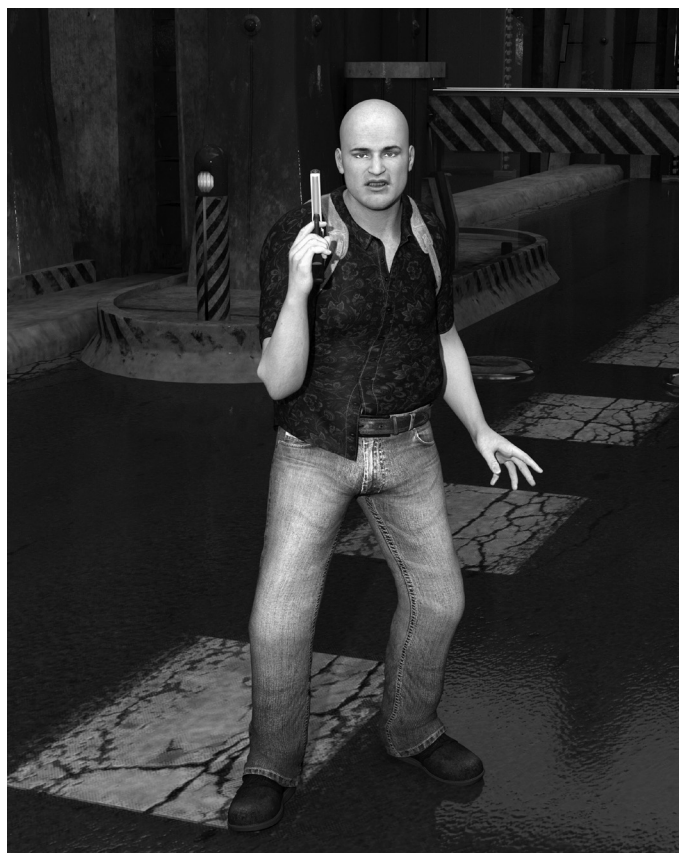
Changed: Techsense

Skills:

Pre-Ruin Culture 4, Literacy 7, Zoology 5, Crossbow 8, Brawling 8, Survival, 5, Bola 8, Sling 8, Autoweapon 8, Breech Loading Artillery 8, Grenade Launcher 8, Swimming 7, Tracking 7, Masonry 6, Weaver/Spinner 6, Firearms Repair, Modern 20, Firearms Repair, Primitive, 20 Blacksmithing 20, Machining 16, Armorer 14

Equipment:

Crossbow 240-lb pull, Brass Knuckles, M4A1 with eighteen box(30) mags, M-203 Grenade Launcher with eight HE rounds



AVERAGE PIRATE

Elite NPC, Archery BCS 18, Stealth BCS 18, Modern Pistol 12, Modern Rifle 10. Armed with (1-2 M-16 with six box(30), 3-5 AK-47 with six box(30), 6- Remington 700 in .308 with fifty rounds and 6-24x scope). Bayonet or knife.

Wearing camouflage BDU pants and t-shirt and armor vest painted camouflage (Shirt 4-10, 21-22 LC, pants 10-18 SX, boots 19-20 HL, Vest 4-12 M-AP, helmet 1-2 SP, Gorget 3 M-AP) 1 in 6 has a random pistol, 1 in 6 has a random extra rifle. 1 in 10 has 1D3 grenades.

5.5 OBTAIN KEY SUPPLIES

The characters are recruited by the Purser (or assigned to the duty if they are Crew members) to take a patrol ashore to secure critical supplies for the fleet. The exact supplies are up to the Gamemaster, and should be chosen based on the current port of call. Options are guns and ammunition from Kennesaw or Marietta, Medicines from Seattle, a specific part from a city (salvage run) or anything else the Gamemaster desires. If independent, the pay will be \$500 USD each, or the equivalent in currency or items at the character's choice. If they try to negotiate for more, the pay is modified by the Value Number of a reaction roll times \$50. A positive reputation with the fleet of above 5 will allow a second reaction roll, and an additional bonus accordingly. They will be allowed their own weapons and gear, and can purchase additional gear using an advance of up to 50% of their pay. Crew Member Player-Characters can requisition additional weapons and ammunition. It is up to the Gamemaster to decide what additional equipment they receive.

The fleet will drop the characters and their boats off at the port, where they are then on their own to further equip at the port market (if any), investigate rumors about the route, and then start their journey to the destination. This is a free-form adventure that the Gamemaster can fill in as desired.

5.6 A VISIT TO MARRAKESH

The characters are offered an opportunity to go to the markets at Marrakesh while the fleet takes liberty in the Canary Islands. They may be asked to pick up specific supplies, or may just want to go shopping on their own.

The Trip to Marrakesh

The journey to Marrakesh is extremely dangerous – the pathway is open to raids by warlords and slavers.

Encounter Table

Trip to Marrakesh Encounter table

Roll	Encounter
1-8	Creature
9-16	Humanoid
17-18	Event
19-20	No Encounter

Trip to Marrakesh Creature Encounter Table

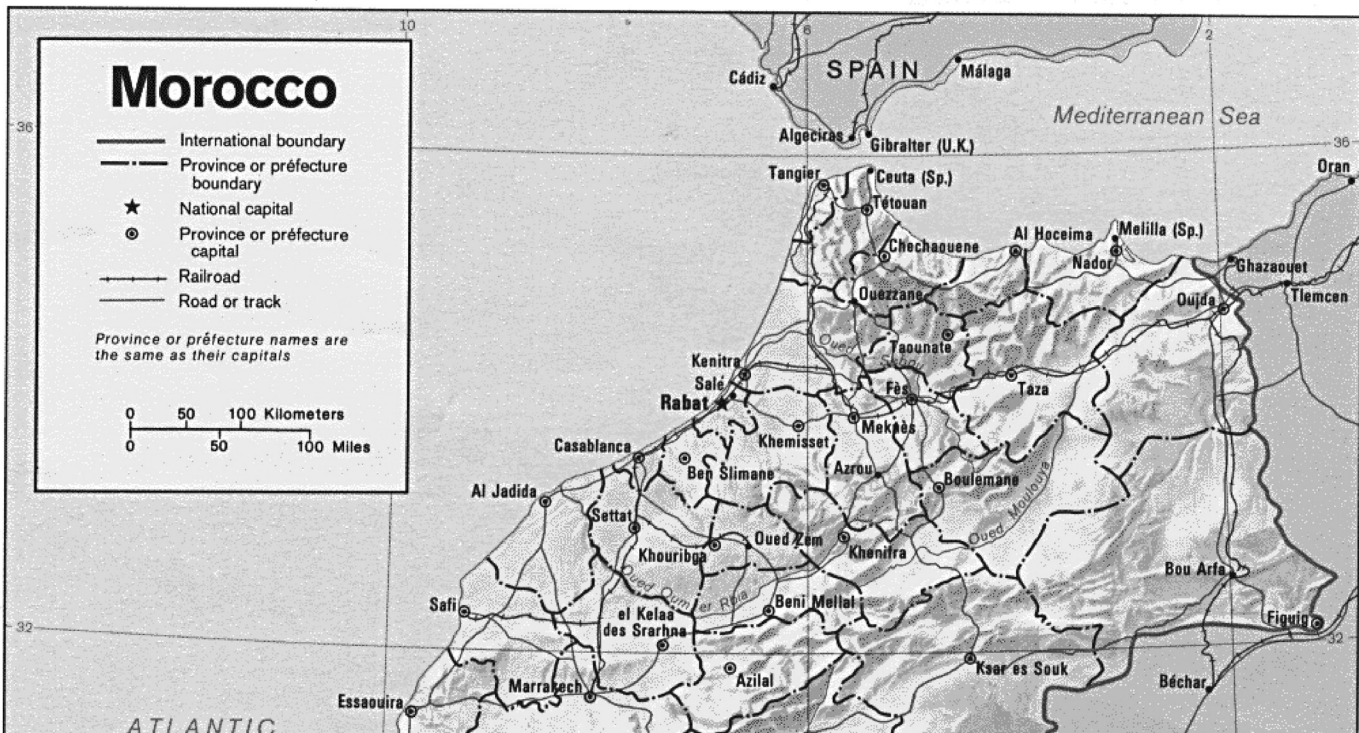
Roll	Encounter
1-13	2D6 Hogzillas
14-14	2D6 Mutant Rat
15-16	Lost Camel
17-31	Cobra
32-41	1D3 Deer
42-42	Eagle
43-49	1D6 Wild Pigs
50-50	1D10 chickens
51-54	Leopard
55-73	2D6 Rabbits
74-74	Sand Lion (1 in 6 chance of a pack of 1D6 Sand Lions)
75-100	2D6 Hyenas (treat as feral dogs)

Trip to Marrakesh Humanoid Encounter Table

Roll	Encounter
1-4	Warlord Band
5-9	Slavers
10-13	Trading Party
14-20	Remains of caravan

Trip to Marrakesh Event Encounter Table

Roll	Encounter
1-2	Sandstorm
3-4	Rainstorm
5	Flat tire (or broken shoe if walking)
6	sand clogs intakes on a vehicle



SAMPLE WARLORD BAND

1 WARLORD

Elite NPC, Archery BCS 14, Stealth BCS 12, Modern Pistol 14, Modern Rifle 14. Armed with (1-2 M-16 with six box(30), 3-5 AK-47 with six box (30), 6- Remington 700 in .308 with fifty rounds and 6-24x scope). Bayonet or knife.

Wearing camouflage BDU uniform and armor vest painted camouflage (Shirt 4-10, 21-28 LC, pants 10-18 LC, boots 19-20 HL, Vest 4-12 M-AP, helmet 1-2 SP, Gorget 3 M-AP) One in six has a random pistol, one in six has a random extra rifle. One in ten has 1D3 grenades.

2D20 WARRIORS

Superior NPC, Archery BCS 10, Stealth BCS 10, Modern Pistol 12, Modern Rifle 10. Armed with (1-2 M-16 with six box (30), 3-5 AK-47 with six box (30), 6- Remington 700 in .308 with fifty rounds and 6-24x scope). Bayonet or knife.

Wearing camouflage BDU pants and t-shirt and armor vest painted camouflage (Shirt 4-10, 21-22 LC, pants 10-18 SX, boots 19-20 HL, Vest 4-12 M-AP, helmet 1-2 SP, Gorget 3 M-AP. One in six has a random pistol, one in six has a random extra rifle. One in ten has 1D3 grenades. One in six has a spear and leather shield.

SAMPLE SLAVER PARTY

Superior NPC, Archery BCS 10, Stealth BCS 10, Modern Pistol 12, Modern Rifle 10. Armed with (1-2 Remington 870 with 2D20 00 buck shells, 3-5 AK-47 with six box(30), 6- Mosin Nagant 91-30 with 4D20 rounds). Bayonet or knife.

Wearing Blue Jean pants and t-shirt and armor vest painted camouflage (Shirt 4-10, 21-22 LC, pants 10-18 SX, boots 19-20 HL, Vest 4-12 M-AP) One in six has a random pistol, one in six has a M-79 grenade launcher with 1D10 bean bag (stun) rounds, 1D6 tear gas rounds, and 1D3 HE rounds.. One in ten has 1D3 grenades. One in six has a whip.

MAP INDEX -

1 - Security Gate. Guarded by 2D6 Elite Veteran NPCs. Modern Rifle BCS 16, Autoweapon BCS 12, Brawling BCS 12. Armed with AK-47s w/3 Box(30) mags each. Wearing BDUs, boots, and Turbans (1-18, 21-28 LC, 18-20 HL)

2 - Security Headquarters. Officer on duty, plus 2D100 cases (1000) 5.62x39 ammo, 2D10 AK-47s, and various other finds. Inside is 2D10 Officers working on paperwork. Elite Veteran NPCs. Modern Rifle BCS 16, Autoweapon BCS 12, Brawling BCS 12. Armed with AK-47s 3-37 Merchants (see below)

38 - the old 12 screen movie theater. Currently abandoned.

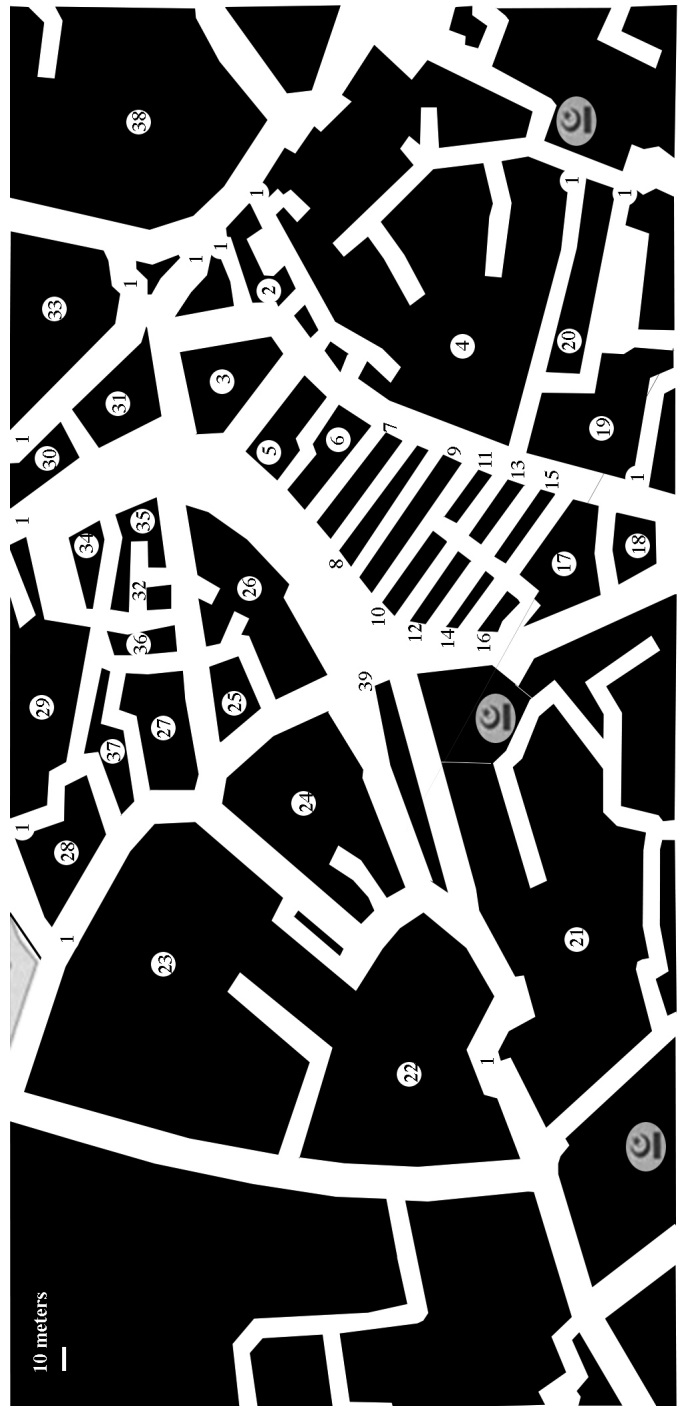
39 - the slave market.

The Markets of Marrakesh

The city of Marrakesh looks much like it has for probably the last few hundred years. The people generally wear long clothes or robes and hats to protect them from the Sahara sun. Married women are expected to cover their legs and arms and wear a hat. Unmarried women are expected to wear a veil and cover their hair and hands. The only skin that they expose is their eyes (if even that). It is illegal for an unmarried woman to be in the company of a man who is not her family. This will affect the trading values, as a party who violates these rules will have a negative reaction roll modifier as follows:

Action	reaction
Exposed skin (married woman)	-10
Exposed skin (unmarried woman)	-25
Woman in company of non-family male	-20
Woman attempting negotiation	-30
Fluent (BCS 15+) in Arabic or Farsi	+10

If the overall reaction is below 5, slavers or other flesh merchants will attack the party and attempt to capture or kill the women.



Reaction

00-05
-10 to -1
-20 to -11
or branding)
below -20

Result

Capture women for sport and release
Capture the women and sell into slavery
Maim the women (throw acid into their face, burning
Kill the women and any men in the party who resist.



CRIME AND PUNISHMENT IN MARRAKESH

Crime	Punishment	Bribe multiplier
Blasphemy	Death	100
Homosexuality	Death	75
Treason	Death	80
Murder	Death	50
Slander	80 lashes	10
Drinking Alcohol	80 lashes	5
Adultery (if married, this includes unwilling infidelity by the wife)	Death by stoning	65
Adultery (if not married)	100 lashes and exile for a year	15
Fornication (sex with someone who is not your spouse, does not include prostitutes)	80 lashes	10
Stealing	Amputation of hand	30
Banditry (theft)	amputation of hand and foot	40
Banditry (murder and theft)	Crucifixion	80
Vandalism (includes assault on a woman who is in the company of a family member, or damaging, assaulting etc. a slave)	1D10 lashes	1
Escaped Slave	100 lashes	10
Aiding in a slave escape	100 lashes and exile for a year	15
Prostitution (see below)	Sold into Slavery	25

The crimes against the laws of Marrakesh cannot be pardoned by the victim or by the state, and the punishments must be carried out in public. Trials are before a magistrate, and Marrakesh permits only Muslim eyewitness testimony and confession by the accused as evidence. Torture may be carried out by the police to induce a confession. Many times, though, the police or the magistrate may be bribed to throw out the case. Bribes are set at a value of the sum of all the skills and attributes of

the accused, multiplied by a factor based on the crime (see above table). Slaves have no rights, and cannot be the victims of a crime.

Lashes are applied with a cane (WDM 1.1C) by a man who was a victim of the crime, or by a hired (or volunteer) person. BCS doesn't matter – as they only count lashes that hit. Strength of the lasher will be 2D20+3.

Interestingly, prostitution is somewhat legal, and sex with a prostitute (in restricted circumstances) also legal. Prostitution is only allowed in private “members only” establishments that tend to be invitation to men only. Prostitutes are licensed and require monthly health checks. There is no freelance prostitution allowed under the law.

Merchants in Marrakesh

The merchants set up in their shops, and live above them. Many have private security or joint private police forces with other shops. There are three key markets – the open air Bazaar, the permanent shops, and the slaver's block. Merchants in the Bazaar can sell anything – cloth, food, clothes, luxuries, salvage, melee weapons (mostly junk – surv rating minus 1D6), but rarely firearms. Use the Catalog of Finds tables to determine what Bazaar merchants have. Prices start at triple barter values. Most forms of post-ruin coinage and slave tokens are also accepted. Bazaar merchants will have a commerce BCS of 2D6+8. Firearms, ammunition, and expensive items are usually sold by the merchants with permanent shops on merchant row.

01 - JAMAL MANSOUR – LUXURY CLOTHES

Wit: 15 WL: 35 STR: 21 DFT: 15 SPD: 7 HLH: 1
CHA: 10 CMB: 10 SCI: 3 EST: 0 COM: 7 NAT: 3 MCH: -1

Age: 63

Size: 66 Bulk: 1 Looks: 23 RF: 4

MNA: 2 BAP: 4 PCA: 2 SF: 12 DRT: 29 SG: 4

Skills:

Pre-Ruin Culture 4, Pistol, Primitive 8, Literacy 7, Blacksmithing 6, Brawling 9, Survival 8, Fencing 6, Flexible Weapon 6, Longsword 9, Polearm 9, Single Weapon 9, Beast Riding 11, Boating 8, Fishing 7, Commerce 12, Interrogation 12, Nutritionist 4, Salvage Food 7, Heavy Equipment Driving 6, Lab Technique 6

Equipment:

Kennesaw Pistol; Brass Knuckles; Sword, Saber; Flail, Wood; Sword, Tulwar; Maul, Spiked; Sword, Long; Medikit 2 with 2d10 bandages and 2d10 med supplies and roll 1d10-1-3 1D3 units of Panomycin. 4-6 1D3 units of Polycellulac 3. 7-9 Roll a D6 and double the quantity. 10 2D6 of each Drug.

02 - HASSAN MAHMOUD – BOWS AND CROSSBOWS

Wit: 15 WL: 12 STR: 40 DFT: 12 SPD: 11 HLH: 6
CHA: 10 CMB: 10 SCI: 1 EST: -2 COM: 4 NAT: 2 MCH: -2

Age: 57

Size: 22 Bulk: 10 Looks: 9 RF: 3

MNA: 2 BAP: 6 PCA: 3 SF: 12 DRT: 32 SG: 6

Skills:

Pre-Ruin Culture 3, Rifle, Primitive 7, Literacy 7, Machining 15, Brawling 12, Survival 4, Longsword 12, Tonfa 12, Crossbow 7, Missile Launcher 7, Mortar 7, Bicycle Riding 10, Gambling 7, Bowyer 15, Carpentry 5, Commerce 17, Nutritionist 4, Repair, Muscle Powered Vehicles 5, Salvage Food 6, Basic Research 6

Equipment:

Spencer Carbine, Brass Knuckles, Sword, Rapier, Tonfa, Crossbow 2D2x20lb pull, Dice

03 - JAMAL AZIZ – MEDICAL SUPPLIES AND

SERVICES

Wit: 15 WL: 15 STR: 7 DFT: 3 SPD: 12 HLH: 39
CHA: 10 CMB: 10 SCI: 2 EST: -1 COM: 4 NAT: -1 MCH: -1

Age: 56

Size: 13 Bulk: 36 Looks: 82 RF: 2

MNA: 5 BAP: 6 PCA: 1 SF: 15 DRT: 50 SG: 2

Skills:

Pre-Ruin Culture 4, Autoweapon 16, Modern Pistol 17, Modern Rifle 14, Literacy 17, Zoology 13, Brawling 14, Survival 11, Knife 15, Nunchaku 14, Polearm 14, Blowgun 13, Bola 16, Slingshot 16, Seamanship 18, Swimming 19, Commerce 16, Leatherworking 13, Tactics 16, Lab Technique 13, Technology Use 13, Advanced Medical 14

Equipment:

EM-2 Carbine with twelve box (30) magazines, Brass Knuckles, Knife, Switchblade, Nunchaku, Wood, Ax, Battle, Blowgun, Short, Bola, 4-Ball, Slingshot, Medikit 1 with 2d5 bandages

04 - YOUNES SHAHEEN – PLEASURE SLAVES (WELL-TRAINED)

Wit: 15 WL: 15 STR: 15 DFT: 11 SPD: 38 HLH: 2
CHA: 10 CMB: 10 SCI: 1 EST: -2 COM: 1 NAT: 0 MCH: -1

Age: 63

Size: 64 Bulk: 19 Looks: 7 RF: 2

MNA: 2 BAP: 19 PCA: 10 SF: 12 DRT: 17 SG: 3

Skills:

Pre-Ruin Culture 13, Autoweapon 17, Literacy 16, Internal Combustion Engine 13, Brawling 17, Survival 13, Polearm 17, Weapon and Shield 17, Archery 17, Crossbow 17, Mortar 17, Swimming 13, Tracking 13, Commerce 17, Nutritionist 13, Salvage Food 15, Lab Technique 15, Technology Use 15, Botany 13, Chemistry 13, Torture 18

Equipment:

PPsh-41 with six mags, Brass Knuckles, Staff, Hardened, Shield, 1/4" plywood Class 5, Bow, 30-lb. pull, Crossbow 2D3x20-lb. pull.

05 - ABDELHAMID HANA – MODERN ARMOR

Wit: 15 WL: 14 STR: 26 DFT: 18 SPD: 8 HLH: 6
CHA: 10 CMB: 10 SCI: 2 EST: 1 COM: 2 NAT: 0 MCH: 3

Age: 36

Size: 69 Bulk: 93 Looks: 73 RF: 1

MNA: 2 BAP: 4 PCA: 2 SF: 12 DRT: 26 SG: 4

Skills:

Post-Ruin Culture 4, Literacy 6, Machining 7, Tonfa 11, Brawling 11, Survival 4, Unarmed Combat 7, Weapon and Shield 11, Grenade Launcher 9, Beast Riding 6, Search 6, Commerce 8, Masonry 8, Tailor 7, Basic Research 6, Technology Use 7, Architecture 4, Blacksmithing 7, Firearms Repair, Primitive 7, Mathematics 4

Equipment:

Tonfa, Brass Knuckles, Karatands, Shield, 3/4" plywood Class 4, M174E3 Grenade Launcher

06- MOURAD ARMANJANI – LEATHER GOODS

Wit: 15 WL: 5 STR: 17 DFT: 2 SPD: 7 HLH: 40
CHA: 10 CMB: 10 SCI: 0 EST: 0 COM: 4 NAT: 0 MCH: 0

Age: 39

Size: 87 Bulk: 70 Looks: 73 RF: 1

MNA: 6 BAP: 4 PCA: 1 SF: 16 DRT: 51 SG: 3

Skills:

Pre-Ruin Culture 4, Literacy 7, Pharmacy 3, Nunchaku 6, Brawling 6, Survival 9, Two Weapon 6, Autoweapon 5, Advanced

Farming 3, Bowyer 3, Commerce 3, Dirt Farming 8, Tactics 6, Basic Research 6, Technology Use 3, Aerial Recon Interpretation 3, Mathematics 4, Operational Command 6, Zoology 3, 0

Equipment:

Nunchaku, Metal, Brass Knuckles, Wakizashi, MAC-10

07 - FOUAD SHARIF – ARCHERY GOODS (BOWS AND ARROWS)

Wit: 15 WL: 10 STR: 13 DFT: 40 SPD: 2 HLH: 10
CHA: 10 CMB: 9 SCI: -1 EST: 1 COM: 0 NAT: 0 MCH: 3

Age: 46

Size: 83 Bulk: 86 Looks: 54 RF: 2

MNA: 2 BAP: 1 PCA: 0 SF: 12 DRT: 22 SG: 3

Skills:

Pre-Ruin Culture 3, Crossbow 13, Flexible Weapon 10, Literacy 6, Weaponsmithing 12, Brawling 12, Survival 4, Fencing 10, Tonfa 12, Weapon and Shield 12, Rifle, Modern 13, Direct Fire Cannon 13, Primitive Siege Engines 13, Bowyer 12, Carpentry 12, Commerce 12, Masonry 17, Repair, Muscle Powered Vehicles 12, Technology Use 12, Defusing Explosives 12

Equipment:

Crossbow 2D3x20lb pull, Chain, Brass Knuckles, Foil, Tonfa, Shield, 1/2" wicker Class 3, SIG 552

08 - LAHCEN QASIM – AUTOMOBILE PARTS

Wit: 15 WL: 15 STR: 15 DFT: 15 SPD: 8 HLH: 22
CHA: 10 CMB: 10 SCI: 2 EST: 1 COM: 7 NAT: 2 MCH: 2

Age: 45

Size: 85 Bulk: 6 Looks: 37 RF: 2

MNA: 4 BAP: 4 PCA: 1 SF: 14 DRT: 37 SG: 3

Skills:

Pre-Ruin Culture 5, Knife 7, Tonfa 8, Literacy 7, Therapy 6, Brawling 8, Survival 8, Fencing 7, Sai 8, Rifle, Modern 8, Beast Riding 6, Gambling 8, Stealth 6, Commerce 8, Tailor 6, Motorcycle Driving 6, Technology Use 6, Electrician 6, Internal Combustion Engine 4, Mathematics 5

Equipment:

Knife, Trench, Tonfa, Brass Knuckles, Saber, Sai, R31- Rifle, Dice and cards

09 - HAMZA KHATIB – BAGS AND CONTAINERS (INCLUDING TACTICAL GEAR)

Wit: 15 WL: 15 STR: 22 DFT: 13 SPD: 11 HLH: 13
CHA: 10 CMB: 10 SCI: 2 EST: -1 COM: 10 NAT: 2 MCH: 0

Age: 50

Size: 92 Bulk: 19 Looks: 91 RF: 3

MNA: 3 BAP: 6 PCA: 2 SF: 13 DRT: 32 SG: 4

Skills:

Pre-Ruin Culture 5, Rifle, Primitive 8, Literacy 8, Physics 3, Brawling 9, Survival 6, Fencing 7, Blowgun 8, Commerce 8, Technology Use 6, Computer Science 3, First Aid 6, Mathematics 5, Mechanically Generated Power 3, High Technology Use 6, Pilot, Fixed Wing 6, Pilot, Rotary Wing 6, Zero G Training 5, Computer Design 3, 0

Equipment:

Spencer Rifle, Brass Knuckles, Saber, Blowgun, long, Medikit 1 with 2d5 bandages and 2d5 units medical supplies

10 - ABDELAZIZ KALEEL – RADIO COMMUNICATIONS

Wit: 16 WL: 15 STR: 15 DFT: 11 SPD: 19 HLH: 13
CHA: 10 CMB: 10 SCI: 0 EST: -1 COM: 4 NAT: 0 MCH: 1

Age: 40

Size: 98 Bulk: 72 Looks: 19 RF: 3

MNA: 3 BAP: 10 PCA: 3 SF: 13 DRT: 28 SG: 3

Skills:

Pre-Ruin Culture 14, Literacy 17, Computer Science 13, Nunchaku 17, Brawling 17, Survival 16, Flexible Weapon 18, Bola 17, Direct Fire Cannon 17, Commerce 17, Masonry 15, Tailor 14, Lab Technique 16, Technology Use 16, Decontamination 15, Handloading 16, Radio Communications 16, Telephone Communications 16, Pilot, Spacecraft 16,

Equipment:

Nunchaku, Brass Knuckles, Flail, Metal, Bola, 3-Ball
Abdelaziz can also supply portable VOR units.

11 - OMAR MAHMOOD – AIRCRAFT PARTS

Wit: 15 WL: 14 STR: 40 DFT: 4 SPD: 4 HLH: 7

CHA: 10 CMB: 10 SCI: -1 EST: 3 COM: 4 NAT: 0 MCH: -1

Age: 37

Size: 26 Bulk: 66 Looks: 49 RF: 1

MNA: 2 BAP: 2 PCA: 1 SF: 12 DRT: 34 SG: 6

Skills:

Pre-Ruin Culture 14, Literacy 17, Plastics Forming 14, Nunchaku 11, Brawling 11, Survival 14, Rifle, Primitive 16, Mortar 16, Swimming 19, Commerce 16, Basic Research 16, Heavy Equipment Driving 14, Technology Use 14, Aerial Recon Interpretation 13, Mathematics 14, High Technology Use 14, Aviation Mechanic 14,

Equipment:

Nunchaku, Brass Knuckles, Spencer Rifle

12 - ABDELILAH ABDELLAH – MISSILES AND SPECIALTY AMMUNITION

Wit: 15 WL: 15 STR: 14 DFT: 38 SPD: 11 HLH: 12

CHA: 10 CMB: 8 SCI: -2 EST: 1 COM: 1 NAT: 1 MCH: 3

Age: 65

Size: 33 Bulk: 29 Looks: 72 RF: 0

MNA: 2 BAP: 6 PCA: 3 SF: 12 DRT: 26 SG: 3

Skills:

Pre-Ruin Culture 13, Pistol, Modern 12, Literacy 16, Automobile Mechanic 11, Brawling 12, Survival 14, Knife 11, Single Weapon 12, Bola 12, Missile Launcher 12, Beast Riding 11, Stealth 11, Carpentry 11, Commerce 13, Nutritionist 13, Salvage Food 10, Lab Technique 11, Lockpicking 11, Technology Use 11, Blacksmithing 11

Equipment:

S&W 500, Brass Knuckles, Knife, Bowie, Sword, Broad, Bola, 3-Ball, Crude Lockpicks. Efficiency Factor of .8. BCS Modifier of a -2. ENC Value of .2

13 - ISMAIL OMMAR – EXPLOSIVES AND GRENADES

Wit: 23 WL: 19 STR: 15 DFT: 15 SPD: 15 HLH: 10

CHA: 10 CMB: 10 SCI: 0 EST: -1 COM: 5 NAT: 0 MCH: 0

Age: 56

Size: 54 Bulk: 68 Looks: 61 RF: 0

MNA: 2 BAP: 8 PCA: 4 SF: 12 DRT: 27 SG: 3

Skills:

Pre-Ruin Culture 5, Pistol, Primitive 10, Literacy 10, Simple Explosives 18, Brawling 18, Survival 16, Longsword 18, Nunchaku 18, Tonfa 18, Two Weapon 18, Unarmed Combat 18, Weapon and Shield 18, Archery 10, Rifle, Modern 20, Primitive Siege Engines 10, Handicraft (Forgery) 20, Commerce 19, Weaver/Spinner 17, Automobile Driving 18, Basic Research 19

Equipment:

OA-93 Pistol, Brass Knuckles, Sword, Trench, Nunchaku, Tonfa, Wakizashi, Karatands, Shield, 1/2" plywood Class 5, Bow, 90-lb. pull, SG4- Shotgun, 1d10 bandages

23 - ADIL MOHAMMAD – HEAVY WEAPONS AND ARMOR (TANKS)

Wit: 40 WL: 15 STR: 15 DFT: 11 SPD: 3 HLH: 8

CHA: 10 CMB: 10 SCI: -2 EST: 3 COM: 6 NAT: 3 MCH: 0

Age: 54

Size: 87 Bulk: 46 Looks: 2 RF: 3

MNA: 2 BAP: 2 PCA: 1 SF: 12 DRT: 23 SG: 3

Skills:

Pre-Ruin Culture 10, Autoweapon 12, Literacy 17, Radio Communications 10, Brawling 17, Survival 15, Knife 15, Direct Fire Cannon 12, Grenade Launcher 12, Hunting 11, Search 17, Commerce 17, Nutritionist 18, Salvage Food 10, Tactics 11, Heavy Equipment Driving 10, Lab Technique 10, Technology Use 10, Advanced Medical 10, Chemistry 8

Equipment:

H & K MP-5 SD3, Brass Knuckles, Knife, Kukri, M79 Grenade Launcher, 1d10 bandages

His wares are stored in a bunker in the desert.



15 - AYOUB ABDULAH – JEWELRY AND GEMS

Wit: 15 WL: 15 STR: 14 DFT: 40 SPD: 2 HLH: 2

CHA: 10 CMB: 10 SCI: 3 EST: 3 COM: 6 NAT: 0 MCH: -2

Age: 35

Size: 25 Bulk: 91 Looks: 97 RF: 4

MNA: 2 BAP: 1 PCA: 0 SF: 12 DRT: 16 SG: 3

Skills:

Post-Ruin Culture 15, Literacy 7, Marine Mechanic 11, Two Weapon 13, Brawling 13, Survival 13, Pistol, Primitive 13, Commerce 13,

Technology Use 11, Electrician 11, Mathematics 15, Mechanically Generated Power 13, Physics 13, Power Generation, Electrical 13, Handicraft (Jeweler) 20, Handicraft (Gemcutter) 20

Equipment:

Wakizashi, Brass Knuckles, 1851 Navy Revolver

16 – EMPTY

28 - ABDELAZIZ OMER - COMPUTERS

Wit: 39 WL: 11 STR: 7 DFT: 8 SPD: 7 HLH: 12

CHA: 10 CMB: 10 SCI: 3 EST: 1 COM: 6 NAT: -2 MCH: -1

Age: 34

Size: 26 Bulk: 77 Looks: 44 RF: 2

MNA: 3 BAP: 4 PCA: 1 SF: 13 DRT: 21 SG: 2

Skills:

Post-Ruin Culture 9, Literacy 17, Computer Science 10, Bola 11, Brawling 15, Survival 14, Nunchaku 15, Archery 11, Commerce 16, Nutritionist 18, Salvage Food 10, Basic Research 16, Technology Use 19, Aerial Recon Interpretation 19, Distillation 18, Internal Combustion Engine 18, Mathematics 10, Physics 18,

Equipment:

Bola, 4-Ball, Brass Knuckles, Nunchaku, Bow, 90-lb. pull

17 - FOUAD SALIH – POWER GENERATORS, BATTERIES

Wit: 38 WL: 15 STR: 15 DFT: 7 SPD: 5 HLH: 14

CHA: 10 CMB: 10 SCI: 3 EST: 0 COM: 7 NAT: -1 MCH: 3

Age: 57

Size: 38 Bulk: 94 Looks: 78 RF: 2

MNA: 3 BAP: 2 PCA: 1 SF: 13 DRT: 29 SG: 3

Skills:

Pre-Ruin Culture 19, Rifle, modern 11, Modern Pistol 18, Literacy 17, Radio Communications 10, Brawling 16, Survival 16, Fencing 14, Polearm 16, Sai 16, Bowyer 10, Carpentry 10, Commerce 16, Lab Technique 10, Technology Use 10, Chemistry 19, Decontamination 10, First Aid 10, Mathematics 10, Mechanically Generated Power 19, Physics 19

Equipment:

LE Mk 1A, Brass Knuckles, Saber, Maul, Spiked, Sai, Medikit 2 with 2d10 bandages and 2d10 med supplies and roll 1d10:1-3 1D3 units of Panomycin. 4-6 1D3 units of Polycellulac 3. 7-9 Roll a D6 and double the quantity. 10 2D6 of each Drug., Lockpick Auto turner give +3 to BCS runs on 2 E-1 Batteries. ENC 1.5 with batteries

18 - ABDELKARIM AMEEN – LOCKS AND SAFES

Wit: 32 WL: 15 STR: 14 DFT: 10 SPD: 8 HLH: 18

CHA: 10 CMB: 10 SCI: 2 EST: 2 COM: 3 NAT: 0 MCH: 1

Age: 56

Size: 48 Bulk: 91 Looks: 30 RF: 1

MNA: 3 BAP: 4 PCA: 1 SF: 13 DRT: 32 SG: 3

Skills:

Pre-Ruin Culture 17, Rifle, Modern 20, Literacy 13, Telegraphy 19, Brawling 17, Survival 17, Flexible Weapon 16, Two Weapon 17, Sling 10, Primitive Siege Engines 10, Carpentry 19, Commerce 17, Lab Technique 19, Technology Use 19, Advanced Medical 19, Blacksmithing 19, Chemistry 17, Firearms Repair, Primitive 19, First Aid 19, Machining 19, Safecracking 20, Lockpicking 20

Equipment:

R3- Rifle, Brass Knuckles, Flail, Wood, Wakizashi, Sling, Medikit 1 with 2d5 bandages, 2D3 Emory boards Stethoscope give +1 to Safecracking BCS

19 - MHAMED NASSER – MOTORCYCLES AND SMALL ENGINE EQUIPMENT

Wit: 22 WL: 15 STR: 15 DFT: 15 SPD: 15 HLH: 11

CHA: 10 CMB: 10 SCI: -1 EST: -1 COM: -2 NAT: -1 MCH: 0

Age: 55

Size: 29 Bulk: 40 Looks: 22 RF: 1

MNA: 3 BAP: 8 PCA: 3 SF: 13 DRT: 26 SG: 3

Skills:

Pre-Ruin Culture 4, Rifle, Modern 9, Literacy 8, Demolitions 7, Brawling 8, Survival 5, Two Weapon 8, Archery 9, Blowgun 9, Direct Fire Cannon 9, Muzzle Loading Artillery 9, Commerce 8, Dirt Farming 5, Heavy Equipment Driving 7, Lockpicking 7, Technology Use 7, Blacksmithing 7, Botany 4, Electrician 7, Machining 7

Equipment:

FAL Assault Rifle, Brass Knuckles, Wakizashi, Bow, 60-lb. pull, Blowgun, long, Quality Lockpicks. Efficiency Factor of 1.2. ENC Value of 2.5.

20 - ISMAIL AMEEN – MEDIEVAL ARMS AND ARMOR

Wit: 20 WL: 15 STR: 15 DFT: 15 SPD: 15 HLH: 15

CHA: 10 CMB: 10 SCI: 0 EST: 1 COM: 6 NAT: 0 MCH: -1

Age: 67

Size: 9 Bulk: 2 Looks: 10 RF: 4

MNA: 3 BAP: 8 PCA: 3 SF: 13 DRT: 30 SG: 3

Skills:

Pre-Ruin Culture 15, Autoweapon 19, Modern Pistol 18, Modern Rifle 14, Literacy 19, Decontamination 17, Brawling 18, Survival 16, Longsword 18, Polearm 18, Sling 19, Breech Loading Artillery 19, Boating 17, Fishing 71, Commerce 18, Dirt Farming 16, Fermentation 14, Foreign Language (Japanese)14, Masonry16, Tactics17, LabTechnique17, TechnologyUse17

Equipment:

Bushmaster Armpistol, Brass Knuckles, Sword, Saber, Baseball Bat with nails,

21 - ABDELILAH ABBAS – FRESH AND PRESERVED FOOD, CANNED GOODS, GROCERY

Wit: 15 WL: 33 STR: 13 DFT: 5 SPD: 18 HLH: 9

CHA: 10 CMB: 9 SCI: 1 EST: 0 COM: -1 NAT: 1 MCH: -2

Age: 54

Size: 85 Bulk: 4 Looks: 89 RF: 4

MNA: 2 BAP: 9 PCA: 4 SF: 12 DRT: 32 SG: 3

Skills:

Pre-Ruin Culture 3, Pistol, Primitive 6, Literacy 6, Armorer 4, Brawling 5, Survival 9, Knife 6, Weapon and Shield 5, Climbing 4, Search 6, Carpentry 4, Commerce 10, Interrogation 12, Repair, Muscle Powered Vehicles 4, Lab Technique 4, Technology Use 4, Advanced Medical 4, Blacksmithing 4, Botany 3, Defusing Explosives 4

Equipment:

Tannenburg Cannon, Brass Knuckles, Knife, Switchblade, Shield, 1/2" plywood Class 3, Medikit 1 with 2d5 bandages and 2d5 units med supplies

35 - HICHAM ALI – METAL GOODS/ BLACKSMITH

Wit: 31 WL: 15 STR: 37 DFT: 5 SPD: 1 HLH: 3

CHA: 10 CMB: 10 SCI: 0 EST: 0 COM: 7 NAT: -2 MCH: 1

Age: 55

Size: 64 Bulk: 66 Looks: 28 RF: 0

MNA: 2 BAP: 0 PCA: 0 SF: 12 DRT: 29 SG: 5

Skills:

Pre-Ruin Culture 8, Autoweapon 9, Literacy 14, Architecture 6, Brawling 10, Survival 3, Throwing 9, Direct Fire Cannon 9, Commerce 6, Masonry 2, Basic Research 12, Powerboat Pilot 7, Technology Use 7, Aerial Recon Interpretation 6, Armorer 7, Blacksmithing 7, Computer Science 6, Electrician 7, Encryption 6, Mathematics 8

Equipment:

FN/FNC, Brass Knuckles, Knife, Throwing

22 - SAID MAHMOUD - AMMUNITION

Wit: 40 WL: 15 STR: 15 DFT: 13 SPD: 2 HLH: 3
CHA: 10 CMB: 7 SCI: 3 EST: 2 COM: -1 NAT: -1 MCH: 3

Age: 36

Size: 29 Bulk: 40 Looks: 91 RF: 1

MNA: 2 BAP: 1 PCA: 0 SF: 12 DRT: 18 SG: 3

Skills:

Post-Ruin Culture 18, Literacy 16, Pharmacy 11, Unarmed Combat 14, Brawling 17, Survival 13, Boating 11, Gambling 13, Bowyer 11, Commerce 18, Masonry 16, Lab Technique 11, Powerboat Pilot 11, Technology Use 11, Armorer 11, Blacksmithing 11, Chemistry 19, Plastics Forming 11, Production of Fuel, Petroleum 19, Handloading 20

Equipment:

Karatands, Brass Knuckles, Marked cards

24 - OMAR KHALIL – MODERN FIREARMS

Wit: 15 WL: 15 STR: 15 DFT: 14 SPD: 2 HLH: 33
CHA: 10 CMB: 10 SCI: 2 EST: 0 COM: 1 NAT: 1 MCH: 0

Age: 65

Size: 50 Bulk: 67 Looks: 49 RF: 0

MNA: 5 BAP: 1 PCA: 0 SF: 15 DRT: 48 SG: 3

**Skills:**

Pre-Ruin Culture 3, Rifle, Modern 8, Literacy 6, Botany 4, Brawling 8, Survival 10, Sai 8, Archery 8, Crossbow 8, Sling 8, Autoweapon 8, Direct Fire Cannon 8, Primitive Siege Engines 8, Beast Riding 6, Fishing 6, Swimming 10, Tracking 3, Bowyer 6, Carpentry 6, Commerce 8

Equipment:

Mosin Nagant 91-30 converted into a pistol (LNG barrel enc .45), Brass

Knuckles, Sai, Bow, 90-lb. pull, Crossbow 2D2x20lb pull, Sling, H&K G-36C

25 – EMPTY**26 - ABDELLATIF AHMAD – FIREARMS REPAIR AND CUSTOMIZATION**

Wit: 15 WL: 15 STR: 38 DFT: 15 SPD: 6 HLH: 10
CHA: 10 CMB: 8 SCI: 2 EST: -1 COM: -2 NAT: 1 MCH: 1

Age: 68

Size: 73 Bulk: 34 Looks: 87 RF: 1

MNA: 2 BAP: 3 PCA: 2 SF: 12 DRT: 36 SG: 5

Skills:

Pre-Ruin Culture 12, Rifle, Modern 18, Literacy 16, Television Communications 16, Brawling 12, Survival 15, Sai 12, Tonfa 12, Missile Launcher 18, Beast Riding 16, Commerce 18, Lab Technique 16, Technology Use 16, Blacksmithing 16, Chemistry 14, Computer Science 14, Electrician 16, Firearms Repair, Modern 16, Firearms Repair, Primitive 16, Machining 16

Equipment:

AK-47 Rifle with folding stock, Brass Knuckles, Sai, Tonfa

27 – EMPTY**29 – HOT FOODS****30 – DESTROYED****31 – EMPTY****32 – GLASS BLOWER – ALL GEAR THERE, BUT NO MERCHANT.****33 – WAREHOUSE FOR RENT – CURRENTLY EMPTY.****34 – EMPTY (USED TO BE METAL SHOP) MACHINE SHOP EQUIPMENT IN DISREPAIR.****35 – EMPTY****36 – EMPTY****37 – EMPTY****38 – OLD MOVIE THEATER (12 SCREEN)****39 - THE SLAVE MARKET**

The slave market is a large open square with a long skinny elevated stone platform and a stone corral (40) at one side. Slaves are brought onto the platform to be auctioned singly, or sometimes in family or work groups, whatever the auctioneer will allow for the best prices. A bidder may request that a single slave be separated for bidding from a group, and the request will be honored on an excellent reaction roll, or a good reaction roll with a suitable "gratuity" (Commerce BCS by the character to determine suitable). Auctions occur daily at noon and last until the slaves are all sold. Each day, there will be 4D20 slaves to be auctioned off. Bidders must register with the slavers in advance and buy slave tokens to use for bidding. Prices for a slave vary depending on their attributes, skills, and looks. Pricing guidelines are as follows (starting bid):

Labor Slave (unskilled) – BP value equals three times the sum of STR, DFT, HLH.

Labor Slave (skilled) – BP value equals four times the sum of the advertised skill scores and required attributes.

Looks Based Slave – BP value equals (10-age group)*(looks/10,down +1)*(Charismatic Talent if >0 otherwise 1)+ 2 times the sum of HLH, WL, STR.

Slavers buy slaves at a percentage of these values equal to 40 plus the

value number of a reaction roll.

Slaves are sold with the “clothes on their back” – Bidders may ask the auctioneer to display the slave’s value, demonstrate attributes or skills, or strip them naked. On a positive reaction roll, the auctioneer will comply with the request.

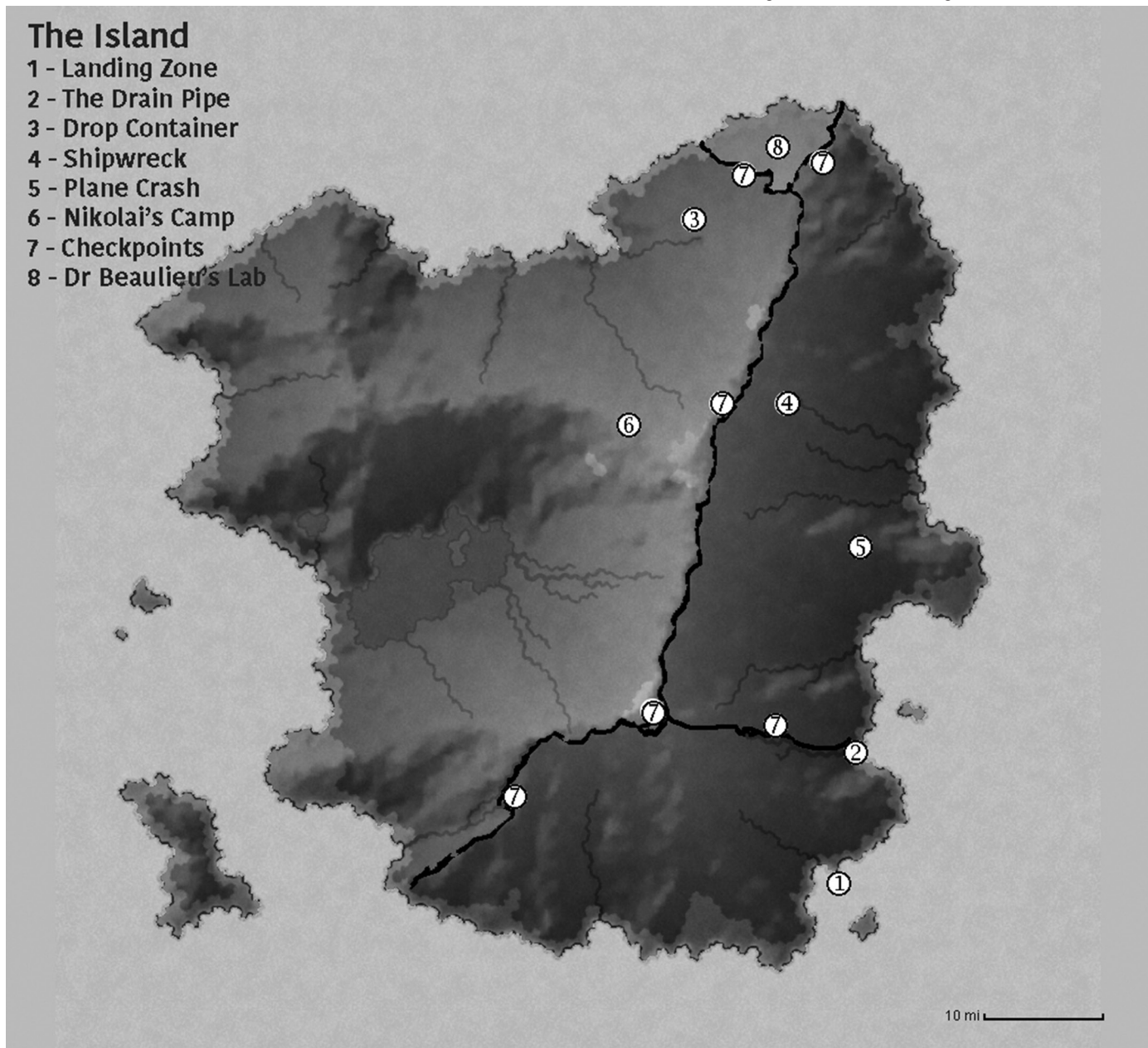
The Auctioneer will start the bidding at the starting bid – if nobody bids, he will drop the asking price by 10%, and keep going down in 10% increments until either bidding starts, or a reserve is reached. Once bidding starts, the auctioneer will draw out bids. To determine the opening bid, the auctioneer rolls a Commerce BCS, and the effect number times 10% of the starting bid will be the opening bid, up to the starting bid. (A commerce BCS of 16, roll of 10, opening bid is 60% of the starting price. The auctioneer’s Commerce BCS and the Character’s Commerce BCS are used to determine the results of the auction. Both the Auctioneer and the Character make a Commerce BCS roll. The effect numbers are compared, and if the Auctioneer’s effect number is higher, then there are

competing bids against the Player’s Character. The competing bids will increase the bid up to the effect number times 10% of the starting price or opening bid, whichever is higher. During bidding, a second Commerce BCS check will be made. Slaves that receive no bids are either sent to other markets or returned to the seller.

Once a slave is bought, they are registered to the player-character, and become their property. Slaves all generally wear either a wire necklace, bracelet or brand identifying them as a slave, though this is up to the owner to decide.

5.7 THE LOST ISLAND

The characters are brought into a briefing room aboard the USS John F. Kennedy. Crew members will just receive a summons. Passengers and contractors will be politely asked to attend the meeting. An ensign calls the room to attention. Seal Commander Lachance is then introduced by the ensign. He asks the characters to be seated. He tells them that they have received a strange encoded distress signal from the middle of the



Pacific Ocean. The area of the distress signal was formerly thought to be empty ocean. If the characters inquire about the source of the signal, the encoding, or the content, all the Captain will say is that it is verified, and he is asking the characters to volunteer to investigate. The USS Orca has been dispatched to the area, and a large island exists there now. There is vegetation on the island. Commander Lachance suggests a nighttime insertion via the Orca, and either a SCUBA or Zodiac approach (depending on the Character's skills.) Until the situation on the island is known, stealth is advised. The characters can form whatever plan they want from this point. Extraction is via the same method as insertion. If independent, the pay will be \$1000 USD each, or the equivalent in currency or items at the character's choice. If they try to negotiate for more, the pay is modified by the Value Number of a reaction roll times \$50. A positive reputation with the fleet of above 5 will allow a second reaction roll, and an additional bonus accordingly. There will be 1 Kodiak assigned to the trip per six player-characters. If the characters do not have at least a boating BCS of 8, then a boat driver will be assigned to each boat. They will be allowed their own weapons and gear, and can purchase additional gear using an advance of up to 50% of their pay. Crew Member Characters can requisition additional gear, weapons and ammunition. It is up to the Gamemaster to decide what additional equipment they receive. The characters will also be issued a locator radio (enc 1.5, runs for twenty-four hours on an E-1) with a spare battery and a solar charger to track down the signal.

The Approach

The approach to the island is made at night, uneventfully putting the characters onto a small secluded rock cove at the southern tip of the island. There, they can stash their gear and venture inland. A WIT CST will have the character feel that they are being observed. A critical success, special talents or abilities can allow this to be expanded to indicate that the observer is to the Northeast in the woods above the cove. If undetected, the observer will follow the characters at a distance. If detected, and contacted non confrontationally, she will offer to help (or secretly hinder) based on a reaction roll. This roll is made at -25 if the characters show violence or threaten, and at +10 if they feed her. On a good reaction, she will tell them about the sewer entrance into the Northern zone. On an Excellent reaction, she will offer to be a guide, and will tell the characters all about the doctor's experiments. On a poor reaction roll, she will direct the characters to the manned checkpoint into the Northern zone (the most guarded checkpoint) or send them into the Western zone swamps.

THE OBSERVER - CRWYS KOZLOWSKI

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Female	18	83	36	94	5

Attributes

WT	WL	STR	DFT	SPD	HLH
9	19	12	35	19	22

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
1	10	-1	-1	3	14	-1

Base Stats

BAP	MNA	PCA	CDA	DRT
10	5	2	5	38
HR	SF	LR	StrGr	
4	14	2	3	

Changed – Humanoid Cheetah (fur AV2, tail, feline face structure)

Skills:

Post-Ruin Culture 2, Throwing 16, Brawling 7, Survival 20, Longsword 7, Blowgun 8, Bola 6, Gambling 4, Hunting 4, Weaver/Spinner 4, Stealth 20

Equipment:

Crop top, blue jean shorts, Shuriken (improvised WDM1.1L), Brass

Knuckles, Sword, Machete, Blowgun, long,

The Island is divided into four general zones, kept separate by high rocky ridges. The player-characters have landed in the Southern Zone. The Southern Zone is generally wild forest. The Northern Zone is cultivated fields and the location of the compound. The Western Zone is filled with grasslands, swamp, and jungle. The Eastern Zone is mostly rock and rubble. A WIT CST or appropriate skill BCS will reveal that the ridges and valleys were artificially sculpted. A Wit CST or appropriate skill BCS will allow the character to recognize that the island was created by the impact of Cybele from debris thrown up from the Pacific Ocean floor. A Botany BCS or WIT AST will reveal that the vegetation in the Southern Zone is not native to the Pacific region. It is a mix of vegetation from around the world. The characters are now free to explore the island. The passes between the zones are guarded by fortified gates. Only the passes into the Northern Zone are manned. The island is the laboratory of Dr Beaulieu a renegade BioScientist from New Tokyo. Dr Beaulieu was kicked out of New Tokyo and left on her own on the island after she created the Burrowers. She has engineered most of the life on the island, and now is offering paid hunts in the Western Zone to customers, mostly from New Tokyo, and advertised on the black market in Prague, Seattle and New Tokyo. She also sells RetroDNA treatments and some of her "creations" to special clients (Exceptional Reaction), though she will sometimes offer RetroDNA "experiments" to people she doesn't like. These RetroDNA drugs are an extension of the Memory RNA research, and actually virally reconfigure the target's DNA. This can be used to induce specific mutations (and create "changed" individuals) These drugs have also been used to create the Lost Island Humanoids with mixed DNA of animals (tiger, etc.). The Humanoid changes are mostly cosmetic, but one in six have thicker fur, giving an AV of 1D3, or claws or fangs giving a WDM of 1L. Humanoids with wings are unable to actually fly – the wings are cosmetic only. The Lost Island Apes (as opposed to the humanoid apes) are apes modified with enhanced intelligence. They were an experiment that went wrong, and they were dumped in the Eastern Zone.

If the characters don't kill or disrupt the Doctor's activities, she will, on a positive reaction roll, ask them to acquire "raw components" for her experiments. She will pay USD \$500 (or the equivalent in currency of the character's choice) per human "test subject" if living, and will buy recent (less than four hours since death or frozen within four hours) human corpses for \$25 each. Any animals or creatures that are not already on the island will be worth \$1000 alive or \$50 frozen. They can also recruit hunters and receive a commission of \$100 per hunter. Hunters have to pay \$1000 each, plus transportation and equipment for the opportunity to hunt a dinosaur.



The Emergency Beacon comes from a hunting party that included Nikolai Krilova, the grandson of Svetlana Krilova, one of the leaders of Prague. He was given a surplus US Special Forces emergency radio and called for help using that after his hunting party was ambushed. The

radio was encoded with the current Fleet security signals. This is why Commander Lachance sent the team in. He didn't send in the SEALs, because they weren't missing any Fleet personnel or equipment. When the characters activate the locator, they will hear the following looped message: "Stranded in cave. Wounded and in need of extraction. Experiencing constant attacks. Approach with caution. Natives are restless." If they find Nikolai quickly, they will be able to render aid and possibly save him. He was bitten by a Keratocephalus on the leg, and the wound is both poisoned and infected, and turning gangrenous. He is delirious with fever and the effects of the poison, and unable to help. His required treatment can be referenced on the chart below:

Time to begin treatment from landing Successful requirements

0-8 hours	Pathology BCS (at +3) or First Aid BCS, Antibiotics
9-24 hours	Pathology BCS or First Aid BCS (at -3) plus Antibiotics and Polycell Regen or Advanced Medical BCS and amputation.
More than 24 hours	Pathology BCS (at -1 per day), First Aid BCS (at -3 per day) Antibiotics and Polycell Regen, or Advanced Medical BCS (at -1 per day) and amputation.

If he is saved, he will offer a reward of all his team's remaining gear in the cave in exchange for saving his life. He will then offer a 5000KR reward for getting him safely back to Prague (2500KR if his leg had to be amputated). If bribed, or on a positive reaction roll, or if questioned, he will tell the characters his team arrived in in a Seattle Military Drop Container, and he will give the location for the Characters to explore and loot.

Key Locations

**1. LANDING ZONE
2. THE DRAIN PIPE**

Crys can show the way to enter into Northern Zone without going through the checkpoint by using the refuse drain pipe. This is heavily camouflaged, and unlikely that it will be found by accident. The far end of the pipe ends with a concealed ladder that emerges next to the slurry pond dam.



Drain Pipe Encounters (1 in 6 chance of an encounter per minute in the pipe)

Roll (D20)	Encounter
1	Body floating down the pipe (failed experiment)
2	Body Floating down the pipe (murdered)
3-6	Pack of 2D6 giant rats
7-10	See Northern zone encounter tables
11-15	See Southern Zone Encounter tables
16	See Western Zone Encounter tables
17-20	See Eastern Zone Encounter tables

If the encounter generated results in a creature too large to fit in the pipe, then a baby/immature version of the creature is found.

Northern Zone Compound (underground)

Size: 6,000 (250 Lab Services, 750 Security, 1000 Maintenance and support, 4000 Research Subjects).

Military Strength: 12,000 TSP.

Resources: Farms, river, ocean, Hydroponics lab.

Trade: RetroDNA services, Custom Humanoids.

General reaction: -5.

Notes: Most of the compound is underground

The Northern Zone Compound is the underground labs and support facilities for Dr. Beaulieu. This facility is heavily occupied and secured. All doors are Maglock protected, with 3 levels of security – Level 1 – code or keycard. Level 2 – code and keycard. Level 3 – code, keycard, and fingerprint. Level 2 and 3 security areas are equipped with anti-passback and anti-piggyback features. Anti-passback prevents a card from being re-used to enter the door until the card has been scanned at the exit door. Anti-piggyback prevents more than one person from entering with a single card. This fundamentally means that unless security is bypassed (Magnalock penetration at -5 to BCS), only one person per access card will be able to get through. The facility is also equipped with personnel and key asset locating using the keycards and beacons on key devices. This allows Security to track within two feet where each person (based on their keycard) and key asset (vehicle, high end mobile equipment) is within the facility. In addition, in Level 3 security areas, computer access is restricted to people registered as being in the room by the locationing service.

Deep Underground Control Center (underground)

Size: 4,000 (250 Internal Security, 100 Maintenance and support, 2000 DUCC Soldiers, 500 DUCC Elite Soldiers, 500 DUCC Stealth (Special Forces), 650 DUCC Aquatic Teams.

Military Strength: 12,000 TSP.

Resources: Hydroponics lab, cache, Military equipment.

Trade: None. (but see below)

General reaction: -25.

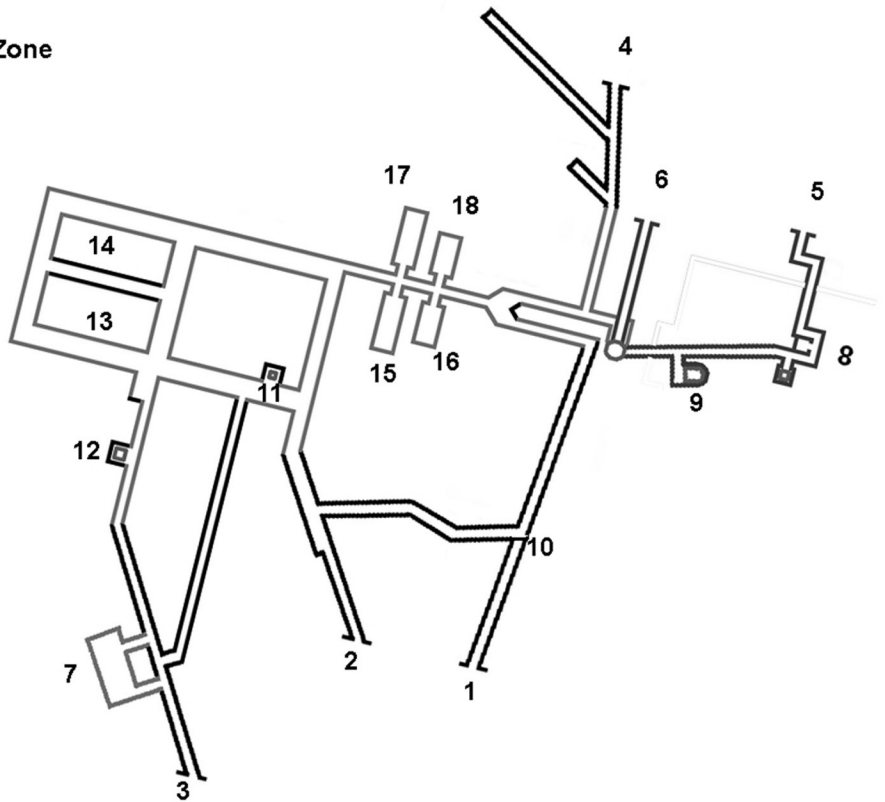
Notes: Secret entrances to all areas of the Island.

Nestled deep within the central mountains is the secret Command and Control Center. Dr. Beaulieu does not know they are here. Their purpose is to keep her "in check" and prevent outside forces from taking over.



- 1 Corridor to DUCC
- 2 Corridor to Southern Zone
- 3 Roadway to Western Zone
- 4 Roadway to Coast
- 5 Roadway to Eastern Zone
- 6 Roadway to surface in Northern Zone
- 7 Security offices
- 8 Guardroom
- 9 Elevator to Dr Beauliu's Surface Lab
- 10 secret door
- 11 elevator to surface
- 12 elevator to surface
- 13 Biomedical Lab 1
- 14 Retro DNA Cold Storage
- 15 Applied Sciences Division
- 16 DNA Sequencing Lab
- 17 Cellular Analysis
- 18 Medical Lab (First Aid)

 Rock
 Concrete



100 Meters

From here, Akane Nagasawa, the Head of DUCC Security forces keeps an eye on the island, watching through hidden cameras. Generally, her take is to not get involved openly. While she is working here under the auspices of the New Tokyo organizations, she has decided to let the Doctor play on a longer leash, as she is also a member of the New Tokyo Yakuza Tiger Clan, and they are wanting samples of the best serums for their labs. She will have her stealth teams sneak in and grab a few vials whenever anything is desirable. She also will have them alter or sabotage any "unwanted" experiments.

HEAD OF DUCC SECURITY AKANE NAGASAWA

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Female	48	26	53	29	1

Attributes

WT	WL	STR	DFT	SPD	HLH
10	19	25	15	15	17

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
0	10	1	1	1	6	1

Base Stats

BAP	MNA	PCA	CDA	DRT
8	3	3	2	39

HR	SF	LR	StrGr
3	13	2	4

Skills:

Pre-Ruin Culture 12, Longsword 18, Knife 18, Literacy 14 Zoology 13, Brawling 18, Survival 18, Autoweapon 18, Flexible Weapon 18, Sai 18, Weapon and Shield 18, Blowgun 17, Rifle, Modern 17, Missile Launcher 17, Seamanship 8, Swimming 18, Stealth 16, Heavy Equipment Driving 15, Lab Technique 15, Technology Use 15, Computer Science 12, Marine Mechanic 15, Tracking 14, Advanced Farming 6, Dirt Farming 18, Nunchaku 18, Fermentation 14

Armor:

US Light Assault Unit armor with built-in Karatands.

Equipment:

Katana, Throwing knife, Brass Knuckles, Hui-Tho, Sai, FedPol Riot Shield Class 4, Blowgun, long, M16 with seven box (30) mags, Nunchaku

Akane was raised in the Japanese Underground pre-war, and grew up in the Yakuza ranks in the Tiger Clan. Through carefully selected assassinations, bribes, and such, she was directed to the post here to watch the Doctor. She has many Yakuza tattoos, but she keeps them covered, except with her key advisors. She also has helped coordinate some of the illicit poaching and hunting expeditions.



TYPICAL DUCC INTERNAL SECURITY

Superior Veteran

Skills:

(BCS 16) Brawling; Knife; Pistol, Modern; Streetwise. (BCS 12) Commerce; Single Weapon; Stealth, Urban; Survival, Urban; Tactics; (BCS 11) Autoweapon; Flexible Weapon; Literacy (English and Japanese); Rifle, Modern; Salvage Food; Technology Use; Throwing; Foreign Language (Japanese).

Armor: US Light Assault Unit armor with built-in Karatands.

Weapons: Long bayonet, random sidearm (1-2 LE Mark 1A Autoneedler, 3-4 Glock 21 with silencer, 5-6 M1911A1) with three full magazines. If expecting or looking for trouble, add a random handgun and a Long Gun (1-2 M4 carbine, 3-4 LE Mark 12, 5-6 LE Mark 20, 7-8 Benelli M4, 9 Barrett M82A1, 10 KelTec RFB) with six full magazines.

Notes: Age 10 + 3D10. One in six has Night Vision (RetroDNA Treatment), one in six has Medikit mark 1.

TYPICAL DUCC SOLDIER

Average Veteran

Skills:

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

Armor: US Field Infantry Mark 1a armor.

Weapons: Long bayonet, random sidearm (1-2 LE Mark 1A Autoneedler, 3-4 Glock 21 with silencer, 5-6 M1911A1) with 3 full magazines. If expecting or looking for trouble, add a random handgun and a Long Gun (1-2 M4 carbine, 3-4 LE Mark 12, 5-6 LE Mark 20, 7-8 Benelli M4, 9 Barrett M82A1, 10 KelTec RFB) with six full magazines.

Notes: Age 10 + 3D10. One in six has Night Vision (RetroDNA Treatment), one in six has Medikit mark 1.

TYPICAL DUCC ELITE SOLDIER

Elite Veteran

Skills:

(BCS 18) Brawling; Knife; Pistol, Modern; Streetwise. (BCS 12) Commerce; Single Weapon; Stealth, Jungle; Survival, Jungle; Tactics; (BCS 14) Autoweapon; Flexible Weapon; Literacy (English or Japanese); Rifle, Modern; Salvage Food; Technology Use; Throwing. Foreign Language (Japanese).

Armor: US Heavy Infantry Mark 1V armor.

Weapons: Long bayonet, random sidearm (1-2 LE Mark 1A Autoneedler, 3-4 Glock 21 with silencer, 5-6 M1911A1) with three full magazines. If expecting or looking for trouble, add a random handgun and a Long Gun (1-2 M4 carbine, 3-4 LE Mark 12, 5-6 LE Mark 20, 7-8 Benelli M4, 9 Barrett M82A1, 10 KelTec RFB) with six full magazines.

Notes: Age 10 + 3D10. One in six has Night Vision (RetroDNA Treatment), one in six has Medikit mark 1.

TYPICAL DUCC STEALTH SOLDIER

Elite Veteran

Skills:

(BCS 20) Stealth; (BCS 19) Brawling; Knife; Pistol, Modern; Streetwise. (BCS 16) Commerce; Single Weapon; Survival, Jungle; Tactics; (BCS 18) Autoweapon; Flexible Weapon; Literacy (English or Japanese); Rifle, Modern; Salvage Food; Technology Use; Throwing. Foreign Language (Japanese).

Armor: 1-3 US LRU Intruder armor with chameleon oversuit, 4-5 Light Assault Armor with chameleon oversuit, 6 no armor (Chameleon mutation).

Weapons: Long bayonet, random sidearm (1-2 LE Mark 1A Autoneedler, 3-4 Glock 21 with silencer, 5-6 M1911A1) with 3 full magazines. If expecting or looking for trouble, add a random handgun and a Long Gun (1-2 M4 carbine, 3-4 LE Mark 12, 5-6 LE Mark 20, 7-8 Benelli M4, 9 Barrett M82A1, 10 KelTec RFB) with six full magazines.

Notes: Age 10 + 3D10. One in six has Night Vision (RetroDNA Treatment), one in six has Medikit mark 1. One in six has random mutation.

TYPICAL DUCC AQUATIC TEAM

Elite Veteran

Skills:

(BCS 14) Stealth; (BCS 16) Brawling; Knife; Pistol, Modern; Streetwise. (BCS 12) Commerce; Single Weapon; Survival, Urban; Tactics; (BCS 10) Autoweapon; Flexible Weapon; Literacy (English or Japanese); Rifle, Modern; Salvage Food; Technology Use; Throwing; Polearm. Foreign Language (Japanese).

Armor: none

Weapons: Long bayonet, random sidearm (1-2 LE Mark 1A Autoneedler, 3-4 Glock 21 with silencer, 5-6 M1911A1) with 3 full magazines. If expecting or looking for trouble, add a random handgun and a Long Gun (1-2 M4 carbine, 3-4 LE Mark 12, 5-6 LE Mark 20, 7-8 Benelli M4, 9 Barrett M82A1, 10 KelTec RFB) with six full magazines.

Notes: Age 10 + 3D10. All have RetroDNA alterations for water breathing (Salt and fresh water gills), 1 in 6 has Night Vision (RetroDNA Treatment), One in six has Medikit mark 1. One in six has random mutation.

TYPICAL MAINTENANCE WORKER

Average Quality NPC

Skills:

Commerce (11+1D6); 1D6 Knowledge at 14; Maintenance skills at BCS 16; Literacy 8+1D6 (English or Japanese); weapon skills at 8+1D6, and 30% of Maintenance Workers will speak a second language, 10% speak 3 or more.

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

Weapons: 80% have a belt knife, balanced for throwing. Tools appropriate for their trade.

3. SEATTLE MILITARY DROP CONTAINER

The drop container that Nikolai used has been made as a lair for a breeding pair of Keratocephalus. They are aggressive, and have laid their eggs in the container. The container holds twelve passengers in drop seats, and has a turret on top with twin Lee Enfield Mk 20 Support Weapons with five-hundred rounds of ammo capacity each. (though there is no ammo left in the turret).

The salvageable items are:



Medkit 2 with 2D20 bandages and 2D20 units of medical supplies, plus roll 1D10:

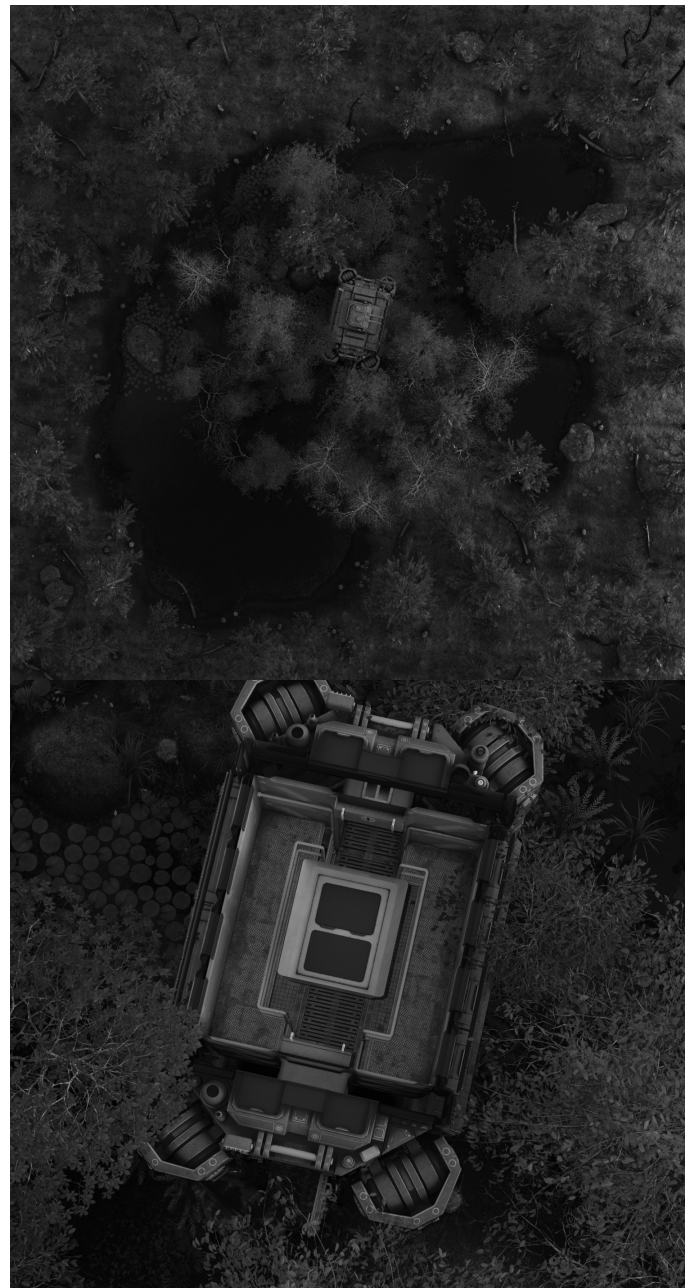
- | | |
|-----|--------------------------------|
| 1-2 | 1D6 units of Panomycin |
| 3-4 | 1D6 units of Polycellulac 3 |
| 5 | 1D6 units of Polycellulac 4 |
| 6 | 1D3 units of Polycellulac 5(E) |
| 7 | 1D3 units of Polycellulac 6(E) |

- | | |
|----|---------------------------------------|
| 8 | 1D6 units of Polycell Regen |
| 9 | Roll 1D6 for type but double quantity |
| 10 | 2D6 of each drug |

1D6 cans of ammo – Roll 1D10 for each can:

- | | |
|-----|----------------------------------|
| 1-3 | 180 rounds 7.62 NATO |
| 4-6 | 350 rounds 2mm NATO |
| 7 | 200 rounds .44 Magnum |
| 8 | 150 rounds .50 BMG |
| 9 | 180 rounds .45 Winchester Magnum |
| 10 | 200 rounds 5mm NATO |

Plus 2D20 Man Days Super-K rations, 3D20 Man Days water, 2D6 bottles Pre-ruin Kentucky Bourbon, 1D3 pairs StarLight Goggles, 1D3-1 Thermal Rifle Scopes (2-8x), 2D100x10 Prague KR, 2D100x100 New Tokyo Yen, 2D100x10 Miami Dollars.



4. SHIPWRECK

Deep in the Eastern Zone is a wrecked ship – far from the shore. It contains 2D100 shipping crates, mostly broken and damaged goods. Among the salvageable items are: one damaged crate of sixteen Lee Enfield Mk 15 Defeater Rifles. Each rifle has a current DUR of 1D10-5. There are also 1D3 full magazines for each weapon in the crate. There are 2D20 ammo cans of DU ammo for the Defeaters. Each can has 1D100 salvageable rounds. There is a full set of Russian Heavy Body Armor in a trapped transit case. Breaking the lock or opening without disarming the trap will result in detonation of a claymore mine, aimed at the opening of the suitcase. It will take a WIT CST to spot the trap, and a DFT CST to disarm it safely. The rest of the shipping crates have a 5% chance each of a salvage find as per a cache.



5. PLANE CRASH

This is the wreckage of a small plane that was carrying a party of hunters to the island. While there were survivors of the crash, they were so badly injured that when Dr. Beaulieu's scouting party found them, the survivors were brought back to her lab to be used as raw components for her humanoid experiments. If the player-characters search, they will find a cache of supplies hidden by the pilot before his death. It contains 1D6 Heavy Caliber (.458 or .50 BMG) rifles, a 20MM Barrett M2017 rifle, 1D100 rounds of AP-HE ammo for each rifle (explosive blast value equals BDG/10), 2D20 man-days super-K rations, 1D6 personal water purifiers (gravity fed), 2D6 hunting knives, two backpacker's tents, and 1D6 backpacks.



6. NIKOLAI'S CAMP

Nikolai's camp was set up as a barbecue hunting camp. There are four semi-rigid tents (they sleep ten and fold down to an ENC 5 package), a large smoker and grill (ENC 35). Looting the camp results in 1D20 random finds.

7. CHECKPOINTS

Traffic moving between the Zones is controlled through four secure checkpoints. These checkpoints open into large tunnels between the zones – big enough to move large vehicles, and even most dinosaurs. The entrances are sealed by large blast doors moved into place with electric actuators. Each checkpoint is guarded at both ends by a commander and 4+3D20 officers of Dr. Beaulieu's security force –

CHECKPOINT COMMANDER

Elite quality NPC

Skills:

(BCS 16) Brawling; Knife; Pistol, Modern; Streetwise. (BCS 13) Commerce; Single Weapon; Stealth, Urban; Survival, Urban; Tactics; (BCS 9) Autoweapon; Flexible Weapon; Literacy (English); Rifle, Modern; Salvage Food; Technology Use; Throwing.

Armor: MetPol Riot Armor.

Weapons: Lee Enfield Mk 15 with four box (50) magazines. Knife, Glock 21 with three box (13) magazines. Notes: Age 20 + 3D10.

SECURITY FORCE OFFICER

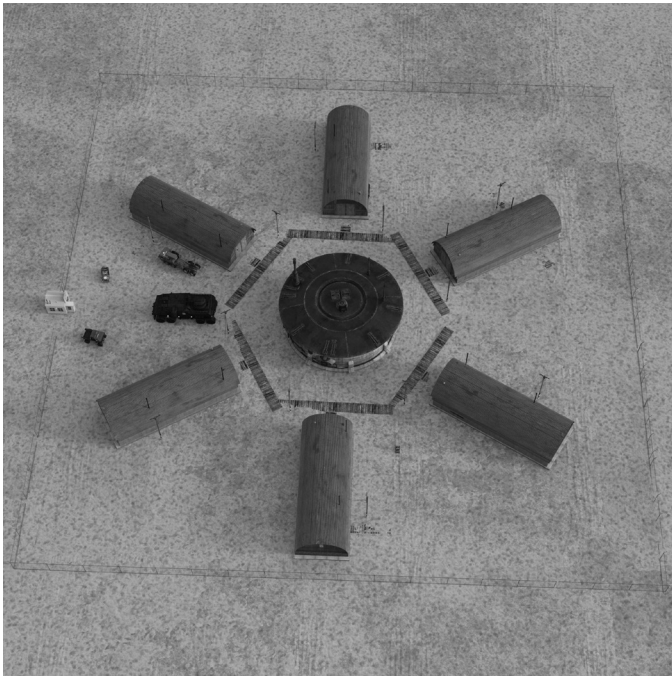
Average Quality NPC

Skills:

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

Armor: MetPol Riot Armor.

Weapons: Lee Enfield Mk 12 with six box (25) magazines, Knife, Glock 17 with three box (17) magazines. Notes: Age 10 + 3D10.



8. DR BEAULIEU'S LAB

A small prefabricated compound aboveground in the Northern Zone. The aboveground lab consists of six quonset huts in a hexagon formation, with a dome chamber (rigid tent) in the center. Each quonset hut is open inside, and they are designated as follows (starting at the North center and going clockwise) 1. Men's Barracks; 2. Women's Barracks; 3. Non-Human Barracks (mixed); 4. Dining and kitchen; 5. First aid and mini hospital; 6. Storage. The domed center is an open area lab and sleeping quarters for Dr. Beaulieu.

KEY CHARACTERS

DR SHEELA BEAULIEU

Dr. Beaulieu is indirectly the creator of the mutagen based avian flu virus that caused the post-collapse plague. The virus was a side effect of a failed "transformation" experiment that she was performing before her exile from New Tokyo. When it was discovered by her superiors that she had caused the massive plague, they considered eliminating her, but instead decided to "offshore" her to the island, and let her live in return for access to any "successes".



Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Female	63	78	92	80	3

Attributes

WT	WL	STR	DFT	SPD	HLH
35	8	31	15	13	15

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
0	3	20	0	3	3	3

Base Stats

BAP	MNA	PCA	CDA	DRT
6	3	2	1	34
HR	SF	LR	StrGr	
3	13	5	5	

Skills:

Pre-Ruin Culture 14, Rifle, Modern 8, Literacy 17, Electrician 16, Bowling 11, Survival, 7, Polearm 11, Unarmed Combat 8, Weapon and Shield 11, Crossbow 8, Muzzle Loading Artillery 8, Boating 11, Climbing 11, Fishing 8, Hunting 8, Carpentry 6, Dirt Farming 8, Repair, Muscle Powered Vehicles 6, Lab Technique 20, Technology Use 20, Advanced Medical 20, Automobile Mechanic 6, Blacksmithing 6, Firearms Repair, Modern 6, Firearms Repair, Primitive 6, First Aid 20, Handloading 6, Machining 6, Marine Mechanic 6, Pilot, Spacecraft 6, Pathology 20, Genetic Engineering 20

Equipment:

M-4- Carbine, Brass Knuckles, Karatands, Shield, 1/4" bronze Class 4, Crossbow 225-lb pull

CHIEF ASSISTANT LOCKE JELINEK

Locke is the Doctor's primary assistant, and spends most of his time cataloguing the Doctor's experiments.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Male	54	45	73	48	0

Attributes

WT	WL	STR	DFT	SPD	HLH
15	11	33	15	9	14

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
0	4	10	3	3	10	-1

Base Stats

BAP	MNA	PCA	CDA	DRT
4	3	1	1	36
HR	SF	LR	StrGr	
3	13	3	5	

Skills:

Pre-Ruin Culture 4, Rifle, Primitive 8, Literacy 7, Botany 5, Bowling 12, Survival, Jungle 7, Fencing 7, Flexible Weapon 7, Sling 8, Slingshot 8, Pistol, Modern 8, Fishing 8, Swimming 11, Basic Research 6, Heavy Equipment Driving 6, Lab Technique 6, Technology Use 6, Aerial Recon Interpretation 4, Advanced Medical 6, Distillation 3, Electrician 6, First Aid 6, Marine Mechanic 6, Mathematics 4, Television Communications 6

Equipment:

Spencer Rifle, Brass Knuckles, Sword, Rapier, Chain, Sling, Slingshot, P55- Pistol

HEAD OF SECURITY SIMBA PLOYMENT

Simba was hired by Dr Beaulieu when he was encountered defending his village in East Africa from the local warlords. The Doctor evacuated his entire village and many of them work to this day on the compound.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Male	39	93	51	40	1

Attributes

WT	WL	STR	DFT	SPD	HLH	
12	20	15	26	4	11	
Talents						
CHA	CMB	SCI	EST	COM	NAT	MCH
-1	18	-1	0	7	10	-1
Base Stats						
BAP	MNA	PCA	CDA	DRT		
2	3	1	2	28		
HR	SF	LR	StrGr			
3	13	3	3			

No Origin change.

Skills:

Post-Ruin Culture 4, Literacy 6, Electrician 7, Sai 10, Brawling 10, Survival, 8, Flexible Weapon 8, Two Weapon 10, Blowgun 7, Modern Rifle 18, Foreign Language (specify) 6, Weaver/Spinner 8, Basic Research 5, Heavy Equipment Driving 7, Technology Use 7, Encryption 2, Handloading 7, Telephone Communications 7, Safecracking 7

Equipment:

Barrett M85 with seven box (10) mags APE (explosive Blast 2), Sai, Brass Knuckles, Chain, Wakizashi, Blowgun, Short, 2D3 Emory boards Stethoscope give +1 to BCS

**ANGEL (FEATHERED WINGS)
QUERIDA LANDRY**



Querida was another winged experiment, with receiving beautiful feathered wings. Unfortunately, they can't make her fly.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Female	19	98	18	98	5

Attributes

WT	WL	STR	DFT	SPD	HLH
40	3	15	10	11	9

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
0	2	-1	6	0	9	2

Base Stats

BAP	MNA	PCA	CDA	DRT
6	2	3	1	18
HR	SF	LR	StrGr	
2	12	6	3	

Changed – Feathered Wings (non-functional)

Skills:

Post-Ruin Culture 8, Blowgun 12, Brawling 7, Survival 4, Search 18, Masonry, 4, Lab Technique 10, Technology Use 10, High Technology Use 10, SCUBA Diving 10

Equipment:

Blowgun, Short, Brass Knuckles



LADY ANUBIS - CAMDEN OTT

Camden was a custom modification for a client for use as an "entertainer" – with jackal head and hooved feet, but the client did not show up to accept the project. Now, she works odd jobs around the compound.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Female	24	41	17	69	5

Attributes

WT	WL	STR	DFT	SPD	HLH
6	40	15	13	5	11

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
0	10	2	3	8	10	3

Base Stats

BAP	MNA	PCA	CDA	DRT
2	3	1	1	38

HR SF LR StrGr
3 13 2 3

Changed – Humanoid Jackal with Black Skin

Skills:

Post-Ruin Culture 3, Single Weapon 8, Therapy 4, **Brawling 8**, Survival 12, Archery, 6, Blowgun 5, Pistol, Primitive 6, Seamanship 7, Carpentry 4, Masonry 5, Nutritionist 4, Repair, Muscle Powered Vehicles 4,

Equipment:

Blowgun, long, Silk Kimono top (4-11, LC) and spandex shorts. (10-12, LC)

DARK AND DEADLY - AVI BREAKER



Avi asked for these modifications herself. She works as the cook for the compound, paying off her debt to the doctor. She still owes \$72,000 USD.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Female	26	60	46	100	7

Attributes

WT	WL	STR	DFT	SPD	HLH
13	8	15	20	6	27

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
0	15	0	1	2	10	6

Base Stats

BAP	MNA	PCA	CDA	DRT
3	4	1	1	38

HR	SF	LR	StrGr
4	14	3	3

Changed – Black skin, silver hair, pointed ears. Empath – PSI 14.

Skills:

Post-Ruin Culture 3, Single Weapon 18, Two Weapon 19, Literacy 6, Brawling 9, Survival 9, Bola, 9, Pistol, Modern 9, Handicraft (cooking) 16, Foreign Language (Japanese) 17, Technology Use 6, Blacksmithing 6, Demolitions 6, High Technology Use 6, Stealth 14.

Equipment:

Wakizashi, Tanto, Brass Knuckles, Bola, 3 Ball. She wears a designer black and red leather jumpsuit (4-18,21-22 LL) and leather boots (19-20 HL).

DEMONA - TRIVENI CRUEL



Triveni is a wild custom creation, with red skin, horns, fanged teeth and large bat wings. Her wings are actually large enough for her to glide from a jump and land safely. (think paper airplane distances, basically a 15 degree downward glide angle). She likes to scout the ridges for runaway dinosaurs and she can get away with her glide as needed.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Female	37	84	93	78	3

Attributes

WT	WL	STR	DFT	SPD	HLH
15	9	27	15	10	10

Talents						
CHA	CMB	SCI	EST	COM	NAT	MCH
-2	4	2	0	1	10	5

Base Stats

BAP	MNA	PCA	CDA	DRT
5	2	2	1	28
HR	SF	LR	StrGr	
2	12	3	4	

Changed – Demona

Skills:

Pre-Ruin Culture 3, Literacy 6, Handloading 6, Knife 7, Brawling 10, Survival, 6, Flexible Weapon 7, Nunchaku 10, Polearm 10, Throwing 17, Grenade Launcher 8, Dirt Farming 7, Nutritionist 5, Tactics 5, Lab Technique 6, Technology Use 6, Chemistry 3, Simple Explosives 6

Equipment:

Knife, throwing (4), Brass Knuckles, Whip, Nunchaku, Metal, Baseball Bat with nails, Blowgun, long, M-79 Grenade Launcher

She usually wears leather pants (10-18,LL) and a corset (6-9, LC) as her only clothes, as her modifications prevent the wearing of normal clothing and armor.

ANGEL OF DEATH ILANA JUNG

Ilana is one of the Doctor's "successes" – in testing putting wings on a human. She is unable to fly, but can use her leathery wings to knock over chairs, sweep dishes off the table at dinner, and generally cause unwanted mischief. She is being trained to be a "security" guard.

Physical Stats

Sex	Age	Size	Bulk	Looks	RF
Female	16	50	82	98	5

Attributes

WT	WL	STR	DFT	SPD	HLH
12	23	15	15	14	9

Talents

CHA	CMB	SCI	EST	COM	NAT	MCH
-1	4	1	1	10	10	4

Base Stats

BAP	MNA	PCA	CDA	DRT
7	2	4	1	28
HR	SF	LR	StrGr	
2	12	3	3	

Changed: Wings (non-functional)

Skills:

Post-Ruin Culture 5, Flexible Weapon 8, Brawling 8, Survival 8, Rifle, Modern 7, Search, 7, Technology Use 5, Automobile Mechanic 5,

Equipment:

Flail, Wood, Brass Knuckles, SG17- Shotgun,

TYPICAL SECURITY FORCE

Average Quality NPC

Skills:

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

Armor: MetPol Riot Armor.

Weapons: Knife, Glock 17 with three magazines. If expecting or looking for trouble, add a random Rifle and a Utility 2-4 melee weapon.

Notes: Age 10 + 3D10.

Island Encounter Tables

SOUTHERN ZONE

Southern Zone Encounter table

Roll	Encounter
1-8	Creature
9-16	Humanoid
17-18	Event
19-20	No Encounter

Southern Zone Creature Encounter Table

Roll	Encounter
1-13	2D6 Hogzillas
14-14	2D6 Mutant Rat
15-16	Chimpanzee
17-31	Constrictor
32-41	1D3 Deer
42-42	Eagle
43-49	Fox
50-50	Gorilla
51-54	Hogzilla
55-73	2D6 Rabbits
74-74	Sand Lion (1 in 6 chance of a pack of 1D6 Sand Lions)
75-100	2D6 Squirrels

Southern Zone Humanoid Encounter Table (up to 1D6)

Roll	Encounter
1-4	Humanoid Chimpanzee
5-9	Humanoid Gorilla
10-13	Humanoid Orangutan
14-30	Angel (Feathered Wings)
31-33	Anubis
34-44	Humanoid Cheetah
45-49	Humanoid Jaguar
50-50	Humanoid Lion
51-56	Humanoid Panther
57-63	Humanoid Tiger
64-74	Dark and Deadly
75-76	Lost Island Chimpanzee
77-78	Lost Island Gorilla
79-80	Lost Island Orangutan
81-85	Humanoid Fox
86-92	Humanoid Jackal
93-94	Humanoid Wolf
95-96	Marsh Monster
97-100	Troll

Southern Zone Event Encounter Table

Roll	Encounter
1	Rats have gotten into stores – lose 1D20% of food and water
2	See gravitics vehicle fly over into research compound
3-4	Rainstorm
5	Flat tire (or broken shoe if walking)
6	Wet sand clogs intakes on a vehicle



WESTERN ZONE

Western Zone Encounter table

Roll	Encounter
1-10	Creature
11-13	Humanoid
14-18	Event
19-20	No Encounter

Western Zone Creature Encounter Table

Roll	Encounter
1	Apotasauros
2-6	Aucasaurus
7-9	Burrower
10-13	Brachiosaurus
14-20	Brontotherium
21-25	Ceratosaurus
26-27	Diceratops
28-31	Dicraeosaurus
32-35	Einiosaurus
36-40	Euoplocephalus
41-43	Gigantoraptor
44-47	Kentrosaurus
48-51	Keratocephalus
52-55	Mololophosaurus
56-59	Saurolophus
60-61	Spinosaurus
62-67	Stegosaurus
68-69	Styracosaurus
70	Suchomimus
71-76	Tarbosaurus
77-83	Triceratops
84-88	T-rex
89-91	Utahraptor
92-100	Zuniceratops

Western Zone Humanoid encounter table

Roll	Encounter
1-6	Hunting Party (1D6 Humanoids from Northern Human Encounter table)
7-10	Scientific Specimen Collection Team
11-13	Feral Humanoid pack of 1D6 from Southern Humanoid Encounter Table)
14	Scientific team under attack by 2d6 creatures from Western Creature Encounter Table
15	Rogue lost human
16-20	Camp of Humanoids (2D6 from Northern Human Encounter Table)

Western zone Event encounter table

Roll	Encounter
1	Rats have gotten into stores – lose 1D20% of food and water
2	see gravitics vehicle fly over into research compound
3-4	Rainstorm
5	Flat tire (or broken shoe if walking)
6	Wet sand clogs intakes on a vehicle

NORTHERN ZONE

Northern Zone Encounter table

Roll	Encounter
1-4	Creature
5-14	Humanoid
15-18	Event
19-20	No Encounter

Northern Zone Creature Encounter table

1-6	Boar
7-13	Cheetah

14-22	Deer
23-24	Fox
25-26	Jackal
27-29	Jaguar
30-31	Lion
32-43	Panther
44-57	Pig
58-62	Rhino
63-71	Tiger
72-100	Wolf

Northern Zone Humanoid Encounter Table (Subtract the value number of the current reaction of the scientists to the roll. Add 10 to the roll if the research facility has been breached or destroyed)

Roll	Encounter
1-7	Scientist
8	Dr Beaulieu
9	Angel (Feathered Wings)
10-27	Angel of Death
28-38	Anubis
39-41	Dark and Deadly
42-56	Demon
57-64	Humanoid Cheetah
65-68	Humanoid Fox
69-71	Humanoid Chimpanzee
72-74	Humanoid Gorilla
75-77	Humanoid Orangutan
78-84	Humanoid Jackal
85-88	Humanoid Jaguar
89-96	Humanoid Lion
97-101	Humanoid Panther
102-105	Humanoid Tiger
106-112	Humanoid Wolf
113-113	Marsh Monster
114+	Troll

Northern Zone Event encounter table

Roll	Encounter
1	Rats have gotten into stores – lose 1D20% of food and water
2	see gravitics vehicle fly over into research compound
3-4	Rainstorm
5	Flat tire (or broken shoe if walking)
6	wet sand clogs intakes on a vehicle



EASTERN ZONE

Eastern Zone Encounter table

Roll	Encounter
1-8	Creature
9-11	Humanoid
12-18	Event
19-20	No Encounter

Eastern Zone Creature encounter table

Roll	Encounter
1-2	Lost Island Orantutan
3-4	Lost Island Chimpanzee
5-6	Lost Island Gorilla
7-8	Roll on Western Zone Creature Encounter table
9	Roll on Southern Zone Creature Encounter table
10	Roll on Northern Zone Creature Encounter Table

Eastern Zone Humanoid encounter table

Roll	Encounter
1-6	Hunting Party (1D6 Humanoids from Northern Human Encounter table)
7-9	Scientific Specimen Collection Team
10	Dark and Deadly
11-13	Feral Humanoid pack of 1D6 from Southern Humanoid Encounter Table)
14	Scientific team under attack by 2d6 creatures from Eastern Creature Encounter Table
15	Rogue lost human
16-20	Camp of Humanoids (2D6 from Northern Human Encounter Table)

Eastern Zone Event encounter table

Roll	Encounter
1	Rats have gotten into stores – lose 1D20% of food and water
2	See gravitics vehicle fly over into research compound
3-4	Rainstorm
5	Flat tire (or broken shoe if walking)
6	Wet sand clogs intakes on a vehicle

Lost Island Creatures DINOSAURS

Dr Beaulieu has been recreating various creatures resembling historical dinosaurs. These are not clones, but newly engineered life forms, created from “scratch”, as she does not have access to any viable DNA from fossils. Small dinosaurs (elephant sized and smaller) are handled as normal animals. The Giant class dinosaurs are so tough that normal small arms and melee weapons are less than an annoyance. They are treated as vehicles for the sake of calculating damage. The damage they do is also on the Vehicle scale. To convert that to normal damage, use the WDM of the attack.

ALLOSAURUS

Class: Small

Allosaurus is a standard theropod, growing in size to 12-13 meters long. Allosaurus is a carnivorous dinosaur.



Stats

BAP	MNA	PCA	BMA	AV	WDA	CDA
12	2	6	3	5	1	3
DRT		Mass				
(3D10+50)x 3		600				
Bite BCS: 14		Bite Dam: 3D10		WDM		1.7L
Claw BCS: 6		Claw Dam:		1D6		
Shock Factor: 80						
Area: 13x2						
AV: 8						

APOTASAURUS

Class: Small

Apotasaurus is a sauropod quadruped herbivore. It defends itself with its whip like tail.



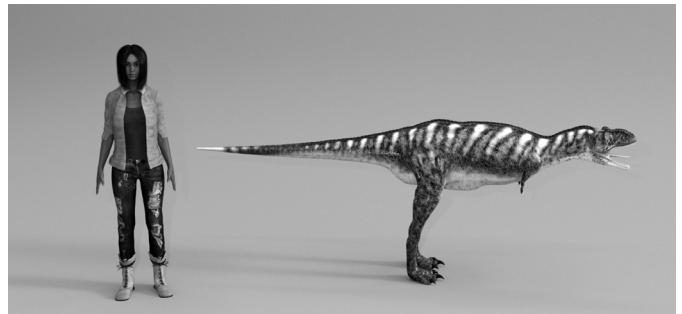
Stats

BAP	MNA	PCA	BMA	AV	WDA	CDA
10	2	5	2	4	1	2
DRT		Mass				
(3D10+20)x4		550				
Bite BCS: 12		Bite Dam: 1D10				
Tail BCS: 16		Tail Dam: 2d20B				
Shock Factor: 80						

AUCASAURUS

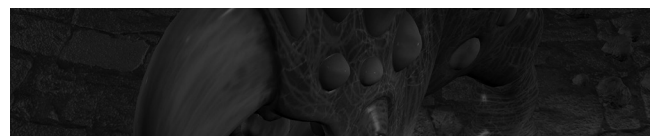
Class: Small

Aucasaurus is a man sized carnivorous theropod. It attacks with bites and it's toe claws.



Stats

BAP	MNA	PCA	BMA	AV	WDA	CDA
16	4	4	4	4	2	3
DRT		Mass				
3D10+20 8						
Bite BCS: 14		Bite Dam: 2D10				
Claw BCS: 12		Claw Dam:		2D6L		
Shock Factor: 15		WDM		1.7L		



BURROWER

Class: Small

The Burrower was engineered to dig the tunnels throughout the island. Unfortunately, they couldn't be trained well. The second BMA is their digging (burrowing) speed.

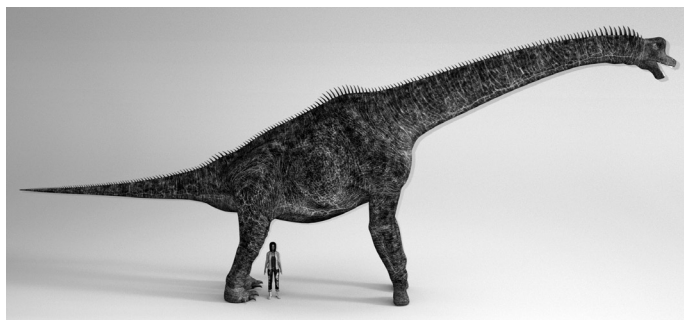
Stats

BAP	MNA	PCA	BMA	WDA	CDA
12	3	4	3 (1)	5	1
DRT	Mass				
60	28				
Bite BCS: 12	Bite Dam: 2D10 WDM 1.5L				
Claw BCS: 18	Claw Dam: 2D10 2.5L				
Shock Factor: 75	AV: 30				

BRACHIOSAURUS

Class: Giant; Intermediate Target

Brachiosaurus is a very large sauropod



Stats

BAP	MNA	PCA	BMA	WDA	CDA	Mass
12	2	6	2	1	3	1400

Damage Resistance (VDG) 3D10+20

Area: 4x20 = 80

Vehicle AV: 12 impervious to small arms fire

Bite BCS: 14 Bite VDG Dam: 1D10 WDM 30L

Stomp BCS: 8 Stomp VDG Dam: 2d6 WDM

50B

Tail BCS: 12 tail VDG Dam: 2D10 WDM

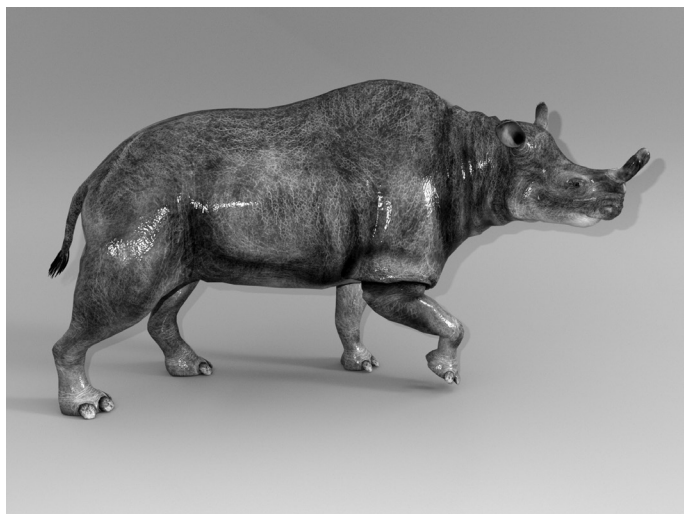
25B

Shock Factor: 1500

BRONTOTHERIUM

Class: Small

A large ancestor of the rhinoceros, with two horns.



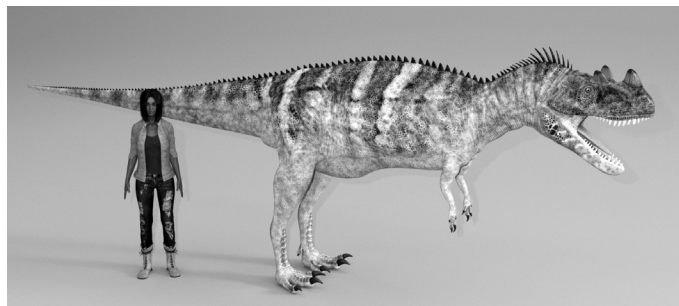
Stats

BAP	MNA	PCA	BMA	AV	WDA	CDA
8	2	4	2	5	0	2
DRT	Mass					
(3D10+40)x2	100					
Bite BCS: 14	Bite Dam: 1D10					
Claw BCS: 0	Claw Dam: 0					
Shock Factor: 45	WDM 1.7L					

CERATOSAURUS

Class: Small

A medium sized theropod, Ceratosaurus has three horns on its nose.



Stats

BAP	MNA	PCA	BMA	WDA	CDA
14	2	7	4	1	3
DRT	Mass				
(2D10+10)x2	16				
Bite BCS: 14	Bite Dam: 1D10 Bite WDM 1.5L				
Claw BCS: 16	Claw Dam: 2D10				
Shock Factor: 45	Claw WDM 1.7L				

DICERATOPS

Class: Small

A two-horned cousin of the Triceratops. It has an armored skull and neck cover.



Stats

BAP	MNA	PCA	BMA	AV	WDA	CDA
8	2	4	2	5	1	2
DRT	Mass					
(3D10+40)x2	80					
(AV 25 on loc 1-2 50% coverage loc 3-5, AV 25)						
Bite BCS: 14	Bite Dam: 1D10 Bite WDM 1.3L					
Horn BCS: 12	Horn Dam: 2D10					
Shock Factor: 45	Horn WDM 1.7L					

DICRAEOSAURUS

Class: Giant; Intermediate Target

Dicraeosaurus is a very large sauropod.



Stats

BAP	MNA	PCA	BMA	WDA	CDA	Mass
14	2	6	3	1	3	1200

Damage Resistance (VDG) (2D10+10) x 2

Area: 4x16 = 64

Vehicle AV: 12 impervious to small arms fire

Bite BCS: 14	Bite VDG Dam: 1D10	WDM	30L
Stomp BCS: 8	Stomp VDG Dam: 2d6	WDM	
50B			
Tail BCS: 12	tail VDG Dam: 2D10	WDM	
25B			
Shock Factor: 1000			

EINIOSAURUS

Class: Small

The little brother of the Triceratops. Einiosaurus has one nasal horn, and a horn on its crest.



Stats

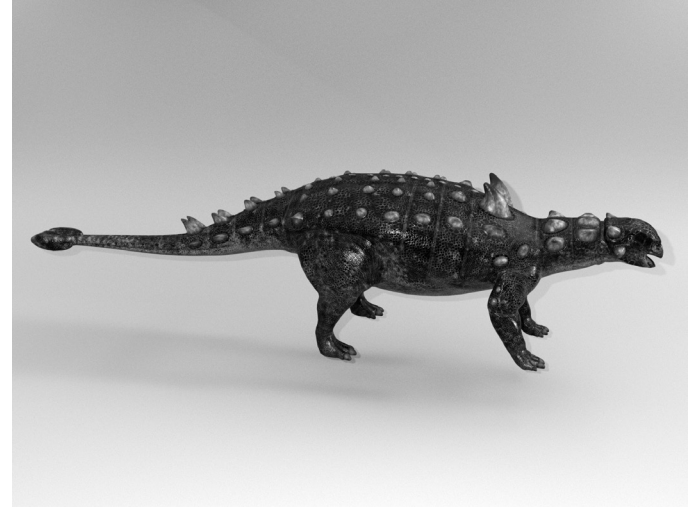
BAP	MNA	PCA	BMA	AV	WDA	CDA
10	2	4	3	5	1	2

DRT
(2D10+10)x3
Mass
60
(AV 20 on loc 1-2 50% coverage loc 3-5, AV 25)
Bite BCS: 14
Bite Dam: 2D6 Bite WDM 1.3L
Horn BCS: 12
Horn Dam: 1D10
Shock Factor: 35
Horn WDM 1.7L

EUOPLOCEPHALUS

Class: Small

An armored dinosaur with a hammer tail. It is six meters long.



Stats

BAP	MNA	PCA	BMA	AV	WDA	CDA
12	3	4	3	25	1	3

DRT
Mass
(3D6+20)x2
100
Bite BCS: 12
Bite Dam: 1D10 WDM 1.2L
Tail BCS: 14
Tail Dam: 2D10
Shock Factor: 75
WDM 2.7B



GIGANTORAPTOR

Class: Giant; Intermediate Target

Gigantoraptor in fossils grew to eight meters long. Dr. Beaulieu decided this wasn't scary enough and engineered them to be twice that size. These giant raptors have speed, intelligence, and can hunt in packs.



BAP	MNA	PCA	BMA	WDA	CDA	Mass
16	4	4	4	1	3	900

Damage Resistance (VDG) (2D6+5)x2

Area: 3x16 = 48

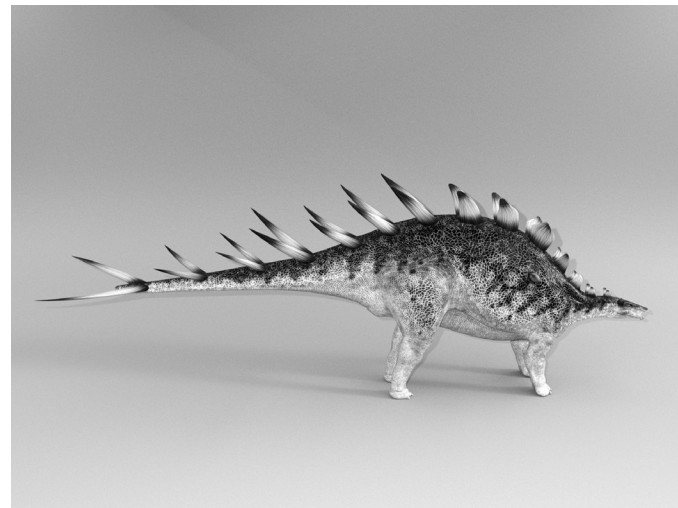
Vehicle AV: 15 (impervious to small arms fire)

Bite BCS: 14	Bite VDG Dam: 1D10	WDM	25L
Claw BCS: 16	Claw VDG Dam: 2D6	WDM	25L
Tail BCS: 12	tail VDG Dam: 1D6	WDM	10B
Shock Factor: 450			

KENTROSAURUS

Class: Small

A small spiny Stegosaurian dinosaur, it grows to 4.5 meters in length.



Stats	BAP	MNA	PCA	BMA	AV	WDA	CDA
	10	2	5	2	4	1	2
DRT	Mass						
3D6+10	25						

Bite BCS: 10	Bite Dam: 1D10
Tail (spikes) BCS: 14	Tail Dam: 3D6
Shock Factor: 15	Tail WDM 2.5L

KERATOCEPHALUS

Class: Small

Keratocephalus is a therapsid dinosaur that grows to three meters with a nasofrontal boss raised into a horn-like shape. The Keratocephalus has a poisonous bite. A Keratocephalus will have 3D6 units of its poison when encountered. Each unit is an equivalent of a Strength Rating of 1D3 for the poison. Additional doses are cumulative. The Keratocephalus will inject 1D3 units per successful bite.

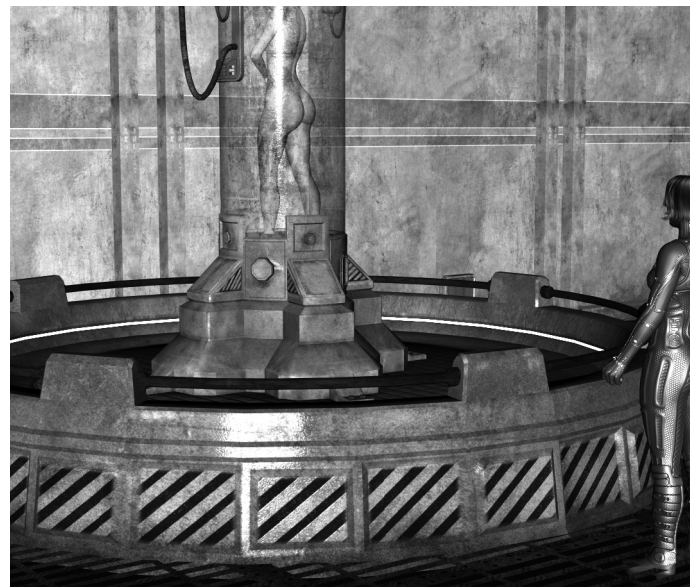


Stats

BAP	MNA	PCA	BMA	AV	WDA	CDA
14	2	7	2	3	0	2
DRT	Mass					
3D10+5	25					
Bite BCS: 10	Bite Dam: 1D10 + poison	WDM	1.7L			
Claw BCS: 8	Claw Dam: 1d6					
Shock Factor: 25	Claw WDM	1.1L				

Keratocephalus poison:

S - L - HLH,DFT,SPD - 2D10 minutes - per unit injected - 1 hr - Nausea, Paralysis



MONOLOPHOSAURUS

Class: Small

Monolophosaurus is a crested theropod carnivorous dinosaur. It grows to five meters long.

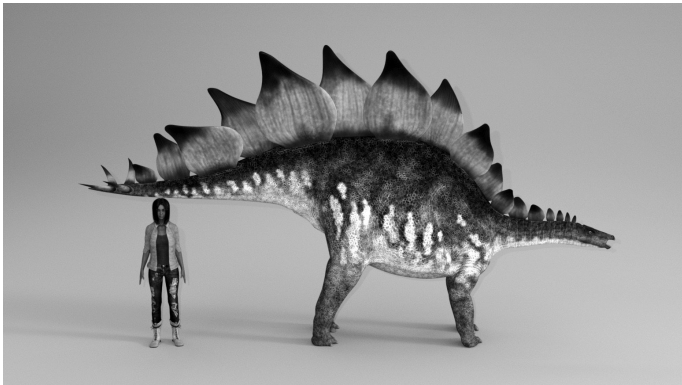


Stats						
BAP	MNA	PCA	BMA	AV	WDA	CDA
12	4	3	4	5	0	3
DRT Mass						
4D10+20 45						
Bite BCS: 14		Bite Dam: 2D10 WDM 1.8L				
Claw BCS: 8		Claw Dam: 2D6		Shock Factor: 15		
		Claw WDM 1.7L				

SAUROLOPHUS

Class: Giant; Intermediate Target

Saurolophus is a large saurolophine hadrosaurid dinosaur. It grows to ten to twelve meters in length.

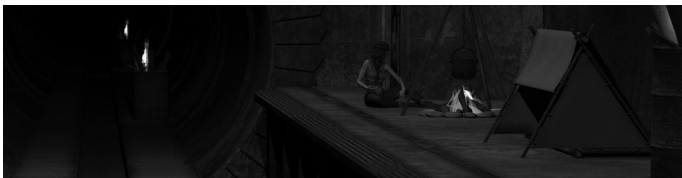


BAP	MNA	PCA	BMA	WDA	CDA	Mass
12	2	6	2	0	2	1000
Damage Resistance (VDG) 3D10+10						

Area: 3x12 = 36

Vehicle AV: 10 impervious to small arms fire

Bite BCS: 8		Bite VDG Dam: 1D10				
Stomp BCS: 8		Stomp VDG Dam: 1D6		WDM 15L		
Tail BCS: 12		tail VDG Dam: 2D10		WDM 15B		
Shock Factor: 100						



SPINOSAURUS

Class: Class: Giant; Intermediate Target

Spinosaurus was among the largest of all known carnivorous dinosaurs, nearly as large or even larger than Tyrannosaurus, Giganotosaurus and Carcharodontosaurus. It grew to be over fifteen meters long.



Stats:

BAP	MNA	PCA	BMA	WDA	CDA	Mass
15	3	5	3	1	3	1400

Damage Resistance (VDG) 4D6+40

Area: 4x15 = 60

Vehicle AV: 20 impervious to small arms fire

Bite BCS: 14		Bite VDG Dam: 1D10		WDM 15L		
Claw BCS: 12		Claw VDG Dam: 2D10		WDM 35B		
Tail BCS: 8		tail VDG Dam: 1D6		WDM 11C		
Shock Factor: 250						

STEGOSAURUS

Class: Giant; Intermediate Target

A classic armored dinosaur. It could grow to nine meters in length.

Stats

BAP	MNA	PCA	BMA	WDA	CDA	Mass
12	2	6	3	1	3	1400

Damage Resistance (VDG) 3D20+20

Area: 4x9 = 36

Vehicle AV: 40 impervious to small arms fire

Bite BCS: 8		Bite VDG Dam: 1D6		WDM 10L		
Stomp BCS: 10		Stomp VDG Dam: 1D10		WDM 20B		
Tail BCS: 16		tail VDG Dam: 2D10		WDM 25L		
Shock Factor: 1000						



STYRACOSAURUS

Class: Giant; Intermediate Target

A herbivorous ceratopsian dinosaur from the Cretaceous Period. It could grow to five and a half meters in length.



Stats:

BAP	MNA	PCA	BMA	WDA	CDA	Mass
10	2	5	2	0	1	1000

Damage Resistance (VDG) 3D6+20

Area: 4x6 = 24

Vehicle AV: 20 impervious to small arms fire

Bite BCS: 10	Bite VDG Dam: 1D10	WDM 10L
Horn BCS: 10	Horn VDG Dam: 1D10	WDM 15L
Tail BCS: 6	tail VDG Dam: 1D3	
Shock Factor: 150		

SUCHOMIMUS

Class: Giant; Intermediate Target

Suchomimus ("crocodile mimic") is a genus of large spinosaurid dinosaur with a crocodile-like skull that lived between 125–112 million years ago. It grows to fourteen meters long.

Stats:

BAP	MNA	PCA	BMA	WDA	CDA	Mass
14	2	7	3	0	2	1800

Damage Resistance (VDG) 4D10+40

Area: 5x14 = 70

Vehicle AV: 20, impervious to small arms fire

Bite BCS: 14	Bite VDG Dam: 2D10	WDM 30L
Stomp BCS: 8	Stomp VDG Dam: 1D6	WDM 15B
Claw BCS: 8	Claw VDG Dam: 1D10	
Shock Factor: 800		

TARBOSAURUS

Class: Small

Tarbosaurus a genus of tyrannosaurid theropod dinosaur that flourished in Asia about seventy million years ago, at the end of the Late Cretaceous Period. It grows to a size of twelve meters.

Stats

BAP	MNA	PCA	BMA	WDA	CDA
15	3	5	4	1	3

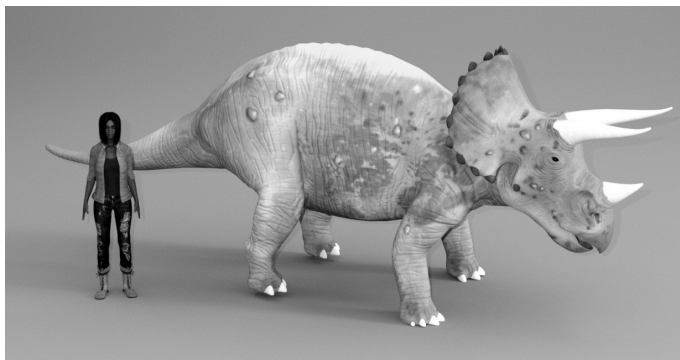
DRT **Mass**

(3D10+20)x2	140	
Bite BCS: 14	Bite Dam: 2D10	Bite WDM: 1.8L
Claw BCS: 8	Claw Dam: 2D10	
Shock Factor: 150	Claw WDM 1.7L	

TRICERATOPS

Class: Small

A rhino sized crested three-horned dinosaur.



Stats

BAP	MNA	PCA	BMA	AV	WDA	CDA
10	2	5	2	5	1	3

DRT **Mass**

3D10+20 125
(AV 20 on loc 1-2 50% coverage loc 3-5, AV 25)

Bite BCS: 14	Bite Dam: 1D10	
Horn BCS: 12	Horn Dam: 2D10	
Shock Factor: 15	WDM 1.7L	
Trampling damage: 3S10,B		

T-REX

Class: Giant; Intermediate Target

Tyrannosaurus Rex was one of the largest land carnivores of all time, growing to fourteen meters.



Stats

BAP	MNA	PCA	BMA	WDA	CDA	Mass
14	2	7	3	0	2	700

Damage Resistance (VDG) 4D10+10

Area: 4x14 = 56

Vehicle AV: 10, impervious to small arms fire

Bite BCS: 14	Bite VDG Dam: 2D10	WDM 30L
Claw BCS: 8	Claw VDG Dam: 1D10	
Shock Factor: 800		



UTAHRAPTOR

Class: Small

UtahRaptor is a large raptor clawed theropod dinosaur, measuring up to seven meters in length, with a twenty-four centimeter razor sharp toe claw.



Stats

BAP	MNA	PCA	BMA	WDA	CDA
16	3	5	4	1	3
DRT		Mass			
(3D10+20)x2.5		75			
Bite BCS: 14		Bite Dam: 1D10		WDM 1.5L	
Claw BCS:		14		Claw Dam: 2d10	
Shock Factor:		45		Claw WDM 2.7L	

ZUNICERATOPS

Class: Small

A precursor of the triceratops, the Zuniceratops grew to about three



meters.

Stats

BAP	MNA	PCA	BMA	AV	WDA	CDA
10	2	5	2	5	1	3
DRT		Mass				
3D10+10		85				
(AV 10 on loc 1-2 50% coverage loc 3-5, AV 25)						
Bite BCS: 14		Bite Dam: 1D10				
Horn BCS:		12		Horn Dam: 2D10		
Shock Factor:		15		WDM 1.7L		
Trampling damage: 3S10,B						

HUMANOID STATS

As these are modified humans (in general) stats are given as modifications to human. A number in parenthesis is the new maximum for that stat. Some of these may be encountered on the island as failed experiments of Dr. Beaulieu. Many will be ferar or insane.

HUMANOID CHIMPANZEE

Wit +3	Will 0	STR 0	DFT +2	SPD -1	HLH +1(45)
CHA 0	CMB -2	COM 0	EST +3	MCH +4	NAT 0 SCI +3

Fur/hide AV 1

HUMANOID GORILLA

Wit -5(30)	Will -5	STR +8(50)	DFT 0(30)	SPD 0(30)	HLH 0(50)
CHA -3	CMB +4	COM 0	EST -2	MCH -2	NAT 0 SCI +3

Fur/hide AV 1

HUMANOID ORANGUTAN

Wit +5	Will +2	STR 2	DFT -5(30)	SPD -5(25)	HLH +1(45)
CHA 0	CMB -2	COM 0	EST +3	MCH +4	NAT 0

SCI -2
Fur/hide AV 1

HUMANOID ANGEL (FEATHERED WINGS)

Wit +1	Will 0	STR -5	DFT +2	SPD -1	HLH -1(35)
CHA 2	CMB -2	COM 1	EST +3	MCH +1	NAT -1

SCI +3
wings AV 0

HUMANOID ANUBIS

Wit +1	Will -5	STR 0	DFT +3	SPD +3	HLH -1
CHA 0	CMB +1	COM 0	EST 0	MCH 0	NAT 0

SCI +1
Fur/hide AV 1 Locs 10-20

HUMANOID CHEETAH

Wit -5	Will -5	STR 0	DFT +5(50)	SPD +10(50)	HLH -5
CHA -5	CMB -2	COM -1	EST +1	MCH 0	NAT +4 SCI -3

Fur/hide AV 1 Claw WDM 1.1

HUMANOID JAGUAR

Wit -5	Will -5	STR 0	DFT 0	SPD +5(50)	HLH +5(60)
CHA -1	CMB 1	COM -1	EST 0	MCH +5	NAT +2

SCI +5
Fur/hide AV 1 Claw WDM 1.1

HUMANOID LION

Wit 0	Will -10	STR +5(50)	DFT 0	SPD +5(50)	HLH +10(60)
CHA +1	CMB +2	COM -1	EST -1	MCH -2	NAT +3 SCI 0

Fur/hide AV 1 Claw WDM 1.1

HUMANOID TIGER

Wit -5	Will -5	STR 0(50)	DFT +5(50)	SPD 0(50)	HLH 0
CHA -2	CMB +3	COM 0	EST 0	MCH +1	NAT -2 SCI +1

Fur/hide AV 1 Claw WDM 1.1

HUMANOID FOX

Wit +5	Will 0	STR 0	DFT +2	SPD -2	HLH +1
CHA 0	CMB -1	COM 0	EST +1	MCH +2	NAT 0 SCI +2

Fur/hide AV 1

HUMANOID JACKAL

Wit -3	Will +3	STR 0	DFT +3	SPD +1	HLH -2
CHA 0	CMB +2	COM +1	EST -1	MCH -2	NAT +3

SCI -3
Fur/hide AV 1



HUMANOID WOLF

Wit +3 Will +2 STR +4(45) DFT +2(45) SPD -1 HLH +1(45)
 CHA 0 CMB +2 COM 0 EST +3 MCH +4 NAT 0 SCI +3
 Fur/hide AV 1

Bite BCS: 12 Bite Dam: 1D10
 Fist BCS: 15 Fist Dam: 2D6
 Shock Factor: 25

HUMANOID PANTHER

Wit -5 Will -5 STR 0 DFT 0 SPD +6(50) HLH +5(50)
 CHA -1 CMB +1 COM -1 EST 0 MCH +4 NAT +2
 SCI +4
 Fur/hide AV 1 Claw WDM 1.1



MARSH MONSTER

Stats:



LOST ISLAND CHIMPANZEE

BAP	MNA	PCA	BMA	AV	WDA	CDA
12	3	4	2	1	1	2
DRT	Mass					
2D10+6	4					

Bite BCS: 14 Bite Dam: 1D10
 Fist BCS: 12 Fist Dam: 1D6
 Shock Factor: 15

LOST ISLAND GORILLA

BAP	MNA	PCA	BMA	AV	WDA	CDA
10	2	5	2	1	1	2
DRT	Mass					
3D10+5	4					

Bite BCS: 14 Bite Dam: 1D10
 Fist BCS: 16 Fist Dam: 2D10
 Shock Factor: 28

LOST ISLAND ORANGUTAN

BAP	MNA	PCA	BMA	AV	WDA	CDA
10	3	3	2	1	1	2
DRT	Mass					
2D10+10	4					

BAP	MNA	PCA	BMA	AV	WDA	CDA
16	3	5	3	14	2	2
DRT	Mass					
4D10+10	8					

Bite BCS: 14 Bite Dam: 2D6
 Fist BCS: 15 Fist Dam: 2D10
 Shock Factor: 55



TROLL



Stats:

BAP	MNA	PCA	BMA	AV	WDA	CDA
10	3	3	1	15	1	2
DRT		Mass				
4D10+10		10				
Bite BCS: 12		Bite Dam: 2D10		WDM 1.2		
Claw BCS: 15		Claw Dam:		3D6		WDM 1.3
Throwing BCS 12						
Shock Factor:		55				

APPENDIXA: MODIFICATIONS TO THE VEHICLE RULES

(McGregor, 1982)

The rules presented in Book 2 of Aftermath! were designed to make vehicles as 'heroic' as player characters to enhance the survivability of those player characters. Thus, they do not reflect some of the realities of modern armored warfare. Suggested here are some modifications to those rules to more closely simulate actual vehicular combat and the potential effects both on characters and machinery. Where not specifically changed, the rules in Book 2 still apply.

There will now be three target types - SOFT targets (which include unarmored civilian and military vehicles), INTERMEDIATE targets (military vehicles whose armor is only intended to protect against small arms fire - APCs, Armored Cars, Light Tanks, etc.); and HARD targets (military vehicles whose armor is intended to give partial protection against penetration by AP rounds).

Any weapon rated with a VDG which successfully hits a SOFT target has a percentage chance equal to $(2x (VDG-2))$ that the vehicle is totally destroyed (i.e. Its DUR is instantly reduced to the point where the vehicle is reduced to a pile of twisted wreckage useful only for scrap). If the vehicle is so destroyed, there is a percentage chance equal to twice the VDG of the weapon that the occupants (each rolls separately) will be killed outright. Allow a PC to escape but, only with the 'clothes on his back' (everything else having been left behind in his hurry to 'bail out'). He will have taken an amount of lethal damage equal to the weapon's unmodified VDG as a percentage of his remaining DRT! If the occupant is not killed outright in this manner, then he takes a number of damage points equal to the VDG of the weapon which caused the destruction, unless he makes a Speed CST (in which case he takes only half damage). If the vehicle is not destroyed outright, then it takes an immediate DUR loss equal to the $VDG/2$ and each occupant is attacked by 2 fragments (BCS 171 which will have a BDG equal to the VDG of the round! (NOTE: a roll of 96-00 always fails. For example, a TOW has a $(2x (90-2))$, or 176% chance of destroying a Soft target but the target will avoid outright destruction on a roll of 96-00.

Any weapon rated with a VDG which succeeds in hitting an INTERMEDIATE Target has a percentage chance equal to $(1.5x (VDG-2))$ of totally destroying the Vehicle. If this is the case, there is a percentage chance equal to the VOG of the weapon that the occupants will be killed outright; if they are not, they take an amount of damage points equal to the VDG of the weapon. The same notation for PCs as was mentioned for Soft Targets applies here, with the exception that the percentage of their remaining ORT that they take as damage is reduced by half the Barrier Value of the vehicle in question. If the vehicle is not destroyed outright, then it takes an immediate DUR loss equal to $(VDG/5, \text{round up})$ and the occupants will each be attacked by 2 fragments (BCS 14) with a BDG equal to the VDG of the round. Small arms firing at an INTERMEDIATE target at Point Blank range need only penetrate half the normal Barrier Value of the vehicle. Small arms which score a Critical Hit on an INTERMEDIATE target at any range up to and including Long Range automatically penetrate at half their standard BDG.

Any weapon rated with a VDG which successfully attacks a HARD target has a percentage chance equal to the $(VDG-AV)$ that it will destroy it outright. If this is the case, there is a similar percentage chance that each occupant will be killed outright (PCs escape with no damage); if they are not so killed, then they take an amount of damage equal to $((VDG-AV)/2)$ in points. If the Vehicle is not destroyed outright, it takes a DUR loss equal to $(VDG/10, \text{round up})$ automatically and a further amount of damage equal to $(VDG/10, \text{round up})$ in D10's and a number of extra points equal to $(VDG/10, \text{round down})$. These points are subtracted from the vehicles' Damage Resistance, as per the standard rules. The occupants also take an amount of damage equal to 1d1 0 points of 'C' Damage for each point of DUR the vehicle has lost.

Depending on Target type, and depending on whether or not there is anything left to worry about in this respect, there are the normal chances for a 'Critical Hit' or 'Special Effect' occurring - with rolls on the appropriate table (Book 2, pg. 62) being made and their results being applied. For this purpose only, treat INTERMEDIATE targets as HARD targets.

CHOBHAM ARMOR Rating (if a vehicle has such Armor) is used against ATGMs, HESH, and HEAT rounds. For APDS, APFSDS, and standard AP, use the NORMAL ARMOR value.

Anti-Vehicle Ammunition

This section includes additional US/NATO and RUSSIAN/WP Tank and AP rounds (inc. ATGMs). It also includes rules for 'Dud' rounds and ATGM malfunctions - just to keep the players on their toes.

Type	Range		BCS Mods at Ranges up to	300m	500m	1000m	1500m	Max.
	VDG	Min						
SWATTER	80	60	2200	-2/-4	-1/-2	+0	+0	-1
SAGGER	75	300	3000	--	-2/-3	-1/-2	+0	+0
SPIGOT	50	75	2000	-5	+0	+0	+0	-1
SPANDREL	60	75	2500	-4	-1	+0	+0	-1

Infantry Weapons

Type	VDG	Range
RPG-7	38	500m
RPG-8	40	600m
LAW-80	5	450m
AT-4	38	500m
Dragon	45	1500m

Tank or APC Rounds

Round	VDG	Max Range
125mm Soviet	58	3000m+
APFSDS		
125mm Soviet	54	3000m+
HEAT		
115mm Soviet	49	3000m+
APFSDS		
115mm Soviet	46	3000m+
HEAT		
100mm Soviet	40	2500m+
APDS		
100mm Soviet	36	2500m+
HEAT		
73mm Soviet AP	36	1500m+
76mm Soviet AP	32	1500m+
76mm NATO H	30	2000m+
ESH		
76mm NATO AP	36	2000m+
30mm Soviet	10	2000m+
Naval SEMI/AP		
30mm NATO	25	2000m+
APNC		
20mm NATO	20	1500m+
APNC		

NOTE: Where Ranges have a '+' after them, this is the accuracy limit of the range finding/acquisition normally used. If they do not have this, then that is their Maximum Effective range, regardless of rangefinder/acquisition systems. APNC rounds that hit (regardless of whether they penetrate or not) may produce enough REM to harm any crew of passengers, they produce an amount of REM equal to (VDG- AV) D10. Thus, a 30mm APNC round hitting an M-113 would generate 23D10 REM's (you always treat vehicles without a Vehicle Armor Value as having one of 2) or 23-230. This is on top of the normal effects, of course.

Dud Rounds

There is the possibility that a round will be a 'Dud', or will otherwise malfunction. However, the chances differ for the tank/unguided missile rounds and the ATGM rounds. These chances, the procedures followed to determine a malfunction, and the results of same, are thus detailed below:

Tank/Unguided Rocket Rounds

These only have a 'Critical Miss' on the roll of a '20' if so roll on the table below.

Die Roll	Result
01-10	No effect. Dud Warhead. Round fails to explode.
11-40	Dud propellant charge. Round must be cleared.
41-70	Round jammed. Requires 2 actions to clear manually.
71-85	'Cook Off', Appears to be a dud. Will explode 50% of time if removed before Phase 0, If it does explode on removal it does damage equal to VDG in points; otherwise treat as 86-95
86-95	Chamber explosion, Burst effect is VDG as BDG. Does 10.3 points DUR damage to gun.
96-00	Chamber explosion. Burst effect is 2xVDG as BOG. Does 10.6 points DUR damage to gun.

ATGMs - All ATGMs have a DUR rating. This is 20 when new. Since, in a campaign, many years have passed since the ATGM was 'new', it has almost certainly suffered some DUR reduction due to the effects of age on its guidance, warhead, or propellant. It is thus suggested that the DUR of an ATGM be decided according to the following table:

Site Found	DUR Range
'Mothballed' in major military base	14+2D3
Found in cache in military base	14+1D6
Found in cache elsewhere	12+1D8
Found in non-cache, but sheltered	2D10
Found in semi-sheltered non-cache	2D8
Found in unsheltered non-cache	2D6
Found in exposed position	1D6

NOTE - If the ATGM is in the armory of a settlement, the DUR will vary according to the technology level of the settlement and/or the availability of electronic spares and skilled maintenance (use Electrician for electronic systems, and Firearms Repair, Modern for propulsion systems and warhead).

Once the DUR of the ATGM is known, we can proceed to see how well it works. When it is fired, roll 1D20. If the roll is equal to or lower than the ATGMs current DUR, then it is OK. Whether it hits or not is up to the 'gunner'. If the roll is higher than the current DUR, then roll on the table below.

Die Roll	Effect
01-10	Warhead effectiveness reduced by 5% per DUR point under 20.
11-20	Warhead effectiveness reduced by 10% per DUR point under 20.
21-40	Warhead fails to explode.
41-50	Propellant failure. Max. range reduced by 5% per DUR point under 20, OR ignition delayed by a number of Phases equal to the amount by which the DUR is under 20.
51-60	Propellant failure. Max. range reduced by 10% per DUR point under 20, OR ignition delayed by a number of minutes equal to the amount by which the DUR is under 20.
61-80	Total propellant failure.
81-90	Warhead activated. Seems to be as 41-50, but will explode on AP 0. Explodes with reduced force as 11-20.
91-95	Warhead activated. Seems as 41-50, but will explode on AP 0. Explodes with reduced force as 01-10.
96-00	Warhead explodes instantly with full force.

Anti-Aircraft Guns and Missiles

Even though it is not likely that there will be frequent use made of these rules, there still exists the possibility that PCs will find themselves in a situation where they need to shoot down an 'enemy' plane or are in a plane themselves and are attempting to avoid the effects of ground fire. In general, the damage done to the aircraft is determined by the methods described previously for ground vehicles. Also, the notes regarding 'Dud' warheads, their effects, and other related sections are in full effect.

To fire on an aircraft from the ground several things must be known about it first. These include its altitude, whether it is civil or military, what target type it is, and whether it is evading or not.

MILITARY AIRCRAFT may be at one of five possible altitudes: NAP OF THE EARTH (NOE), LOW, MEDIUM, HIGH, and EXTREME. Normally only combat aircraft can be used safely in NOE flight, and only they can reach EXTREME Altitude.

CIVILIAN JET AIRCRAFT may reach only LOW, MEDIUM, and HIGH altitudes. They may fly at NOE, but check for an Accident once every minute of flight at that level.

OTHER CIVILIAN AIRCRAFT may reach only LOW and MEDIUM altitudes. Some of them may reach HIGH altitude if the cabin is pressurized and if superchargers are fitted to the engines, but the exact

models that can are up to the GM. They may also fly at NOE but under a similar penalty to Civilian jets.

HELICOPTERS, whether civilian or military, may fly only at NOE, LOW or MEDIUM altitudes.

MILITARY VTOL/STOL aircraft are treated in all ways as other military aircraft, but may HOVER only at altitudes below EXTREME (the air is too thin there).

MILITARY AIRCRAFT may evade at any altitude, except that only combat Aircraft may evade at NOE and EXTREME altitudes.

CIVILIAN AIRCRAFT may evade safely only at MEDIUM and HIGH altitudes.

HELICOPTERS and VTOL/STOL AIRCRAFT may evade at any Altitude.

MILITARY AIRCRAFT are almost always INTERMEDIATE targets.

CIVILIAN AIRCRAFT are almost always SOFT targets.

HELICOPTERS are treated as either Civil or Military aircraft to determine target type.

AA Guns and Missiles

The following AAMs and AA Gun systems are offered for use.

Weapon	Range		Target		Evades	Hovers
	VDG	Hor	Vert	Moves		
US/Australian						
0.50 Cal HMG	--	400	Low	-17	-19	-10
20mm	--	750	Low	+1	-6	+6
Autocannon						
Vulcan 20mm	--	1000	Low	+4	+2	+20
Chapparral	80	1000	Med	+4	+1	+3
AAM						
Hawk AAM	400	U	Hi	+6	+1	+5
Redeye AAM	20	500	Med	+2	-3	+1
Imp Redeye	25	500	Med	+2	+0	+1
30mm	--	1500	Med	+2	+1	+12
Autocannon						
Stinger AAM	30	375	Med	+2	+1	+2
Roland AAM	100	2000	Med	+6	+1	+5
1st Gen	Var	500	Low	-18	Nil	-16
ATGM						
2nd Gen	Var	500	Low	-15	-19	+1
ATGM						
Russian						
Sov HMG	--	400	Low	-19	Nil	-14
SAM-2 AAM	1200	U	Hi	+2	-17	Nil
SAM-3 AAM	400	U	Med	+3	-14	+2
SAM-4 AAM	600	U	Hi	+4	-14	Nil
SAM-6 AAM	800	U	Med	+6	+1	+5
SAM-7 AAM	20	375	Med	+2	-17	+1

SAM-8 AAM	200	U	Med	+8	+1	+7
SAM-9	60	750	Med	+4	-14	+2
1st Gen	Var	500	Low	-18	Nil	-16
ATGM						

PHALANX CWS

20mm 6 barreled M61 Vulcan Gatling Gun
 ROF 4500 rounds per minute Rate Factor 6D10x.5
 Rounds fired per action: 600
 Effective range 3600m
 Ammunition capacity 1500 rounds
 BDG 420x RF, VDG 9x RF.

NOTE: Those weapons with a '--' for VDG are listed in the vehicle section of Book 2 as having their VDG affected by their Rate Factor. To determine it, use the formula given there. 20mm and 30mm Autocannons have an RF of 1d.6x.5. The Vulcan Cannon has an RF of either 2d.5x.5 OR 2d.10x.5; treat the Soviet HMG as the US .50 Cal HMG.

Other Modifiers:

The following modifiers are added to the AAM or AA gun firers' BCS to hit:

- When firing AAMs, BCS is based on the firer's Missile Launcher Skill BCS.
- When firing AA guns, it is based on either Autoweapon or Direct Fire Cannon Skill, according to weapon used.
- WHEN EVADING: Each 4 points of Pilot Skill (when flying Civilian aircraft) = -1 to BCS.
- WHEN EVADING: Each 3 points of Pilot Skill (when flying Military non-combat aircraft) = -1 to BCS.
- WHEN EVADING: Each 2 points of Pilot Skill (when flying Military combat aircraft) = -1 to BCS.
- RUSSIAN MISSILES ONLY: If aircraft ECM is non-functional, 'EVADE' becomes '+1' to BCS rather than the Book 2 values.
- WHEN EVADING (VTOL aircraft) Each 1 point of Skill = -1 to BCS.
- IF the weapon fired is an AAM with a VDG of greater than 100, and misses, it may STILL 'hit' with a near miss. For each point the BCS roll was over that required for a hit, (10+1D.10)% of the VDG is 'lost'. This means that some of the larger missiles may still wipe you out! The missiles with VDGs of greater than 100 are ALL large vehicular mounted ones. They are not 'man portable'

Modifying Civilian Vehicles for Protection

In the years since Cybele, survivors have attempted to add armor and protection to their vehicles. This can be as simple as adding sandbags, draping bulletproof vests, or welding plates to the sides. Since all of these modifications are custom one-offs, we are presenting rules for completing the modifications instead of listing extra vehicles.

Modifying a vehicle is a task using the appropriate Mechanic skill. The skill will be averaged with the appropriate fabrication skill – Machining, Blacksmithing, or Plastics Forming. For materials, light armor can be created by using standard armor materials (DP, SP, etc.) – it requires 100 locations of armor to cover a unit of vehicle area completely. Partial coverage gives partial protection. Covering a whole Sedan (Area 8) would take 800 locations of armor material. Only covering the passenger compartment would take 350 locations of armor material.

The vehicle still needs to be able to carry the weight of the armor added.

The modification Task has three phases - Design, fabrication, and installation.

The design phase is a straight skill check to see how well the design will work. A failure on the design roll means there is a flaw in the design. (doors don't open, armor falls off, vehicle can't support weight). A critical failure in the design roll means that the vehicle will be damaged or destroyed. The effect number of a success is the amount of materials that will be saved. For each point of effect, 2% of the materials will not be needed. A critical success means that in addition to the material reduction, the armor is more effective than planned (+10-60% to AV) This roll should be made in secret by the Gamemaster, so the player doesn't know how good or bad his design is.

The Fabrication phase is a task to make all the pieces out of the material. If the material is made from existing products (ballistic vests, etc.), then the material has to be deconstructed before fabrication. The Task Value is equal to the number of locations of material. The Task Period is 1 minute. Each Critical Failure during this task reduces the armor value by 5%.

Installation Phase is putting it all on. A critical failure at this point during the task results in a installation flaw (bolted the doors closed) Each Critical Success during the task negates a critical failure. For each Critical Success left over, the armor value is increased by 5%. The Installation Task Value is equal to the number of locations of material/50 and the task period is 15 minutes.

Intermediate targets can also be created, but the Gamemaster must remember that the vehicle has to be able to carry the load. Most times, this makes Intermediate Target custom vehicles impossible.

It should be noted on the vehicle map which locations are armored, if there is partial coverage.

APPENDIX B: VEHICLES TRUCKS

Lightly Armored Utility truck

Classification: On-road Medium Truck; Soft Target

Base Safe Speed: 90kph

Fuel System: Gasoline

Mileage: 12 MPG

Fuel Capacity: 35 gallon

Structure: 2

Area: 3x7 = 21

Damage Resistance: 15

Maximum Speed: 80kph

Barrier Value: Windows = 25; Body = 40

Special Features: Crew of 2 (driver and co-driver/gunner) plus up to 36 passengers or cargo

Armament: personal weapons

Military Tanker Truck

Description: The High Rollers use these tanker trucks to transport water from their wells in Brickell to Miami Beach. They handle like a pig, but with some extra armor plating they provide reasonable protection in a fire-fight.

Classification: Off-Road Truck; Soft Target

Base Safe Speed: 35MPH

Fuel System: Diesel

Mileage: 5.5 MPG

Fuel Capacity: 300 Gallons

Structure: 2

Area: 3x21=63

Damage Resistance: 20

Maximum Speed: 60MPH

Barrier Value: Window=35; Body = 70

Special Features: additional armor plating, hardened tires, and space for driver/passenger, two guards on running boards up front and two on the back

Full Sized Pickup Truck

Description: Full sized ½ ton pickup trucks. Including models like Ford F-150, Chevrolet Silverado, GMC Sierra, Nissan Titan, Dodge Ram 1500 SLT and Toyota Tundra

Classification: On-Road Car; Soft Target

Base Safe Speed: 60mph

Fuel System: Unleaded Gasoline

Mileage: 17 miles/gallon

Fuel Capacity: 26 gallons

Structure: 1.5

Area: 2x4=8

Damage Resistance: 6

Maximum Speed: 105 mph

Barrier Value: Window = 10; Body = 20

Special Features: bed liner

Heavy Duty Pickup Truck

Description: Heavy duty ¾ ton pickup trucks. Including models like Ford F-250 Super Duty, GMC 2500 HD and Dodge Ram 2500

Classification: On-Road Car; Soft Target

Base Safe Speed: 60mph

Fuel System: Diesel

Mileage: 15 miles/gallon

Fuel Capacity: 37 gallons

Structure: 1.5

Area: 2x4=8

Damage Resistance: 6

Maximum Speed: 105 mph

Barrier Value: Window = 10; Body = 20

Special Features: bed liner, crew cab seats 6

FLEET VESSELS

Houseboat

Description: A High End Houseboat

Classification: Boat, soft target

Base Safe Speed: 15 MPH

Fuel System: Electric

Mileage: 10 miles per charge

Fuel Capacity: 200 EV-25

Structure: 150

Area: 5x30=150

Damage Resistance: 44

Maximum Speed: 18 MPH

Barrier Value: Windows 10; Body 20

Special Features: Crew of 2, Carries up to 25 passengers or cargo.

PBR

Description: riverine [patrol boat](#)

Classification: Boat, soft target

Base Safe Speed: 30 MPH

Fuel System: Diesel

Mileage: 15 miles per gallon

Fuel Capacity: 90 gallons

Structure: 30

Area: 11x3=33

Damage Resistance: 33

Maximum Speed: 32 MPH

Barrier Value: Windows 10; Body 20; gun shields 50; bridge walls 50

Special Features: Crew of 4, Carries up to 450 ENC of cargo.

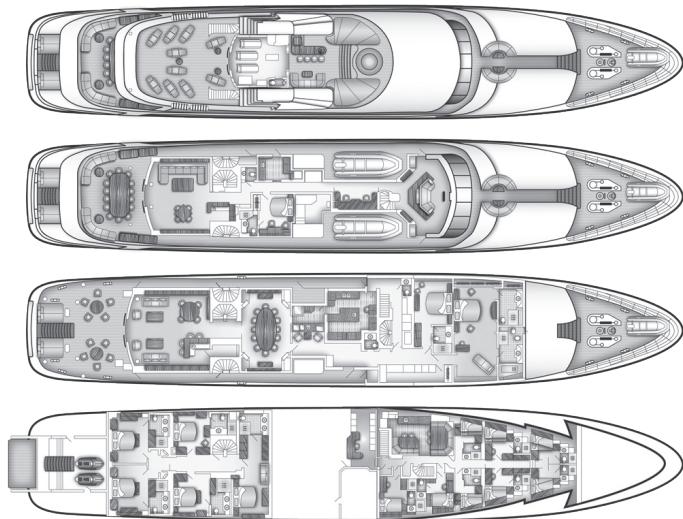
Armament: 1 × twin [M2HB .50 caliber](#) (12.7 mm) [machineguns](#) (forward in a rotating tub)

1 × single M2HB (rear)

1 or 2 × [M60 7.62 mm](#) machine gun(s) (side-mounted)

1 × [40 mm Mk 19](#) [grenade launcher](#)

Luxury Yacht



Description: A classic civilian luxury yacht

Classification: Boat, soft target

Base Safe Speed: 15 MPH

Fuel System: Electric

Mileage: 3 Miles per EV1

Fuel Capacity: 2000 EV plus cargo space

Structure: 150

Area: 15x120=1800

Damage Resistance: 180

Maximum Speed: 26 MPH

Barrier Value: Windows 10; Body 20

Special Features: Crew of 10, Carries up to 75 passengers or cargo.

Pleasure Ship

Description: A medium sized cruise ship

Classification: Boat, soft target

Base Safe Speed: 25 MPH

Fuel System: Diesel

Mileage: .5Pleasure Miles per gallon

Fuel Capacity: 20000 gallons plus cargo space

Structure: 150

Area: 26x205=5330

Damage Resistance: 180

Maximum Speed: 30 MPH

Barrier Value: Windows 10; Body 20

Special Features: Crew of 10, Carries up to 740 passengers or cargo.

Tramp Steamer

Description: A small cargo ship

Classification: Boat, soft target

Base Safe Speed: 15 MPH

Fuel System: Steam, coal or wood fired. (can also burn alcohol)

Mileage: 2.5 Miles per ENC of coal, 1.0 miles per ENC of wood. 1.0 mile per liter of alcohol

Fuel Capacity: 2000 ENC plus cargo space

Structure: 150

Area: 18x48 = 864
Damage Resistance: 12
Maximum Speed: 22 MPH (12 MPH if running on alcohol)
Barrier Value: Windows 10; Body 20
Special Features: Crew of 4, Carries up to 25000 ENC of cargo.

Foreign Ships

Russian Battlecruiser Pyotr Velikiy

Description: The Pyotr Velikiy is the flagship of the Russian Northern Fleet. It is one of the largest surface combatant warships in the world.

Classification: Boat, hard target

Base Safe Speed: 25 MPH

Fuel System: 2-shaft, nuclear propulsion with steam turbine boost.

Mileage: effectively unlimited

Fuel Capacity: N/A

Structure: 16500

Area: 252x29=7308

Damage Resistance: 9500

Maximum Speed: 32 knots

Barrier Value: Windows 20; Body 80

Special Features: Crew of 727

Aircrew: 18 Flag staff: 15

Sensors and processing systems:

Voskhod MR-800 (Top Pair) 3D search radar on foremast

Fregat MR-710 (Top Steer) 3D search radar on main mast

2 x Palm Frond navigation radar on foremast

1 aft x Top Dome for SA-N-6 fire control

1 forward x Tomb Stone (Passive electronically scanned array)

4 x Bass Tilt for AK-630 CIWS System fire control

2 x Eye Bowl for SA-N-4 fire control

Horse Jaw LF hull sonar

Horse Tail VDS (Variable Depth Sonar)

Armament:

20 P-700 Granit (SS-N-19 Shipwreck) anti-ship missiles

16 x 8 (128) 3K95 "Kinzhal" (SA-N-9) surface-to-air missiles

6 x 8 (48) S-300FM Fort-M surface-to-air missiles

6 x 8 (48) S-300 (missile) Fort surface-to-air missiles

44 OSA-MA (SA-N-4 Gecko) PD SAM

2 x RBU-1000 (Smerch-3) 305 mm ASW rocket launchers

2 x RBU-12000 (Udav-1) 254 mm ASW rocket launchers

1 twin AK-130 130 mm/L70 dual purpose gun

10 533 mm ASW/ASuW torpedo tubes, Type 53 torpedo or SS-N-15 ASW missile

6 x Kashtan (CADS-N-1) point defense gun/missile system

Armour: 76 mm plating around reactor compartment, light splinter protection

Aircraft carried: space for 3 x Kamov Ka-27 "Helix" or Ka-25 "Hormone"

Aviation facilities: Below-deck hangar

Jolly Boat

Description: A small rowboat. This is used for landings and inter-ship transfer at port.

Classification: Boat, soft target

Base Safe Speed: 5 MPH

Fuel System: Muscle or sail

Mileage: N/A

Fuel Capacity: N/A

Structure: 5

Area: 2x4=8

Damage Resistance: 3

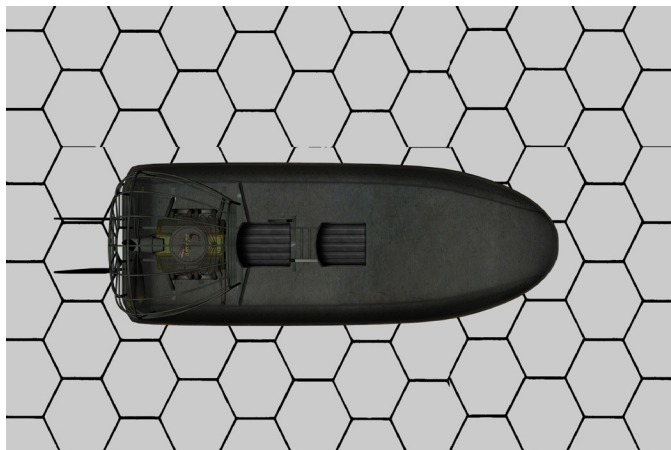
Maximum Speed: 4 MPH

Barrier Value: 0

Special Features: Crew of 2 (rower, pilot), Carries up to 10 passengers or cargo.

Swamp Boat

Description: An air powered flatboat for navigating swamps and flat water.



Classification: Boat, soft target

Base Safe Speed: 25 MPH

Fuel System: gasoline

Mileage: 0.5 Miles per litre

Fuel Capacity: 500 litres

Structure: 10

Area: 4x9=36

Damage Resistance: 5

Maximum Speed: 28 MPH

Barrier Value: 0

Special Features: Crew of 1, Carries up to 12 passengers or cargo.

Pontoon Boat

Description: Flat deck leisure pontoon boat

Classification: Boat, soft target

Base Safe Speed: 10 MPH

Fuel System: Gasoline Engine

Mileage: 15 MPG

Fuel Capacity: 10 Gallons

Structure: 4

Area: 3x5=15

Damage Resistance: 3

Maximum Speed: 25 MPH

Barrier Value: 2

Special Features: Can carry up to 15 passengers or 150 ENC of cargo.

Fishing Boat

Description: Small Fishing boat

Classification: Boat, soft target

Base Safe Speed: 5 MPH

Fuel System: Gasoline

Mileage: 15 MPG

Fuel Capacity: 10 Gallons

Structure: 1

Area: 2x4=8

Damage Resistance: 2

Maximum Speed: 20 MPH

Barrier Value: 0

Special Features: Carries up to 10 passengers or 100 ENC of cargo

Jet Ski

Description: light jet ski

Classification: Boat, soft target

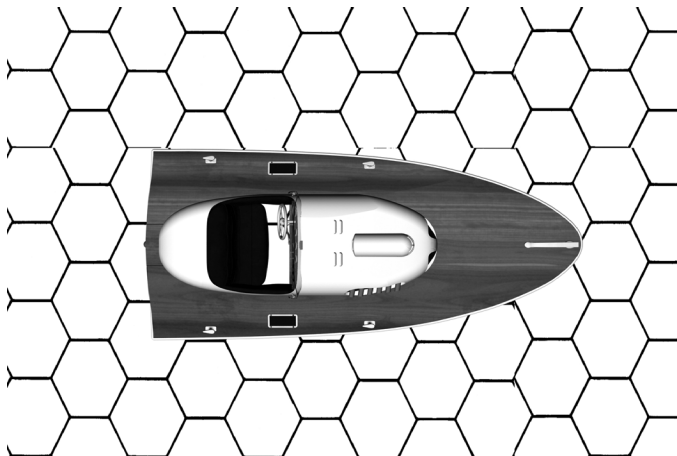
Base Safe Speed: 25 MPH

Fuel System: Gasoline

Mileage: 10 MPG
Fuel Capacity: 16 Gallons
Structure: 1
Area: 1 x 2 = 2
Damage Resistance: 2
Maximum Speed: 65 MPH
Barrier Value: 0

Special Features: Can carry 2 passengers or 15 ENC of cargo

Speed Boat



Description: High speed ski boat

Classification: Boat, soft target

Base Safe Speed: 35 MPH

Fuel System: gasoline

Mileage: 18 MPG

Fuel Capacity: 25 gallons

Structure: 1

Area: 2x10=20

Damage Resistance: 5

Maximum Speed: 80 MPH

Barrier Value: 1

Special Features: Can carry up to 10 passengers or 100 ENC of cargo

ADDITIONAL VEHICLES

AV-8B Harrier II aircraft

Description: A VTOL fighter.

Classification: VTOL Aircraft; Intermediate target

Base Safe Speed: 100 KPH (Taxi)

Fuel System: AvGas

Mileage: 0.5 km/liter

Fuel Capacity: 2500 Liter

VTOL Fuel Consumption – 750 liter (EACH)

STOL Fuel Consumption – 175 Liter (EACH)

Structure: 4

Area: 1x10 + 7x3 = 31

Damage Resistance: 62

Maximum Speed: 1000kph

Barrier Value: Windows 20; Body 35

Special Features: Crew of 1, military radio; can be sealed against CBW agents; Target acquisition to 10,000m; Radar.

Armament: 2x30mm cannon (250 rounds each) plus 4000kg or ordinance or fuel.

CH-53E Super Stallion helicopter

Description: The Sikorsky CH-53E Super Stallion is the largest and heaviest helicopter in the United States military.

Classification: VTOL Aircraft; Intermediate target

Base Safe Speed: 60 KPH (Taxi)

Fuel System: AvGas

Mileage: 0.5 km/liter

Fuel Capacity: 2500 Liter

VTOL Fuel Consumption – 250 liter (EACH)

Structure: 4

Area: 24x30 = 720

Damage Resistance: 90

Maximum Speed: 300kph

Barrier Value: Windows 20; Body 35

Special Features: Crew of 5, 2 pilots, 1 crew chief/right gunner, 1 left gunner, 1 tail gunner (combat crew)

Capacity: 37 troops (55 with centerline seats installed); military radio; Payload: internal: 30,000 lb or 13,600 kg (external: 36,000 lb or 14,500 kg)

Armament: 2x .50 BMG (12.7 x 99 mm) window-mounted GAU-15/A machine guns

1x .50 BMG (12.7 x 99 mm) ramp mounted weapons system, GAU-21 (M3M mounted machine gun)

CH-46E Sea Knight helicopter

Description: The Boeing Vertol CH-46 Sea Knight is a medium-lift tandem-rotor transport helicopter powered by twin turboshaft aircraft engines.

Classification: VTOL Aircraft; Intermediate target

Base Safe Speed: 60 KPH (Taxi)

Fuel System: AvGas

Mileage: 0.6 km/liter

Fuel Capacity: 2500 Liter

VTOL Fuel Consumption – 250 liter (EACH)

Structure: 6

Area: 15x14 = 210

Damage Resistance: 70

Maximum Speed: 267kph

Barrier Value: Windows 20; Body 35

Special Features: Crew of 5, 2 pilots, 1 crew chief, 1 left gunner, 1 tail gunner (combat crew)

Capacity: 24 troops (or 15 stretchers and two attendants or 5,000 lb (2,270 kg) of cargo); military radio;

Armament: 2x .50 BMG (12.7 x 99 mm) door-mounted GAU-15/A machine guns

one ramp-mounted M240D 7.62x51 mm machine gun (optional)

MV-22B tiltrotors.

Description: A VTOL transport.

Classification: VTOL Aircraft; Intermediate target

Base Safe Speed: 100 KPH (Taxi)

Fuel System: AvGas

Mileage: 1 km/liter

Fuel Capacity: 2000 Liter

VTOL Fuel Consumption – 450 liter (EACH)

STOL Fuel Consumption – 105 Liter (EACH)

Structure: 4

Area: 12 x 18 = 216

Damage Resistance: 75

Maximum Speed: 509kph

Barrier Value: Windows 20; Body 35

Special Features: Crew: Four (pilot, copilot and two flight engineers/ crew chiefs)

Capacity:

24 troops (seated), 32 troops (floor loaded), or

20,000 lb (9,070 kg) of internal cargo, or up to 15,000 lb (6,800 kg) of external cargo (dual hook) or

1x Sand Rail or equivalent light internally transportable ground vehicle, military radio; can be sealed against CBW agents; Radar.

Armament: 1x 7.62 mm (.308 in) M240 machine gun or .50 in (12.7 mm)

M2 Browning machine gun on ramp, removable
1x 7.62 mm (.308 in) GAU-17 minigun, belly-mounted, retractable, video remote control in the Remote Guardian System [optional]

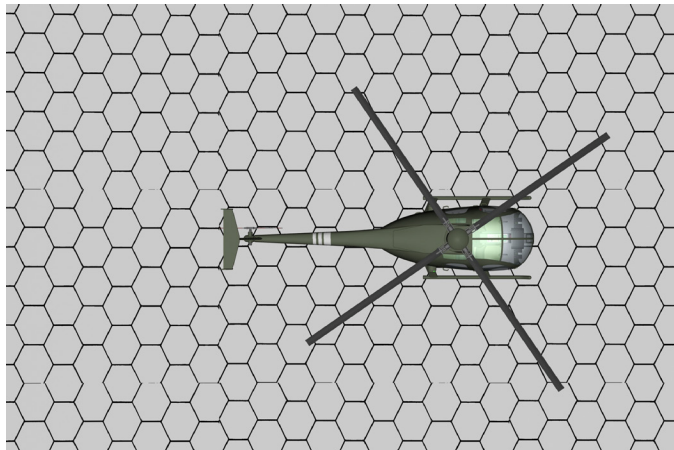
FA-18 Hornet

Description: A STOL fighter.
Classification: STOL Aircraft; Intermediate target
Base Safe Speed: 100 KPH (Taxi)
Fuel System: AvGas
Mileage: 1 km/liter
Fuel Capacity: 2500 Liter
STOL Fuel Consumption – 175 Liter (EACH)
Structure: 4
Area: 1x10 + 7x3 = 31
Damage Resistance: 62
Maximum Speed: 1915kph
Barrier Value: Windows 20; Body 35

Special Features: Crew of 2 (pilot and Weapons System Officer), military radio; can be sealed against CBW agents; Target acquisition to 10,000m; Radar.

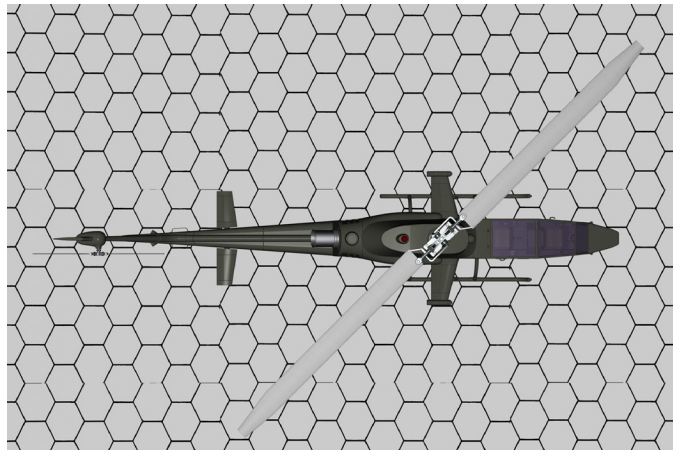
Armament: Guns: 1x 20 mm (0.787 in) M61A1 Vulcan nose mounted 6-barrel rotary cannon, 578 rounds) plus 6200kg of ordinance or fuel.

OH6A



Description: A small observation helicopter.
Classification: VTOL Aircraft; Intermediate target
Base Safe Speed: 50 KPH (Taxi)
Fuel System: AvGas
Mileage: 0.5 km/liter
Fuel Capacity: 860 Liter
VTOL Fuel Consumption – 150 liter (EACH)
Structure: 4
Area: 8x10 = 80
Damage Resistance: 42
Maximum Speed: 1000kph
Barrier Value: Windows 10; Body 15
Special Features: Crew of 2, military radio; can be sealed against CBW agents;
Armament: Guns: Two M60 or M134 Minigun 7.62 mm machine guns; Two pods that can be:
Two .50 cal (12.7 mm) MG pods
Rockets: Fourteen 2.75 in (70 mm) Hydra 70 rockets in two pods
Missiles: Four TOW missiles in two pods; Four Hellfire missiles in two pods

AH 1SS Cobra



Description: The AH-1SS Cobra is a two-blade, single-engine attack helicopter.

Classification: VTOL Aircraft; Intermediate target

Base Safe Speed: 70 KPH (Taxi)

Fuel System: AvGas

Mileage: 0.5 km/liter

Fuel Capacity: 1200 Liter

VTOL Fuel Consumption – 100 liter (EACH)

Structure: 4

Area: 14x16 = 224

Damage Resistance: 82

Maximum Speed: 277kph

Barrier Value: Windows 20; Body 35

Special Features: Crew of 2 (pilot, co-pilot/gunner), military radio; can be sealed against CBW agents; Target acquisition to 4,000m; Radar.

Armament: General Dynamics 20 mm (0.787 in) M197 3-barreled Gatling cannon

Hydra 70 2.75 in (70 mm) rockets – 7 rockets mounted in the M260 launcher or 19 rockets in the M261 launcher[64]

TOW Missiles – 4 or 8 missiles mounted in two-missile launchers on each hardpoint.

NRH Vulcan

Description: The NRH Vulcan is a “No Rotors Helicopter” vehicle specially equipped for low AGL combat missions.

Classification: VTOL Aircraft; Intermediate target

Base Safe Speed: 100 KPH (Taxi)

Fuel System: Electric/Gravitics

Mileage: 0.5 km/E1

Fuel Capacity: 2x E250

VTOL Fuel Consumption – 50 E1 (EACH)

Structure: 4

Area: 6x4 = 24

Damage Resistance: 55

Maximum Speed: 1000kph

Barrier Value: Windows 20; Body 35

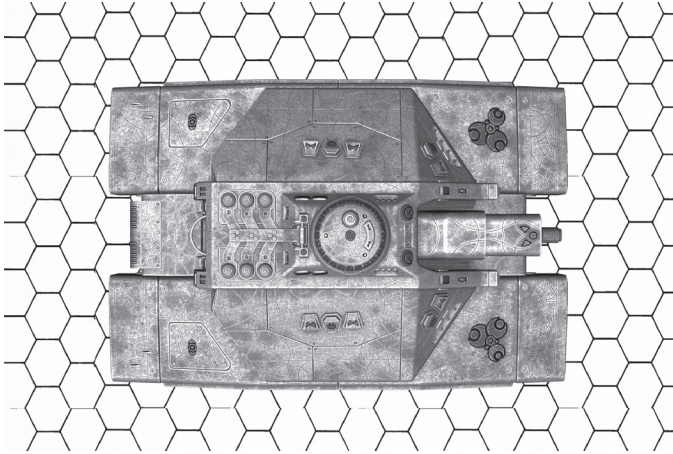
Special Features: Crew of 1, military radio; can be sealed against CBW agents; Target acquisition to 5,000m; Radar.

Armament: Nose guns: 2x .50 BMG (12.7 x 99 mm) Nose Pod-mounted GAU-15/A machine guns

Rockets: Nineteen 2.75 in (70 mm) Hydra 70 rockets in nose pod.

Missiles: Four TOW missiles in two wing pods; or Four Hellfire missiles in two wing pods (2 missiles per pod)

M2 Vader



Classification: Heavy Combat; Hard Target

Base Safe Speed: 120kph

Fuel System: Military Multi-Fuel

Mileage: 0.5km/liter

Fuel Capacity: 2000 liters

Structure: 6

Area: 4x6 = 24

Damage Resistance: 72

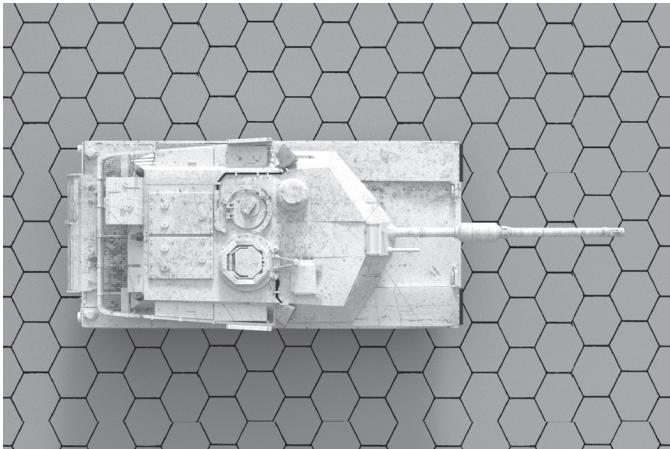
Maximum Speed: 80kph

Vehicle AV: 20 (NORMAL ARMOR)/45 (CHOBHAM ARMOR)/impervious to small arms fire

Special Features: Crew of 4 (Driver, Gunner, Laser Engineer, and Commander); Military Radio; can be sealed vs. CBW agents; Air-conditioned interior; Turret turns at 120 Degrees/turn; engine mounted in front has rear doors like APC (and space for 4 Infantry!)

Armament: 12 Megawatt CAC Gatling Laser (VDG -- 1 per charge; each charge uses 1 liter of fuel and is stored in a Capacitor with a 100 charge capacity); co-ax 20mm Cannon (2000 rounds); .50 cal MG in (powered) Commanders' turret (5000 rounds). Laser Sights – accurate to 3000m.

M1 Abrams



Classification: Heavy Combat; Hard Target

Base Safe Speed: 120kph

Fuel System: Military Multi-Fuel

Mileage: 0.3km/liter

Fuel Capacity: 1500 liters

Structure: 6

Area: 4x7 = 28

Damage Resistance: 84

Maximum Speed: 60kph

Vehicle AV: 15 (NORMAL ARMOR)/30 (CHOBHAM ARMOR)/impervious to small arms fire

Special Features: Crew of 4 (Driver, Gunner, Loader, and Commander); Military Radio; can be sealed against CBW agents; Turret turns at 120 degrees/combat turn.

Armament: 120mm Hypervelocity Smoothbore (42 rounds); co-ax 7.62mm MG (5200 rounds); 7.62mm MG for Commander (2000 rounds); Laser Sights - accurate to 3000m.

M-113/FSV (Fire Support Vehicle)

Classification: Heavy Combat; Intermediate Target

Base Safe Speed: 120kph

Fuel System: Military Multi-Fuel

Mileage: 0.5km/liter

Fuel Capacity: 9601.

Structure: 4

Area: 3x4 = 12

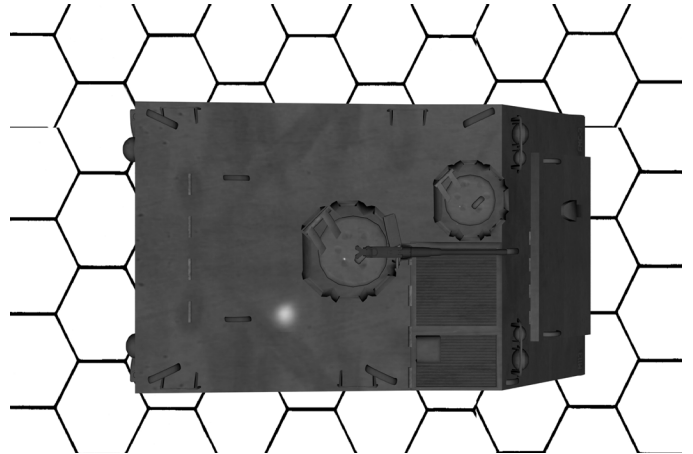
Damage Resistance: 24

Maximum Speed: 65kph

Barrier Value: 70

Special Features: Crew of 3 (Driver, Gunner/loader, Commander); Military Radio; can be sealed against CBW agents; 4-6 Infantry MAY be carried, but at reduction of ammunition space.

Armament: 76mm Cannon (50 rounds); Co-ax .50 cal MG (2000 rounds); .30 or .50 cal Commanders' MG (200a rounds); accurate to 2000m.



M-113 LSV (Light Support Vehicle)

Details as above, except as noted herein.

Armament: 30mm Autocannon (2000 rounds); Co-ax .50 cal MG (200a rounds); Commanders', 30 or 50 cal MG (2000 rounds); accurate to 2000m.



WOMBAT MICV (Mechanized Infantry Combat Vehicle)

Classification: Heavy Combat; Intermediate Target

Base Safe Speed: 120kph

Fuel System: Military Multi-Fuel

Mileage: 0.6km/liter

Fuel Capacity: 1000 liters

Structure: 4

Area: 3x4 = 12

Damage Resistance: 26

Maximum Speed: 80kph

Barrier Value: 70

Special Features: Crew of 2 (Driver and Commander/Gunner) plus 12 Infantry; Military Radio; can be sealed against CBW agents; Gun Ports enable 3 Infantry from the inside on either side and 2 from rear.

Armament: 20mm Autocannon (2000 rounds). Co-ax 7.62mm MG (2000 rounds), Commander's MG - 7.62mm (2000 rounds); accurate to 2000m.

BMP MICV (Mechanized Infantry Combat Vehicle)

Classification: Heavy Combat; Intermediate Target

Base Safe Speed: 120kph

Fuel System: Military Multi-Fuel

Mileage: 0.6km/liter

Fuel Capacity: 1000 liters

Structure: 4

Area: 3x4 = 12

Damage Resistance: 26

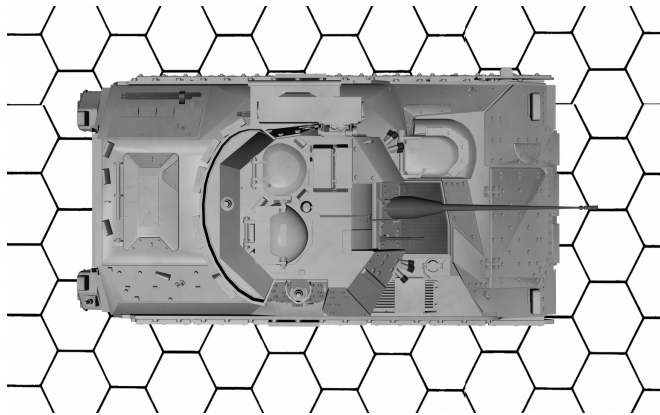
Maximum Speed: 80kph

Barrier Value: 70

Special Features: Crew of 2 (Driver and Commander/Gunner) plus 12 Infantry; Military Radio; can be sealed against CBW agents; Gun Ports enable 3 Infantry from the inside on either side and 2 from rear.

Armament: 20mm Autocannon (2000 rounds). Co-ax 7.62mm MG (2000 rounds), Commander's MG - 7.62mm (2000 rounds); accurate to 2000m.

Bradley MICV (Mechanized Infantry Combat Vehicle)



Classification: Heavy Combat; Intermediate Target

Base Safe Speed: 120kph

Fuel System: Military Multi-Fuel

Mileage: 0.6km/liter

Fuel Capacity: 1000 liters

Structure: 4

Area: 3x4 = 12

Damage Resistance: 26

Maximum Speed: 80kph

Barrier Value: 70

Special Features: Crew of 2 (Driver and Commander/Gunner) plus 12

Infantry; Military Radio; can be sealed against CBW agents; Gun Ports enable 3 Infantry from the inside on either side and 2 from rear.

Armament: 20mm Autocannon (2000 rounds). Co-ax 7.62mm MG (2000 rounds), Commander's MG - 7.62mm (2000 rounds); accurate to 2000m.

“Deuce and a Half”

Classification: Off-road Medium Truck; Soft Target

Base Safe Speed: 90kph

Fuel System: Military Multi-Fuel

Mileage: 15km/liter

Fuel Capacity: 250 liters

Structure: 2

Area: 3x5 = 15

Damage Resistance: 15

Maximum Speed: 80kph

Barrier Value: Windows = 10; Body = 25

Special Features: Crew of 2 (Driver and Co-Driver/Gunner) plus up to 24 Passengers or Cargo.

Armament: Optional Ring-mount for M-60 or Bren LMG over Co-Driver's seat.

HMMWV (Humvee or Hummer)

Classification: Off-road Light Truck; Soft Target

Base Safe Speed: 80kph

Fuel System: Military Multi-Fuel

Mileage: 15-20km/liter

Fuel Capacity: 100 liters

Structure: 2

Area: 2x4 = 8

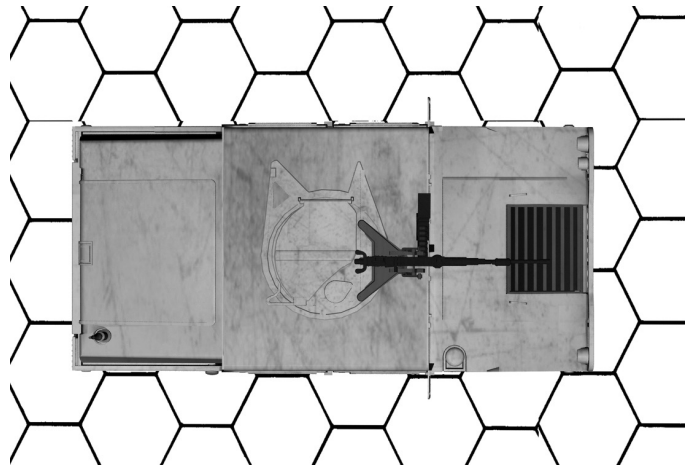
Damage Resistance: 8

Maximum Speed: 100kph

Barrier Value: Windows = 10; Body = 25

Special Features: Crew of 2 (Driver and Co-Driver/Gunner) and up to 8 Passengers or Cargo.

Armament: As for Truck.



Hummer H2

As above, except where noted below.

Fuel Capacity: 60 liters

Area: 2x3 = 6

Damage Resistance: 6

Special Features: Crew of 2 and up to 6 Passengers or Cargo.

Hummer Armored Car

This is a conversion based on a HMMWV, it has an armored body (INTERMEDIATE Target; BARRIER VALUE=70) and carries a powered MG Turret over the back compartment. This Turret carries two 7.62mm

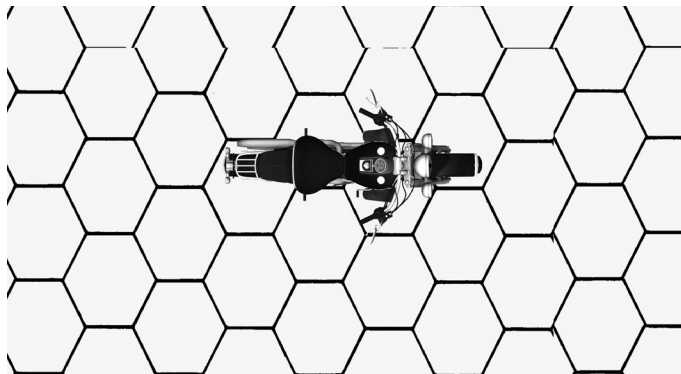
NATO or one .50 Cal MGs. Mileage drops to 12 MPG. Otherwise as per HMMWV.

Sedan Car/Security-Police Patrol Car

Classification: On-Road Car; Soft Target
Base Safe Speed: 80kph
Fuel System: Petrol/Alcohol
Mileage: 20-30km/liter
Fuel Capacity: 80 liters
Structure: 1.5
Area: $2 \times 4 = 8$
Damage Resistance: 6
Maximum Speed: 160kph
Barrier Value: Window = 10; Body = 20
Special Features: Seatbelts; Crash Bags; seats Driver and 4 Passengers; Police/Security version carries Civ/FedPol Radio and Siren/ Lightbar as well as PA system.

Police Motorcycle (Honda)

Classification: On-Road Motorcycle; Soft Target
Base Safe Speed: 160kph
Fuel System: Petrol/Alcohol
Mileage: 25-35km/liter
Fuel Capacity: 20 liters
Structure: 2.5
Area: $1 \times 4 = 4$
Damage Resistance: 5
Maximum Speed: 200kph
Barrier Value: Body = 15
Special Features: FedPol Radio; side panniers.



Police Motorcycle (Harley Davidson)

Classification: On-Road Motorcycle; Soft Target
Base Safe Speed: 160kph
Fuel System: Petrol/Alcohol
Mileage: 25-35km/liter
Fuel Capacity: 20 liters
Structure: 2.5
Area: $1 \times 4 = 4$
Damage Resistance: 5
Maximum Speed: 200kph
Barrier Value: Body = 15
Special Features: FedPol Radio; side panniers.

Chopper (Harley Davidson)

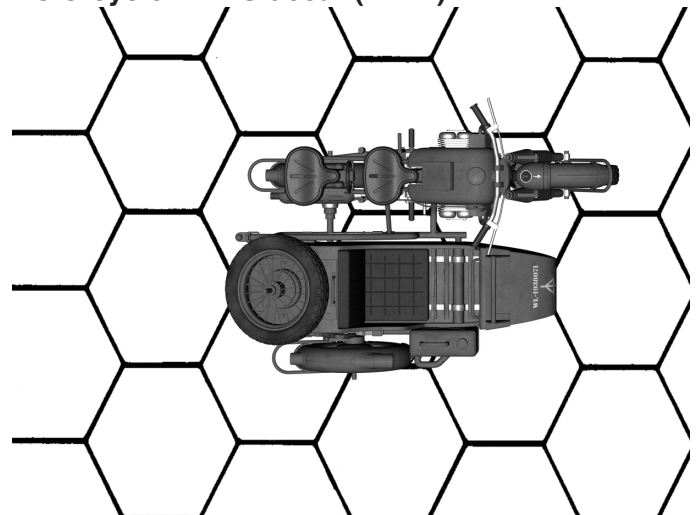
Classification: On-Road Motorcycle; Soft Target
Base Safe Speed: 160kph
Fuel System: Petrol/Alcohol
Mileage: 25-35km/liter
Fuel Capacity: 20 liters
Structure: 2.5

Area: $1 \times 4 = 4$
Damage Resistance: 5
Maximum Speed: 200kph
Barrier Value: Body = 15
Special Features: side panniers.

Speedy Motorcycle (Kawasaki)

Classification: On-Road Motorcycle; Soft Target
Base Safe Speed: 160mph
Fuel System: Petrol/Alcohol
Mileage: 25-35km/liter
Fuel Capacity: 20 liters
Structure: 2.5
Area: $1 \times 4 = 4$
Damage Resistance: 5
Maximum Speed: 200kph
Barrier Value: Body = 15
Special Features: side panniers.

Motorcycle with Sidecar (BMW)



Classification: On-Road Motorcycle; Soft Target
Base Safe Speed: 120mph
Fuel System: Petrol/Alcohol
Mileage: 25-35km/liter
Fuel Capacity: 20 liters
Structure: 2.5
Area: $1 \times 4 + 1 \times 2 = 6$
Damage Resistance: 5
Maximum Speed: 200kph
Barrier Value: Body = 15, Sidecar=20
Special Features: FedPol Radio; side panniers.

Trail Bike

Classification: Off-road Motorcycle Soft Target
Base Safe Speed: 80kph
Fuel System: Gas
Mileage: 22km/liter
Capacity: 10 liters
Structure: 2
Area: $1 \times 1 = 1$
Damage Resistance: 1
Maximum Speed: 45kph
Safety Devices: None
Notes on Barrier Effects: None

Snowmobile

Classification: Off-road 'Motorcycle' Soft Target

Base Safe Speed: 90kph

Fuel System: Gas

Mileage: 8km/liter

Capacity: 30 liters

Structure: 2

Area: 1x2 = 2

Damage Resistance: 1

Maximum Speed: 45kph

Safety Devices: None

Notes on Barrier Effects: Windscreen = 7; Body = 15

Special Features: Carries driver and 1 passenger seated in tandem. Designed for use on snow-covered surfaces, if used under other circumstances use only ¼ Base Safe Speed, Mileage, and Maximum Speed.

ATV

Classification: Off-road 'Motorcycle' Soft Target

Base Safe Speed: 90kph

Fuel System: Gas

Mileage: 8km/liter

Capacity: 30 liters

Structure: 2

Area: 1x2 = 2

Damage Resistance: 1

Maximum Speed: 45kph

Safety Devices: None

Notes on Barrier Effects: Windscreen = 7; Body = 15

Special Features: Carries driver and 1 passenger seated in tandem. Designed for use on snow-covered surfaces, if used under other circumstances use only ¼ Base Safe Speed, Mileage, and Maximum Speed.

Bulletproof ATV with Cart

Classification: Off-road 'Motorcycle' Soft Target

Base Safe Speed: 90kph

Fuel System: Gas

Mileage: 8km/liter

Capacity: 30 liters

Structure: 2

Area: 1x2 = 2

Damage Resistance: 1

Maximum Speed: 45kph

Safety Devices: None

Notes on Barrier Effects: Windscreen = 7; Body = 15

Special Features: Carries driver and 1 passenger seated in tandem. Designed for use on snow-covered surfaces, if used under other circumstances use only ¼ Base Safe Speed, Mileage, and Maximum Speed.

Golf Cart

Classification: On-road 'Car' Soft Target

Base Safe Speed: 10kph

Fuel System: Elec.

Mileage: 2km/Charge

Capacity: Ev-10

Structure: 1

Area: 2x2 = 4

Damage Resistance: 2

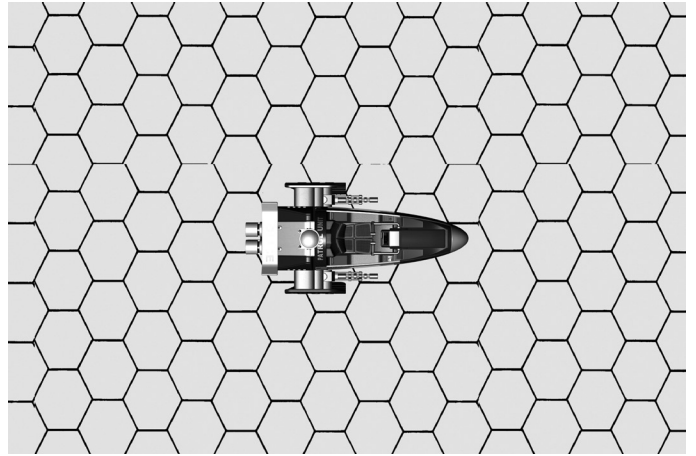
Maximum Speed: 15kph

Safety Devices: None

Notes on Barrier Effects: Body = 10

Special Features: Carries 2 passengers (inc. driver); has a cargo space (holds up to Enc Cap 20)

New Tokyo Police Hoverbike



Classification: Gravitics Craft; Soft Target

Base Safe Speed: 120kph

Fuel System: Electrical

Mileage: 450 miles per charge

Fuel Capacity: 4 E-10

Structure: 1.5

Area: 1x2 = 2

Damage Resistance: 4

Maximum Speed: 210mph

Barrier Value: Window = 10; Body = 20

Mass: 350 (used if it crashes)

Special Features: Uses Pilot, Variable Wing as governing skill. Seatbelts; Crash Bags; seats Driver; Side sliding doors, Civ/FedPol Radio and Siren/Lightbar as well as PA system.

New Tokyo Police Patrol Car



Classification: Gravitics Craft; Soft Target

Base Safe Speed: 80kph

Fuel System: Electrical

Mileage: 350 miles per charge

Fuel Capacity: 8 E-10

Structure: 1.5

Area: 2x4 = 8

Damage Resistance: 6

Maximum Speed: 160mph

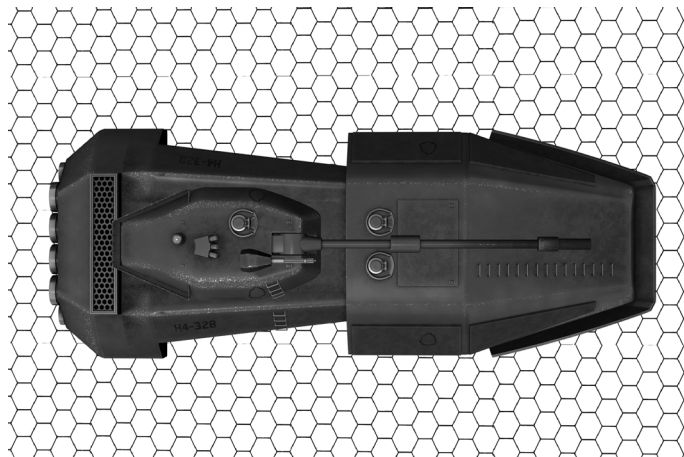
Barrier Value: Window = 10; Body = 20

Mass: 350 (used if it crashes)

Special Features: Uses Pilot, Variable Wing as governing skill. Seatbelts;

Crash Bags; seats Driver and 4 Passengers; Side sliding doors, Civ/ FedPol Radio and Siren/Lightbar as well as PA system.

New Tokyo Hovertank



Classification: Gravitics, Heavy Combat; Hard Target

Base Safe Speed: 75 MPH

Fuel System: Electrical

Mileage: 250 miles/charge

Fuel Capacity: 20x E-10

Structure: 6

Area: 4x6 = 24

Damage Resistance: 72

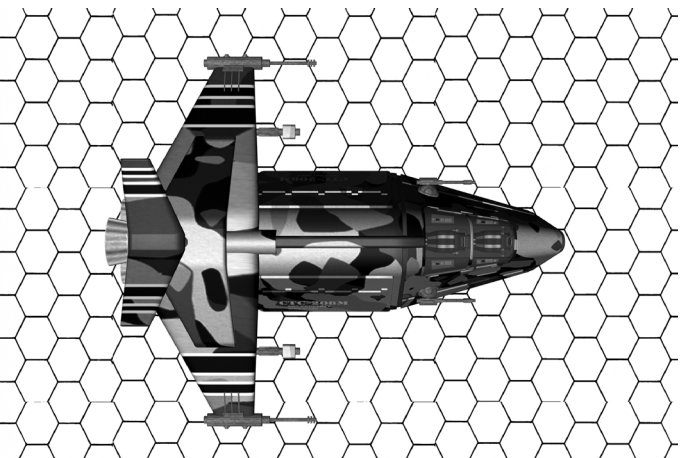
Maximum Speed: 160 MPH

Vehicle AV: 20 (NORMAL ARMOR)/45 (CHOBHAM ARMOR)/impervious to small arms fire

Special Features: Crew of 4 (Driver, Gunner, Laser Engineer, and Commander); Military Radio; can be sealed vs. CBW agents; Air-conditioned interior; Turret turns at 120 Degrees/turn; engine mounted in front has rear doors like APC (and space for 4 Infantry!)

Armament: 12 Megawatt CAC Gatling Laser (VDG = 1 per charge; each charge uses 1 unit of Electrical Charge and is stored in a Capacitor with a 100 charge capacity); co-ax 20mm Cannon (2000 rounds); .50 cal HMG in (powered) Commanders' turret (5000 rounds). Laser Sights – accurate to 3000m.

New Tokyo Hover MICV (Mechanized Infantry Combat Vehicle)



Classification: Gravitics; Heavy Combat; Intermediate Target

Base Safe Speed: 60 MPH

Fuel System: Electrical

Mileage: 350 Miles on full charge

Fuel Capacity: 14 E-10

Structure: 4

Area: 3x4 = 12

Damage Resistance: 26

Maximum Speed: 180 MPH

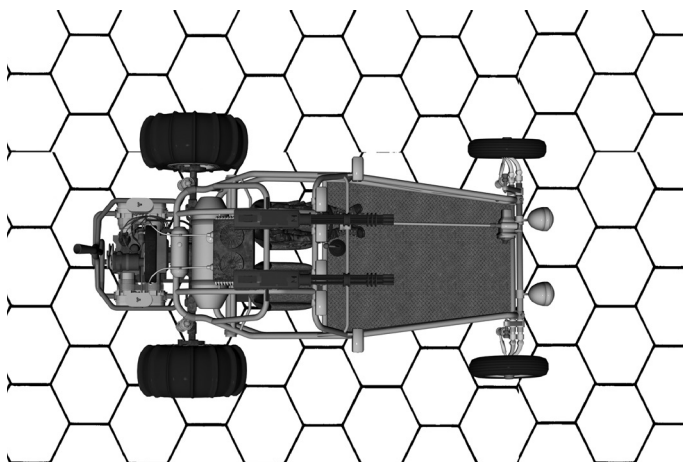
Barrier Value: 70

Special Features: Crew of 2 (Driver and Commander/Gunner) plus 12 Infantry; Military Radio; can be sealed against CBW agents; Gun Ports enable 3 Infantry from the inside on either side and 2 from rear to fire from protection of the armor.

Weapons Racks in the vehicle contain 1 Lee Enfield MK 20, 1D6 Lee Enfield MK 12 and 1D6 Lee Enfield MK1a.

Armament: 20mm Autocannon (2000 rounds). Co-ax Lee Enfield MK 20 (2000 rounds), Commander's MG – Lee Enfield MK 20 (2000 rounds); accurate to 2000m.

Sand Rail



Classification: Off-road; soft target

Base Safe Speed: 50 MPH

Fuel System: Gasoline

Mileage: 15 MPG

Fuel Capacity: 25 gallons

Structure: 4

Area: 2x4 = 8

Damage Resistance: 10

Maximum Speed: 55 MPH

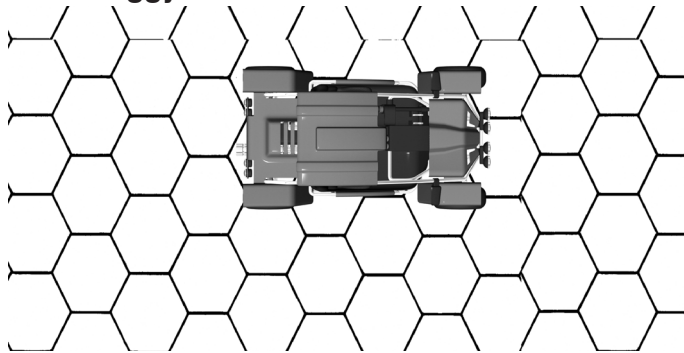
Barrier Value: 0

Special Features: Crew of 3 (Driver, Commander, Gunner)

Armament: 1 x .50 BMG M2 machine gun or 1 x 40 mm Mk 19 grenade launcher



Dune Buggy



Classification: Off-road; soft target

Base Safe Speed: 50 MPH

Fuel System: Gasoline

Mileage: 18 MPG

Fuel Capacity: 22 Gallons

Structure: 4

Area: 2x4 = 8

Damage Resistance: 10

Maximum Speed: 55 MPH

Barrier Value: 0

Special Features: Crew of 2

Armament: none

APPENDIX C: TECHNOLOGICAL DEVELOPMENTS

The Australian and European medical research programs took the US-developed Polycell drug family and ran it through a hoop, so to speak - refining and developing the original drugs. Some of these developments include:

Polycellulac 5(E): Similar to Polycell 4 in many ways, this drug is an improvement in that it has the capability to heal critical as well as lethal Damage! This property only comes into play once all lethal damage a character is currently suffering from is healed (by whatever means). To this end, it might be noted that Polycell 5(E) heals 4d.5 points of lethal damage rather than the 2d.10 of Polycell 3 and 4. Once this is done, a dose of Polycell 5(E) will heal 1d.6 points of critical Damage. It should be noted that it cannot heal dead characters, and cannot regenerate severed body parts. It can, of course, heal the critical damage involved with a sever. It can heal broken bones - but the healing time is in hours, rather than the minutes for normal critical damage. The healing of sever critical damage is, however, not instantaneous as with the healing of mere lethal damage; It takes 1d.6 minutes per point of critical damage to heal it.

Polycellulac 6(E): This is a further refined version of 5(E). It heals 4d.6 points of lethal damage normally, and, when all lethal damage is healed, it then heals 2d.5 points of critical damage. It still takes 1d.5 minutes to heal each point of such damage, and the restrictions of its effectiveness are the same as for 5(E).

Polycellulac 'REGEN': The ultimate development of the Polycell drug group. It works as Polycell 4 in all ways except when it is injected into a character with critical sever. In this case, it heals damage as Polycell 4, but also institutes regeneration. Regeneration takes time according to the location and number of Locations to be regenerated. If they are all on the same limb, the first Location will take 1d.6 weeks, the second 2d.6 weeks and so on; if they are on DIFFERENT Limbs, they cost an extra +1

week for each extra limb. It might be noted that limb regeneration occurs as the gradual development of a whole Loc from an embryonic form and gradually maturing.

RetroDNA Drugs

These drugs are an extension of the Memory RNA research, and actually virally reconfigure the target's DNA. This can be used to induce specific mutations (and create "changed" individuals. All Seattle or New Tokyo origin Changed characters are the result of RetroDNA. (see Seattle Changed reference in Aftermath! Cybele: The American Wasteland) These drugs have also been used to create Lost Island Humanoids with mixed DNA of animals (tiger, etc.). The Humanoid changes are mostly cosmetic, but 1 in 6 have thicker fur, giving an AV of 1D3, or claws or fangs giving a WDM of 1L. Humanoids with wings are unable to actually fly - the wings are cosmetic only.

Water Collection (Condensation) Gear: The lack of reachable water in the United States Wastelands has led to the development of water collection gear. Solar or electric powered, these units collect water from the atmosphere, condense it and purify it for drinking. The different models have different efficiencies, reflected below. (based on 100% relative humidity) - efficiency is multiplied by the average relative humidity for the day to get the resulting output.

Table 1 Water Condensers

Type	Enc	Efficiency
Mark 1	0.5	Efficiency 2.5 litres/day
Mark 2	1	Efficiency 5 litres/day
Mark 3	2.5	Efficiency 12.5 litres/day
Mark 4	4	Efficiency 20 litres/day
Mark 5	10	Efficiency 50 litres/day
Mark 6	20	Efficiency 100 litres/day

New Tokyo Passport

The New Tokyo passports are embedded RFID chips tied to the user's DNA. If the DNA does not match, the ID will fail. This means that some RetroDNA drugs will invalidate the passport, and they are near impossible to fake.

APPENDIX D: WEAPONS

Obsolete Weapons

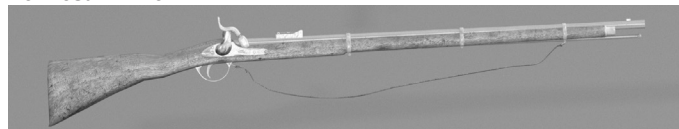
Owen Machine Carbine

Action: FA Mag: Box 33 Cal: 9mm Parabellum

Dur: 4 Enc: 1.12

Features: Painted in Jungle Camouflage all over (withdrawn 1966); top mounted magazine resists jamming.

Kennesaw Rifle



Action: SS Primitive Rifle Cal: .54 Black Powder

Dur: 4 Enc: 1.609 BDG: 17

Features: Percussion cap rifle

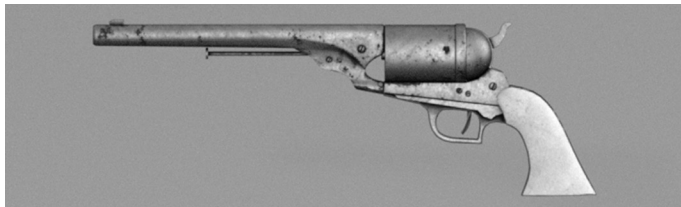
Kennesaw Light Pistol

Action: SA Mag: 6 shot Cal: .36 Black Powder

Dur: 4 Enc: .509 BDG: 5

Features: Percussion cap revolver - clone of 1851 Navy

Kennesaw Pistol



Action: SA Mag: 6 shot revolver Cal: .44 Black Powder
Dur: 4 Enc: .609 BDG: 9
Features: Percussion cap revolver – clone of an 1851 navy, but in .44 instead of .36

Spencer Rifle

Action: LA Mag: Tub-Mag 8 Cal: .50 Spencer
Dur: 3 Enc: 1.45
Features: Bayonet Lug

Spencer Carbine

Action: LA Mag: Tub-Cyl 8 Cal: .50 Spencer
Dur: 3 Enc: 1.08
Features: Bayonet Lug

Webley & Scott Mk.VI Revolver

Action: DA Mag: Swing-Cyl 6 Cal: .455 SAA
Dur: 4 Enc: .609 BBL: XLNG
Features: will accept .45 Long Colt ammunition

Modern Weapons

Pistols

Ruger LCP Pistol

Action: AL Mag: box 6 Cal: 380 ACP
Dur: 3 Enc: 0.23 BBL: SNUB
Features: Easily concealable weapon

Ruger LC9 Pistol

Action: AL Mag: box 7 Cal: 9mm luger
Dur: 3 Enc: .25 BBL: SHT
Features: Easily concealable weapon, available with LaserMax Centerfire red dot laser

Kimber Pro CDP II Pistol

Action: AL Mag: box 7 Cal: .45 ACP
Dur: 5 Enc: .33 BBL: STD
Features: Rosewood or double diamond grips, black frame with stainless slide

Beretta 92FS Inox

Action: ALMag: box 17 Cal: 9mm Luger
Dur: 4 Enc: .39 BBL: STD
Features: none

Glock 17 Pistol

Action: AL Mag: box 17 Cal: .9mm Para
Dur: 5 Enc: .36 BBL: STD
Features: Available in 10, 15 or 17-round magazines

Glock 18 Pistol

Action: AL/FA Mag: box 17 Cal: .9mm Para
Dur: 5 Enc: .36 BBL: STD
Features: Available in 10, 17 or 33-round magazines. Supermachinegun rate of autofire.



Glock 19 Pistol

Action: AL Mag: box 13 Cal: .9mm Para
Dur: 5 Enc: .36 BBL: STD
Features: Available in 10, 15 or 17-round magazines

Glock 21 Pistol

Action: AL Mag: box 13 Cal: .45 ACP
Dur: 5 Enc: .37 BBL: STD
Features: Available in 10 or 13-round magazines

Glock 22 Pistol

Action: AL Mag: box 15 Cal: .40 S&W
Dur: 5 Enc: .36 BBL: STD
Features: Available in 10, 15 or 13-round magazines

Glock 23 Pistol

Action: AL Mag: box 15 Cal: .40 S&W
Dur: 5 Enc: .36 BBL: STD
Features: Available in 10, 15 or 13-round magazines

Glock 26 Pistol

Action: AL Mag: box 15 Cal: .9mm Para
Dur: 5 Enc: .26 BBL: SHT
Features: Available in 10, 15 or 17-round magazines

Glock 27 Pistol

Action: AL Mag: box 15 Cal: .40 S&W
Dur: 5 Enc: .26 BBL: SHT
Features: Available in 10, 15 or 13-round magazines

Glock 30 Pistol

Action: AL Mag: box 15 Cal: .45 ACP
Dur: 5 Enc: .27 BBL: SHT
Features: Available in 10 or 13-round magazines

Glock 41 Pistol

Action: AL Mag: box 15 Cal: .45 ACP
Dur: 5 Enc: .38 BBL: STD
Features: Available in 10 or 13-round magazines

Glock 42 Pistol

Action: ALMag: box 15 Cal: .380
Dur: 5 Enc: .24 BBL: SHT
Features: Available in 10, 15 or 17-round magazines

SIG P230

Action: ALMag: box 7 Cal: .380 ACP
Dur: 5 Enc: .25 BBL: SHT
Features: High Security Safety

SIG P226

Action: AL Mag: Box 15 Cal: 9mm Para
Dur: 5 Enc: .38 BBL: STD
Features: none.

SIG P228

Action: AL Mag: Box 13 Cal: 9mm Para
Dur: 5 Enc: .28 BBL: SHT
Features: none.

Nambu M60

Action: SA/DA Mag: Swing-Cyl 6 Cal: .38 Special
 Dur: 4 Enc: .34 BBL: STD
 Features: none

S&W 500 Revolver

Action: SA/DA Mag: Swing-cyl 6 Cal: .500 S&W Mag
 Dur: 5 Enc: .5 BBL: LNG
 Features: Recoil Reduction of 1

Colt Peacemaker Replica

Action: SA Mag: Port-cyl 6 Cal: .45LC
 Dur: 4 Enc: .42none BBL: Long
 Features: none

1897 Outlaw Revolver

Action: SA Mag: Port-Cyl 6 Cal: .45LC
 Dur: 4 Enc: .49 BBL: Long
 Features: none

American Derringer Model 1

Action: SA Mag: Break 2 BBL: SNUB
 Dur: 4 Enc: .41 Cal: Varies
 Features: Available in the following calibres:

- .22LR (1-10)
- .25 ACP (11-20)
- .256 Mag (21-22)
- .32 short (23-28)
- .32 long (29-33)
- .357 Magnum (34-40)
- 9mm Parabellum (41-50)
- .38 Special (51-57)
- .38 Super Auto (58-61)
- .40 S&W (62-66)
- .41 Magnum/410 ga (67-75)
- .44 Special (76-80)
- .44 Magnum (81-85)
- .45 Long Colt (86-91)
- .45 ACP (92-99)
- 5.56 Nato (100)

Ruger SR9

Action: AL Mag: Box 17 Cal: 9mm Para
 Dur: 5 Enc: .39 BBL: STD
 Features: Night Sights standard

Walther P22

Action: ALMag: Box 10 Cal: .22 LR
 Dur: 5 Enc: .24 BBL: SHT
 Features: Threaded Barrel

Ruger 22/45

Action: AL Mag: Box 10 Cal: .22LR
 Dur: 5 Enc: .3 BBL: STD
 Features: Target Weapon; hair trigger

Mauser M1896

Action: AL Mag: strip 10 Cal: .30 Mauser
 Dur: 3 Enc: .41 BBL: LNG
 Features: Detachable Stock/holster

S&W Model 4006

Action: AL Mag: Box 11 Cal: .40 S&W
 Dur: 4 Enc: .38 BBL: STD
 Features: Tritium Night Sight; Click Sight

S&W Model 10

Action: SA/DA Mag: Swing-syl 6 Cal: .38 special

Dur: 5 Enc: .35 BBL:STD
 Features: none

Shotguns

12 Gauge "Hogleg"



Action: SS Mag: Break 2 Cal: .12 gauge mag
 Dur: 5 Enc: .675 BBL: LNG
 Features: Dual triggers

Benelli ETHOS Shotgun

Action: AL Mag: Tub-mag 4 Cal: 12 gauge
 Dur: 5 Enc: 1.2
 Features: Satin walnut anodized receiver

Benelli M4 Tactical Shotgun



Action: AL Mag: Tub-mag 5 Cal: 12 gauge
 Dur: 4 Enc: 1.3
 Features: ghost ring sights

Mossberg 500 Cruiser

Action: PA Mag: 8 Cal: 12 ga magnum
 Dur: 5 Enc: .8
 Features: Pistol Grip, folding stock optional

Kel-Tec KSG

Action: PA Mag: Tub-Mag 14 Cal: 12 Ga Magnum
 Dur: 5 Enc: 1.2
 Features: Dual 7-round magazines

Remington 1100

Action: AL Mag: Tub-Cyl 8 Cal: 12ga
 Dur: 5 Enc: 1.4
 Features: None

Submachineguns

OA-93 Pistol

Action: AL/FA Mag: Box 30 Cal: 5.56 NATO
 Dur: 5 Enc: .65
 Features: AR-15 pistol; top mounted charging handle; can take telescopic or IR sights.

Micro Uzi

Action: AL/FA Mag: Box 25, 32 Cal: 9mm Para
 Dur: 5 Enc: .45 BBL: STD
 Features: Folding Stock, High Power Firearm



Rifles

Savage Arms Axis Hunting Rifle

Action: BA Mag: box 3 Cal: 308 WIN

Dur: 4 Enc: 1.02

Features: Hunting scope with 12x magnification, 22" barrel, left and right handed models available

Remington 700 PSS

Action: BA Mag: internal 5 Cal: .308

Dur: 5 Enc: 1.575

Features: Bipod, 10x scope; match weapon; high power firearm; hair trigger

1892 Lever Action Rifle

Action: LA Mag: Tub-Cyl 10 Cal: .45LC , .357 Mag or .44 mag

Dur: 4 Enc: 1.1

Features: none

SVD Sniper Rifle

Action: ALMag: Box 10 Cal: 7.62mm 54R

Dur: 4 Enc: 1.43

Features: Standard Soviet Sniper Rifle. Integral 4x or 8x scopesights with tanglefinder and battery powered target reticle - +2); Recoil Compensator (+1); Flash Suppressor; Iron Sights; Bayo-net Lug; Will accept IR Nightsights. Can Take Silencer.

Barrett M82A1 "Light 50" Rifle

Action: ALMag: Box 10 Cal: .50 BMG

Dur: 5 Enc: 2.75

Features: Bipod, 2-12x variable scope, Recoil Reduction of 3, Can be fitted with IR or Starlight Scope.

Accuracy International 338 Lapua

Action: BA Mag: Box 5 Cal: .338 Lapua

Dur: 5 Enc: 2.6 Rate Factor:

Features: Bipod, 5-25x variable scope; Recoil Reduction of 2.

Remington 700 VLS

Action: BA Mag: internal 5 Cal: .308 or .223

Dur: 5 Enc: 1.6

Features: Bipod optional, 10x scope; match weapon; high power firearm; hair trigger

Savage Arms Model 10 Precision Carbine

Action: BA Mag: Internal 4 Cal: .308

Dur: 5 Enc: 1.45

Features: Weaver 3-9x40 Scope, Target weapon; hair trigger

Barrett M99 Rifle

Action: BA Mag: SS Cal: .50 BMG

Dur: 5 Enc: 2.1

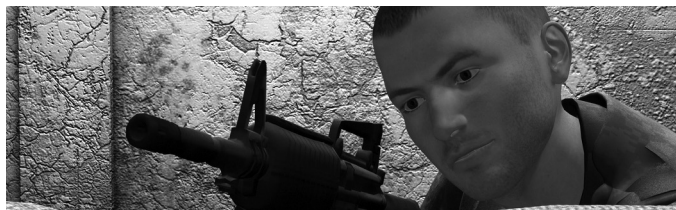
Features: Recoil Reduction of 2; Bipod; 10-24x scope

Remington 783

Action: BA Mag: Internal 4 Cal: .270, .308, .30-06, 700 mag, 300 win mag

Dur: 5 Enc: 1.45

Features: Camo finish; hair trigger; 10x scope



Longbow 20mm Sniper Rifle



Action: AL Mag: Box 5 Cal: 20mm BG

Dur: 5 Enc: 1.675

Features: Bipod, 10-32x scope; match weapon; high power firearm; hair trigger, Recoil Reduction of 6.

Assault Rifles

FN CAL

Action: FA/AL Mag: box 30 Cal: 5.56mm NATO

Dur: 5 Enc: 1.38

Features: Folding Stock is standard, Auto extractor, Bayonet Lug

Automat Kalashnikova (AK/AKM/AKMS) 47



Action: AL/FA Mag: Box 20,30,40, drum 90 Cal: 7.62mm M43

Dur: 5 Enc: 1.43

Features: Optional Folding Stock; Bayonet lug; Some models have GL attachment; Will accept IR Nightsights.

AK/AKS-74

Action: AL/FA Mag: Box 20,30,40 Drum 90 Cal: 5.45mm M74

Dur: 4 Enc: 1.43

Features: Folding Stock is standard; Bayonet lug; Some models have GL attachment; will accept IR nightsights; Recoil Compensator (+1)

Type 56 Assault Rifle

Action: AL/FA Mag: Box 30 or 40 Cal: 7.62mm M43

Dur: 4 Enc: .77

Features: Integral Bayonet; Folding stock optional; can be fitted with telescopic or IR sight

Colt M4A1 Assault Rifle



Action: AL/FA Mag: box 30 Cal: 5.56 NATO

Dur: 4 Enc: .75

Features: S-1-F trigger group (safe, semi-auto, full auto)

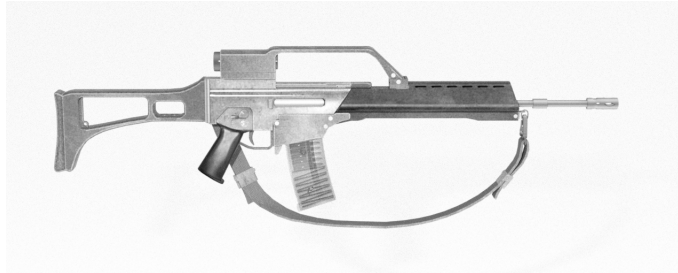
SIG 550

Action: AL/FA Mag: Box 30 Cal: 5.56 NATO
 Dur: 5 Enc: 1.4
 Features: Folding Stock; Bipod; 22mm Grenade Launcher in Flash Hider;
 Bayonet lug

H&K G36C Assault Rifle

Action: AL/FA Mag: Box 30 Cal: 5.56 NATO
 Dur: 5 Enc: .9
 Features: Modular Weapon; 22mm grenade launcher in flash hider;
 bayonet lug; folding stock

H&K G36 Assault Rifle



Action: AL/FA Mag: Box 30 Cal: 5.56 NATP
 Dur: 5 Enc: .9
 Features: Modular Weapon; 22mm grenade launcher in flash hider;
 bayonet lug

Kel-Tec RFB Carbine

Action: AL/FA Mag: Boc 20 or 30 Cal: .308
 Dur: 5 Enc: .9
 Features: Bullpup weapon; front eject of casings

FN F2000 Bullpup

Action: AL/FA Mag: Box 30 Cal: 5.56 NATO
 Dur: 5 Enc: .9
 Features: Bullpup Weapon; Modular Weapon; 4x integral scope.

Ruger Mini-14

Action: ALMag: Box 30 Cal: 5.56 NATO
 Dur: 5 Enc: 1.1
 Features: Folding Stock; Can be converted to full auto fire

Machineguns

M60



Action: AL/FA Mag: belt Cal: 7.62mm NATO
 Dur: 5 Enc: 4.01 Rate Factor: 1d.10x.5
 Features: none

M249 SAW

Action: AL/FA Mag: belt or
 box 30 Rate Factor: 1d.10x.5 or 2d.5x.5
 Dur: 5 Enc: 3.65 Cal: 5.56mm NATO
 Features: Factor is changeable, takes 1 Action; Box 30 is from M16/M4.

M27 Infantry Automatic Rifle

Action: FA Mag: box 30, 60, or 100 Cal: 5.56 NATO
 Dur: 5 Enc: 1.7 Rate Factor: 2d3 x .5 or 1d10x.5
 Features: Bipod, Folding Stock, Picatinny rail system for mounting
 scopes and lights.

Browning BAR M1918

Action: AL/FA Mag: Box 20 Cal: .308 or .30-06
 Dur: 5 Enc: 1.72 Rate Factor: 1d3 x .5
 Features: Integral Bipod

Grenade Launchers

AT-4

Action: SS Mag: Disposable Cal: 84mm Grenades
 Dur: 3 Enc: 2.1
 Features: Grenades have a Blast and Frag of 15. Removable night sight.

M-79 Grenade Launcher

Action: SS Mag: Break 1 Cal: 40mm Grenade
 Dur: 3 Enc: .97
 Features: none

M203 Grenade Launcher

Action: SS Mag: Break 1 Cal: 40mm Grenade
 Dur: 4 Enc: .14
 Features: Must be mounted under rifle (usually M16 or M4)

MK-19 Grenade Launcher

Action: FA Mag: Belt 50 Cal: 40mm Grenade
 Dur: 4 Enc: 5.3
 Features: Must be Tripod or Vehicle mounted to be fired.

Artillery

Confederate Artillery

6 Pound Cannon

Action: SS Muzzle Loading Artillery Cal: 3.67"
 Charge: 1.25lb Velocity: 1439fps Range: 1523 M
 Features: Wheeled Carriage

12 Pound Cannon

Action: SS Muzzle Loading Artillery Cal: 4.62"
 Charge: 2.5lb Velocity: 1440fps Range: 1619 M
 Features: Wheeled Carriage



10 Pound Parrott Rifle



Action: SS Muzzle Loading Artillery Cal: 3"
 Charge: 1lb Velocity: 1230fps Range: 1850 M
 Features: Wheeled Carriage

105mm Field Howitzer M3

Action: SS Breech Loading Artillery Cal: 105mm
 Velocity: 1,020 fps Range: 7600 M
 Features: Wheeled Carriage

Ultra Modern Weapons

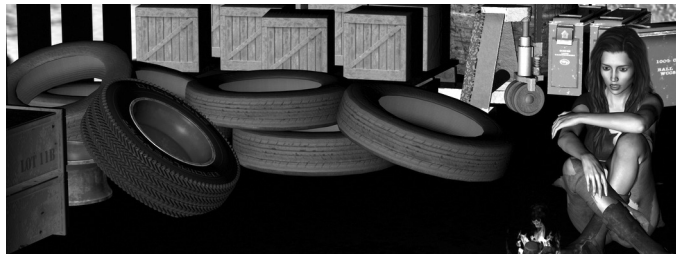
Lee Enfield Autoneedler Mk 1

Action: ALMag: Box 10 or 30 Cal: 0.01mm
 Dur: 3 Enc: 0.5 BBL: STD
 Features: A Gauss Pistol – fires a continuous burst Gatling style – with an effect like a shotgun. BDG of a round from this weapon equals 30, and has a pattern as a Riot Gun.

Lee Enfield Autoneedler Mk 1A



Action: AL/FA Mag: Box 10 or 30 Cal: 0.01mm
 Dur: 3 Enc: 0.7 BBL: Pistol Carbine
 Features: Folding Stock standard, fires three rounds per action on full auto. BDG of a round from this weapon equals 30, and has a pattern as a Riot Gun with ranges increased by 10%

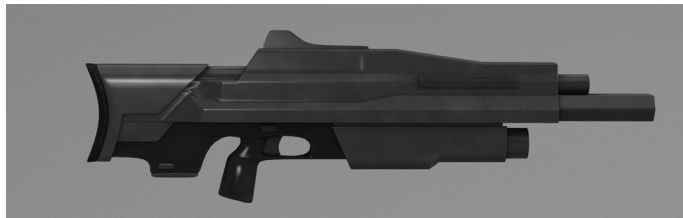


Lee Enfield Mk 12 Gauss Rifle



Action: AL/AB Mag: Box 25 or 50 Cal: 2mm NATO
 Dur: 4 Enc: 1.5
 Features: Bayonet lug, Integral Laser Sights; Can take Starlight Scope. All STANDARD ammunition is treated as 'Discarding Sabot'. (There are also explosive and incendiary rounds) BDG is 21. Supermachinegun rate of autofire.

Lee Enfield Mk 15 Defeater



Action: ALMag: Box 10 or 20 Cal: 5mm NATO
 Dur: 3 Enc: 2.25
 Features: Bayonet Lug; Integral Laser Sight; Starlight Scope can be mounted; Normal rounds are of Jacketed Steel, and have a BDG of 31. AP rounds with a Depleted Uranium Core are available, and have a BDG of 41, and a VDG of 1D6 (roll for each shot).

Lee Enfield MK 20 Support Weapon

Action: AL/FA Mag: Box 50 or Belt 200 Cal: 2mm NATO
 Dur: 3 Enc: 3.8 Rate Factor: 1d10 x .5
 Features: Fires identical ammunition to the Mk 12 – normally found with integral bipod mount (a Tripod mount is available, and adds +1 to BCS). Integral Laser Sights, Starlight Scope can be fitted.

Power Requirements: As Autoneedlers and Gauss weapons fire their rounds by the use of Magnetic Linear Acceleration, they require a Power Unit to operate. The Mk 1 and 1A are powered by an E-1 for a WEEK; the MK 12/15 are powered by an E-5 for the same period, and the Mk 20 is powered by an E-10 for a WEEK.

Making Gauss Ammunition: Anyone with 'Machining' Skill can produce Gauss rounds either from scratch, or by simply cutting off standard lengths from the appropriate type of Wire. To make 1 round costs 1 Task Point (High Tolerances are needed). Needless to say, making the Depleted Uranium rounds requires special equipment.

Ammunition

Grenades

Gammon Grenade

ENC: .9 Blast 5 Frag 5

Detonation of a Gammon grenade is instantaneous on impact with the target, i.e. there is no time-delay. Critical Misses with a Gammon Grenade cause premature detonation in the hands of the thrower. A Gammon Grenade will also explode if dropped, or if it is subjected to blast. When subjected to blast, the Gammon will detonate if the Blast Value or less is rolled on 1D6.

Small Arms Ammunition

AMMUNITION	BDG
4.7mm H&K	20
0.455 Webley	12
0.01mm Gauss	30
2mm NATO	20
5mm NATO	30
5mm NATO APNe	41
7.62mm M43	19
7.62mm54R	35
7.62mm M30	5
9mm SSP	3
5.45mm M74	21
3mm M-93 Gauss	19
.500 S&W	31
20mm BG	185

Artillery

Standard Shot

The standard muzzle loading artillery Shot or Bolt was a piece of metal with no explosive charge. It kills by delivering kinetic energy to the target. Round balls (from the 6 and 12 pound cannon) can be skipped through targets – hitting multiple targets until they run out of energy. This is represented by subtracting the damage inflicted to the first target from the BDG (or VDG) as it bounces through the targets. Once it starts bouncing, it also loses 10 BDG per meter (or 1 VDG per 10 meters). The 10 pound shot tends to embed in the ground, and only bounces on a 1d3 roll of 1 each bounce.

6 pound Shot	VDG 6 (BDG 600)
10 pound Shot	VDG 10 (BDG 1000)
12 pound Shot	VDG 12 (BDG 1200)

Explosive Shells

Shells contain an explosive charge and fragmentation, and are intended for anti-area use. They produce a few very large fragments. These fragments should be allocated based on the grenade scatter table to determine their trajectory, and should be considered missiles with a BCS of 8.

6 pound Shell	Blast 20, Fragments 6, VDG 6 (BDG 120)
10 pound shell	Blast 30, Fragments 10, VDG 10 (BDG 200)
12 pound shell	Blast 40, fragments 12, VDG 12 (BDG 240)

Case Rounds

Case rounds contain ball bearings, nails, or other fragmentation, and are intended for use against exposed troops.

6 pound Case	Blast 10, Frag 6
10 pound Case	Blast 15, Frag 10
12 pound Case	Blast 20, Frag 12

Canister Shot

Cannister shot is basically a large shotgun round. Steel balls packed in sawdust are placed in the barrel and launched downrange. Effective range is only 400 meters, but within a 10 degree cone in that range, everything is subject to the effects of the round. (the round then has a BCS and BDG and attacks all targets in the cone out to 400 meters. If the BCS hits)

6 pound Cannister	BCS 6, BDG 12
10 pound Cannister	BCS 10, BDG 20
12 pound Cannister	BCS 12, BDG 36

Thermite Shells

These shells are a post-ruin invention, made by placing thermite in a hollow explosive shell. The shell explodes on impact, scattering Thermite across its blast radius. The blast radius is calculated based on the blast value, with a Primary, Secondary and Outer zone of coverage based

on the blast rating. The Primary zone is the Blast rating of the shell, the secondary zone is twice the blast rating in meters, and the outer zone is 4 times the blast rating. (for example, a 6 pound Thermite round has a primary zone of 3 meters radius, a secondary zone of 6 meters radius, and an outer zone of 12 meters radius.) The Thermite burns extremely hot on impact, and will even melt steel. Thermite has a Fire Rating Group of 25 in the primary zone, 12 in the secondary zone, and 6 in the outer zone. Thermite will attack barriers and vehicle armor. On each turn of continued exposure of the barrier the Thermite's rating will be increased by one Group if it is burning a combustible material – even metals (aluminum, magnesium, titanium). When the cumulative total of the Effect Die rolls exceeds the barrier effect, the barrier will have burned down. The Thermite will continue to burn on successive turns with its rating being reduced by one Group each turn until it reaches zero. at which time the fire will extinguish due to lack of fuel. It is suggested that a Gamesmaster use a combat Turn in calculating the effects of Thermite used against barriers.

6 pound Thermite	Blast 3
10 pound Thermite	Blast 5
12 pound Thermite	Blast 6

105mm rounds

These shells are cartridges, like bullets. Each shell has an ENC of 4.5.

M1 HE

Blast 25, Frag 10

M60 Chemical (Smoke, WP, Mustard Gas, Tear Gas)

This round explodes to distribute the chemical filler. Blast 5, chemical blast radius 50 metres.

M67 HEAT

Blast 50, Frag 25, VDG 54

M84 Smoke

Creates a thick cloud of smoke cloud downwind of the shell for 250 metres.

T16 Illumination (later M314)

Average luminosity is 450,000 candlepowder with a burning time of 60 seconds. This will illuminate an area of 900M radius like daylight.

Custom Thermite Shell

Blast 10

Melee Weapons

Cinquenada



ENC: 0.5 Skill: SW/KN WDM: 1.5L
 STR: 2 H: 1 SEC: S
 SURV: 9 F: S/T L: S
 Wide blade Italian dagger

Hui-Tho

ENC: 0.7 Skill: FW WDM: 2L
 STR: 2 H: 2 SEC: N
 SURV: 9 F: S L: XL
 Malaysian Bladed Rope

Lance

ENC: 1.5 Skill: PL WDM: 2L

STR: 3 H: 1.5 SEC: N
 SURV: 9 F: T L: XL
 Mounted lance

Mormon Replica Sword of Laban

ENC: 1.5 Skill: LS/SW WDM: 2.5L
 STR: 3 H: 1.5 SEC: S
 SURV: 11 F: S,T L: L
 Mormon Replica Sword of Laban

Pike

ENC: 1.6 Skill: PL WDM: 2.1L
 STR: 2 H: 2 SEC: S
 SURV: 10 F: T L: XL
 Infantry Pike



Military Issue Armor

US Armor
 US Armor - LAU, Mk IA, MK IV

FIELD INFANTRY MARK IA

Item	Locations Covered	ENC	Material
Helm	1-3	.108	AP
Torso Protection	4-9	.18	DP
Hip Guards	10-12	.09	DP
Arm Harness	21-28	.24	DP
Gloves	29-30	.12	M-PS
Leg Harness	13-18	.18	DP
Boots	19-20	.06	DP
Joint Guards	15-16,25-26	.12	DP
Average AV: 11	Total ENC: 1.098		

Features: Helm contains military issue Com-Link, powered by an E-5. Breathing intakes are fitted with Micropor Mk. IV anti-viral filter, providing protection against aerosol bio-war agents. Also resists gas attacks by standard military or police gases. Undersuit available providing protection against contact chemical and biological weapons. Also available is ballistic cloth oversuit, in assorted camouflage patterns (Green, White, Sand, and Grey). Provides 15 points of BDG reduction.

HEAVY INFANTRY ARMOR MARK IV

Item	Locations Covered	ENC	Material
Helm	1-3	.12	PS
Articulated Body Unit	4-12	.48	PS
Articulated Leg Harness	13-20	.32	PS
Articulated Arm Harness	14-28	.20	PS
Gauntlets	29-30	.08	PS
Average AV: 15	Total ENC: 1.2		

Features: Articulated pieces are gasketed at flex points (waist, joints). Overlap of rigid material at joints provides equivalent protection to that afforded areas behind solid plate. Due to its construction, the integral unit can be sealed against any form of CBW attack. Suit is potentially multi-environmental, can be equipped with breathing gear (standard Mk. III UAW unit, ENC 1.5) capable of providing fresh air supply for 24 hours. Helm equipped with Micropor Mk. IV anti-viral filter and Coin-Link. Flip-down Starlight filters available for use in reduced visual conditions. All powered systems in suit draw from two E-5 batteries carried in case at hip. At full power, with internal air circulation, Starlight scope, and Com-Link

operating, suit draws 20 watts. It is thus good for fifty hours' operation on one set of batteries.

The Mark IVb version of this armor system is provided with an exoskeleton MAMP (Man AMPLification) unit. This provides a 50% increase in effective Strength of personnel. It draws power from an independent power supply, consisting of two E-10 in a backpack. It increases ENC by 1.5 and is rated at 250 watts.

Both versions of the Mark IV are equipped with Blast Buffering rated at 15 and are issued with a Lazab Factor of 10 on all points of the body. Camouflage coveralls are available as for the Mark I.

LIGHT ASSAULT UNIT ARMOR

Item	Locations Covered	ENC	Material
Helmet	1-2	.072	AP
Gorget	3	.036	AP
Body Armor	4-7	.12	DP
Abdomen Armor	8-9	.06	DP
Hip Protection	10-12	.120	LP-DP
Fatigues	4-18, 21-28	.460	PX
Gauntlets	27-30	.150	LP-DP
Arm Harness	23-28	.12	DP
Leg Harness	13-18	.12	DP
Boots	17-20	.040	DP
Average AV: 10	Total ENC: 1.298		

Features: Convertible flip-up vision units on helmet faceplate, allowing unaided, Starlight, or Infrared visual scans. Also contains Com-Link, Micropor filter and audio-boost aural input units. These increase effective hearing range to about 60 meters in omni directional mode, or they may be tuned to a given vector for about 100-meter pickup. Their use makes normal sounds clearly audible at these ranges, and quiet noises are also possible to hear (as Hidden Things). Allows Wit AST when listening for noises through doors, etc., instead of usual Critical Saving Throw.

The suits were designed for use by units on scout and sentry duty. Accessories also included anti-biological and chemical oversuits, and a built-in Blast Buffer harness, rated at 5 points of Blast reduction.

Russian/Czech Armor

Just as the US and NATO armies developed body armor to protect their troops, the Russians (through factories in the Czech Republic, mostly in Brno) also developed personal armor for their troops. However, the requirements were not the same as the Western Allies.

LIGHT BODY ARMOR

This was issued to Class III divisions, where its relative cheapness was a plus, as well as to paratroopers and scout units where weight was an important factor.

ITEM	LOCS COVERED	AV	ENC	MATERIAL
Helmet	1-2	9	0.14	SP (Steel)
Breastplate	4-9	8(9)	0.192	LP-MP
Coveralls	3-18;21-27	4	0.046	PH
Gloves	29-30	4	0.004	PH
Boots	19-20	4	0,016	HL
Average AV = 5	Total ENC = 0.398			

Features: When gasmask (issued separately) is worn, the suit offers relatively complete CBW protection. All parts were manufactured Russian Matte green, and were usually painted upon delivery with local camouflage patterns of the unit or country. Therefore, it can be found in any camouflage pattern (urban, desert, jungle, MARPAT, Marine, woodland, tiger stripe, digital, etc.)

MEDIUM BODY ARMOR



This was issued to Class I and II mechanized divisions (and the mechanized units in tank divisions), where mobility was provided by the MICVs and heavier protection could be worn. This uses the same coveralls, gloves and boots as the light armor.

ITEM	LOCS COVERED	AV	ENC	MATERIAL
Helmet	1-2	12	0.14	MS
Gorget	3	9(10)	0.024	MP
Breastplate	4-9	11(12)	0.18	DP
Skirt	10-12	6(7)	0.06	PX
Shoulder Guards	21-22	6(7)	0.04	PX
Elbow Guards	25-26	6(7)	0.04	PX
Knee Guards	15-16	6(7)	0.04	PX
Coveralls	3-18;21-27	4	0.046	PH
Gloves	29-30	4	0.004	PH
Boots	19-20	4	0,016	HL

Average AV=7 Total ENC=0.59

Features: Helmet contains radio 10% of the time; Facemask can be "snugged down" into gorget to provide full CBW protection.



HEAVY BODY ARMOR



This was issues only to Guards and shock units.

TEM	LOCS COVERED	AV	ENC	MATERIAL
Helmet(Upper)	1-2	14	0.144	CA
Helmet(Lower)	3	11(12)	0.3	DP
Breastplate	4-9	11(12)	0.18	DP
Skirt	10-12	11(12)	0.09	DP
Thigh Guards	13-14	11(12)	0.06	DP
Upper Arm Guards	21-24	11(12)	0.12	DP
Joint Guards	15-16;25-26	13(14)	0.208	LP-PS
Greaves	17-18	11(12)	0.06	DP
Forearm Guards	27-28	11(12)	0.06	DP
Gauntlets	29-30	4	0.04	PX
Boots	19-20	5	0.02	SY
Coveralls	3-18;21-27	4	0.046	PH

Average AV=11 Total ENC=1.328

Features: The suit is designed with sealed joints, so when the upper helmet is fitted to the lower, the whole unit is sealed against CBW agents. In fact, with a pressure coverall (covers locs 3-30; PH), this armor was issued to the elite Russian Orbital Marines. In that mode, a Life Support Backpack unit, and Powered Exoskeleton assist with a combined ENC of 1.5 was fitted. (containing 3 E-5 batteries, drawing 3 charges per hour) The helmet is equipped with a Military Radio, and a flip down polarized screen and an I-R Viewscreen for use in reduced visibility conditions.

APPENDIX E: ANIMALS

VICIOUS FIGHTING DOG

These dogs are rescued off the streets, nursed back to health, and then poked with sticks until they are mean as hell. They'll attack anything that gets too close, so they're muzzled or caged when not fighting. Use these stats for all of the fighting dogs.

Stats

BAP	MNA	PCA	BMA	WDA	CDA
12	2	6	2	1	3

DRT Mass

3D10+20 4

Bite BCS: 14 Bite Dam: 1D10

Claw BCS: 0 Claw Dam: 0

Shock Factor: 15 WDM 1.7L

HUNTING DOG

This dog has been trained for hunting, and has a tracking BCS of 16.

Stats

BAP	MNA	PCA	BMA	WDA	CDA
10	2	5	2	1	3

DRT Mass

2D10+10 2.5

Bite BCS: 11 Bite Dam: 1D3

Claw BCS: 0 Claw Dam: 0

Shock Factor: 11 WDM 1.6L

MUTANT RAT

These giant mutated rats have repopulated the Northeastern United States. There is a 1 in 6 chance they carry Rabies, and an additional 1 in 6 chance they carry Hepatitis.

Stats

BAP	MNA	PCA	BMA	WDA	CDA
15	2	7	2	1	4

DRT Mass

3D6+ 10 2

Bite BCS: 12 Bite Dam: 1D6

Claw BCS: 10 Claw Dam: 1D3

Shock Factor: 17 WDM 1.5L

DRAFT HORSE

This horse was engineered to be stronger and have a higher carrying capacity.

Stats

BAP	MNA	PCA	BMA	WDA	CDA
12	2	6	1-4	0	2

DRT Mass

80 40

Bite BCS: 7 Bite Dam: 1D10

Hoof BCS: 9 Hoof Dam: 2D6

Str Factor: 14 WDM: 1.5C

Enc Cap: 20

ARMORED WAR HORSE

This mutant horse was specially bred as a Tough, with chitinous plates covering its hide.

Stats

BAP	MNA	PCA	BMA	WDA	CDA
12	2	6	1-4	1	4

DRT Mass

3D10+ 60 45

Bite BCS: 9 Bite Dam: 1D10

Hoof BCS: 12 Hoof Dam: 2D6

Str Factor: 14 WDM: 1.5C

Enc Cap: 14 Av: 11

HOGZILLA

These giant mutated boars are found throughout the wasteland. They have an extremely hard skull and a bony plate protecting their shoulders. There is a 1 in 6 chance that they are rabid.

Stats

BAP	MNA	PCA	BMA	WDA	CDA
12	4	3	3	3	3

DRT Mass

(2D10 + 40) x 3 100

Tusk BCS: 14 (5) Tusk Dam: 2D6

AV: Locs 1-5 AV 9, Locs 6-30 AV 6 Tusk WDM: 2L plus

bash

Shock Factor: 35

SAND LION

These mutated mountain lions have Sabertooth fangs, chameleon skin, and blend into their surroundings, even while moving. Treat them as having a Stealth BCS of 20. Sand Lions operate in prides of 2D3 that cooperate in hunting.

Stats

BAP	MNA	PCA	BMA	WDA	CDA
15	3	5	3	2	4

DRT Mass

(2D6+15) x 2.5 18

Bite BCS: 17 Bite Dam: 2D6 WDM 1.5L

Claw BCS: 16 Claw Dam: 1D10 WDM 1.8L

Shock Factor: 20 AV: 3



APPENDIX F: EXCHANGE AND TRADE

As most of the major communities have adopted a local currency, trading and currency exchange comes into play in dealing with equipment. For ease of conversion, we are using the Barter Point values as a baseline, and the different monies represent a set number of Barter Points, in general. However, currency used or traded outside the community will have a different value, and different communities have higher values for desired items and lower values for common items. If the gamemaster wishes, players that "flood the market" can artificially depress the value of certain items.

EXCHANGE RATES

Money is exchanged according to the following general formula:

Amount traded in times Exchange Rate times buy/sell rate times the merchants's reaction roll modifier. The reaction roll modifier is $1 + (.5 \times \text{reaction roll value})$. This reaction roll will be adjusted by faction and origin. The Buy Sell rate varies by merchant and casino between .80 and .99. The Gamemaster can either set a value for the merchant or randomize by $(.79 + 1D20 \text{ times } .01)$.

Example: David wants to trade 100 Prague Kronas for Miami poker chips at a Miami casino (buy/sell rate of .9). David is from Los Bromistas, giving him a -50 reaction roll modifier. He rolls a 74, adjusted by -50 for a 24 reaction roll. This is a -2 (poor) reaction, so his exchange rate will be: $\$100 \times 10 \times 0.9 \times (1 + (.5 \times -2))$ or \$810

Trading his winnings back in with the same merchant to cash out for Kronas will be:
 $\$1000 \times 0.1 \times 0.9 \times (1 + (.5 \times -2))$ or £81

Exchange Rates:

$$\$10 = £1 = €2 = ¥1000 = 10 \text{ BP}$$

Miami

Miami uses the Casino chip as base currency. These are manufactured with embedded digital chips for authentication, and are extremely hard to counterfeit. 1 Miami Dollar = \$1 = 1 BP. Chips have an encumbrance value of 0.001 ENC each.

The Fleet

The Fleet uses the US Dollar as base currency. These are stored digitally, and all Fleet passengers and crew receive an ID card that can be used as a debit card for authentication, and are extremely hard to counterfeit. 1 Fleet Dollar = \$1 = 1 BP. Cards have an encumbrance value of 0.001 ENC each.

Kennesaw Mountain

Kennesaw Mountain uses the Dixie as their currency. These are printed bills, with embedded wires and threads. 1 Kennesaw Dixie = £1 = 10 BP. Dixies have an encumbrance of 0.0001 each. They are printed in denominations of £1, £5, £10, £50, £100, £500, and £1000. Coins are also used – they are produced in pennies – 100 pennies to the Dixie. These are just stamped brass, and are relatively easy to counterfeit. Pennies have an encumbrance of .001 each.

Prague

Prague uses the Kronas. These are differently sized printed currency, printed on high tech holographic media with over 100 anti-counterfeiting features. These are extremely difficult to counterfeit. 1 Prague Kronas =

€1 = 5 BP. They are printed in denominations of €0.1, €0.5, €1, €5, €10, €100, €1000. Kronas have an encumbrance of 0.0001 each.

Seattle

Seattle uses the Yen as currency. These are printed bills made on genetically engineered paper. These are extremely difficult to counterfeit, as the paper appears like plastic with a cellular structure. 100 Seattle yen = ¥100 = 1 BP. Yen are printed in denominations of ¥10, ¥100, ¥500, ¥1000, ¥5000, ¥10000, ¥50000, ¥100,000, ¥500,000 and ¥1,000,000. Yen have an encumbrance of 0.0001 each.

COUNTERFEITING

Counterfeiting is a task using various skills based on the currency. These are listed below with the Task Value required for that skill. The task period is 1 day. A successful task will produce a batch of the currency. A batch size is a number of coins or bills (of the denomination the player chooses) equal to the effect roll of one of the skills needed for the task. A critical success in the task will result in a second batch being produced. A critical success in the batch effect roll doubles the total batch size.

Dollar: Computer Science 24, Electronics 54, Machining 17, Encryption 50

Dixie: Paper production 17, Plastics Forming 33, weaving 50, Commerce 35

Kronas: Encryption 87, plastics Synthesization 121, Lab Technique 42, Commerce 17, Plastics forming 22

Yen: Pathology 31, Pharmacy 15, Lab Technique 25, Plastics forming 30, Plastics Synthesization 54, Encryption 95

Counterfeiting a New Tokyo passport is a task using various skills. These are listed below with the Task Value required for that skill. The task period is 1 day. A successful task will produce a single passport. A critical success in the task will result in a second batch being produced. A critical failure in the task introduces an error in the passport (Roll a reaction roll, this is the chance that a scan of the passport will detect the error). A second critical failure can contaminate the DNA of the target, rendering passports impossible unless an Advanced Medical BCS roll is made at -5.

New Tokyo Passport: Advanced Medical 80, Pharmacy 75, Lab Technique 30, Encryption 120, Computer Science 125.

APPENDIX G: DISEASES AND POISONS

TABLE 75 COMMUNICABLE DISEASE TABLE

Use this table to determine the effects of various diseases.

Roll 1d20	Daily	Duty
1-5		Nothing contracted
6-8		Influenza An infection of the nose, throat and lungs. A - (-) - HLH - 12hr. - 2 - 3hr.
9		Mumps A contagious disease that causes a painful swelling of the salivary glands. A - (-) - HLH - 24hr. - 4 - 3hr.
10-11		Conjunctivitis / Pinkeye The swelling or inflammation of the tissues in the eyelids. A - (-) - HLH - 24hr. - 1 - 3hr.

- 12 Diphtheria
An acute nose or throat infection caused by the bacteria *Corynebacterium Diphtheriae*.
A - (-) - HLH - 24hr. - 1 - 3hr.
- 13 Strep Throat
A bacterial throat infection that causes soreness and scratchiness.
A - (-) - HLH - 24hr. - 4 - 3hr.
- 14 Pertussis / Whooping Cough
A bacterial disease causing violent, uncontrollable coughing.
A - (0) - HLH - 2D20hr. - 4 - 1D6hr.
- 15 Measles
A highly contagious viral respiratory disease.
A - (-) - HLH - 2D20+10hr. - 4 - 3hr.
- 16-17 Head Lice
A wingless insect that lives on the human scalp and feeds on human blood.
- 18 Viral Meningitis
An acute viral inflammation of the protective tissues surrounding the brain and spinal cord.
A - (-) - WT - 24hr. - 4 - 3hr.
- 19 Pinworms
Also known as the threadworm. A parasitic worm that lives in the lower digestive tract. Symptoms range from none at all to intense rectal itching.
- 20 Hepatitis A
An inflammation of the liver caused by the Hepatitis A virus.

Heat Sickness: If a character is put under heat stress and fails a Health AST, they become subject to Heat Exhaustion, resulting in tiredness and lethargy. If they stay under heat stress and fail a subsequent Health CST, they can suffer from Heat Stroke, and lose consciousness.

Physical Endurance Roll: If the encounter requires a physical endurance roll, roll a HLH AST. If the AST is failed, the character will become fatigued and collapse unless they roll a WL AST. Once fatigued, endurance checks are made against HLH CST, and resistance against WL CST.

Drug: Cielo (extremely addictive): Cielo was invented by Chelo of the Tres D as a derivative of PCP and Methamphetamine and he added extra ingredients to increase the addictiveness of the drug and encourage repeat customers. Cielo is addictive: for every dose taken, a health CST must be made or the user will pick up a habit. For each subsequent dose the CST is made at a minus equal to the number of lifetime doses the user has already taken. Detox is similar to Neo Heroin but twice as strong. Strength, deftness and speed are all increased by 50-100%. Shock factor is increased by 2d10. Wounds are resisted as per Neo Heroin. The effect lasts 3d6 hours.

In stress (combat, hostile activities, personal danger, pain, etc.) the victim/user must make a Will AST to control himself (one such roll at the onset of the situation is enough, unless it is very drawn out, in which case the Gamesmaster may choose to require subsequent re-rolls). If he fails, he will go berserk, attacking any apparent threat in his vicinity, including armed or violent-looking members of his own party. While berserk, his drug modified stats will be doubled (from the modified number). He will not break off a fight until his opponent is obviously dead, and he will try to kill with no regard for other factors. In this state, the user will double the Effect Die rolls for such things as breaking restraints, great leaps, etc. He will be absolutely fearless, but will view any opposition to his ideas as a direct attack. He is immune to Fatigue.

When the drug wears off, the user must make an immediate Health AST, as well as checking for any results of losing his drug-given powers (wounds, pain, fatigue, etc.). If he fails to make the roll, he will

undergo a mental flashback 2D20 hours later, lasting for 10-60 minutes. His mental attitudes will be the same as in the berserk state, but he will have none of the physical advantages of the drug. After this spell ends, he must roll the Health AST again, repeating the flashback process over and over until the Saving Throw succeeds.

Drug: Chinese Red: A very potent form of heroin. Reduces the effects of being wounded.

I - N - WT - 1 Combat Turn - 5 - 1 Combat Turn - Hallucinations, Lethargy. If WT reduced to WT CST, Nausea.

If the damage total taken exceeds 50% of the DRT, the patient has no penalties for this state; he is effectively unwounded. If over 75% of the DRT, he suffers

only the penalty for being over 50%. If his damage total exceeds his DRT by less than his Healing Rate, he is not comatose, which would be normal, but suffers the penalties for wounds past 75% of the DRT. Damage exceeding

the kill point is still fatal, or incapacitating in the case of Subdual Damage.

The patient's Shock Factor is doubled under the influence of Chinese Red.

The drug is addictive. For every dose taken, a Health AST must be made, or the user will pick up a habit. It requires 72 hours of cold turkey from the drug to kick the habit. After an addict's last dose wears off, he will be unaffected for hours equal to his Health AST. He will become Partially Fatigued after that, until the time in hours since the last dose equals his

Health score. He will then become Fully Fatigued. He must roll a Health AST and Will AST at this point (or rather, the Gamesmaster should roll for him). If he fails the first roll, he will collapse, delirious, after a number of hours equal

to the Health Group Effect Die roll. If he makes the Health AST but fails the Will AST, he will retain consciousness but will do anything to get another shot of the drug during the remainder of the seventy-two-hour detoxification period. The Gamesmaster may dictate his actions, or let the Player control them if he can

be trusted to play the addict's desperate craving properly. We would remind readers that a junkie undergoing withdrawal is not entirely sane. He will undertake any course, no matter how slim its chance of success, that seems likely to get him that next shot. A dose of Chinese Red will last for 2D6 hours. During that time, it controls the wound effects as stated. When it wears off, all wounds will revert to normal effects.

Sprain a Leg / Arm Joint: This is represented by critical subdual damage to a limb. The event attacks the location with a strength group of 1D6 and a BCS of 12, inflicting subdual damage.

Exposure to High Levels of Ammonia: Ammonia - A, (D) - (-) - HLH - 1 Combat Turn - 1 - 1 Combat Turn/1 Hour - Lethal Poison

Consuming Psychotropic Cave Fungus: G, dilution (water) - N - WT - 1 Combat Turn - 2 - 1 Combat Turn - Hallucinations. If WT reduced to WT CST, Nausea

Consuming Horsenettle: Effect on humans and cows:
G, dilution (water) - N - WT - 1 Combat Turn - 2 - 1 Combat Turn - Hallucinations. If WT reduced to WT CST, Nausea.

Sand Inhalation: Sand inhalation causes 1D10 of non-ignorable Distractions (coughing) on anyone in the cloud area without a gas mask or filter of some kind. It will add 1D10 to the Distractions every Combat Turn of exposure. When the total Distractions are greater than the victim's Will score, he will be seized only by the motivation to cough. If he cannot make a HLH AST, he is subjected to lung damage and pneumonia.

CONSUMING SPOILED FOOD: VARIOUS EFFECTS – REFER TO TABLE BELOW:

Table 76 Spoiled Food Effects

Type	Description
Spoiled Food (Contaminated)	G, dilution (water) - L - HLH - 1 hour - 1 - 1 Hour-Nausea, Headaches
Botulism Infected Food	G - (+) - HLH – 2d10 hours. – 3 – 3d20 minutes– Nausea, vomiting, convulsions

Consuming Human Flesh – Kuru: Kuru is known as “the cannibal’s disease”. Contracted by eating human flesh, it has a very long incubation period, and is usually fatal once symptoms appear. There are three stages of the disease.

Table 77 Kuru Stages

Kuru Stage	Description
Stage 1	

G - (0) - DFT – 3d10 weeks. – see chart – 3d20 months– tremors, slurred speech

Stage 1 Kuru advances to stage 2 when DFT is reduced to DFT AST. The tremors get worse as DFT is decreased.

Stage 2 G - (0) – DFT,STR - 12hr. – see chart – 1d20 weeks – tremors, slurred speech, emotional instability, random bursts of hysterical laughter

Stage 2 Kuru advances to stage 3 when DFT is reduced to DFT CST

Stage 3 G - (0) – DFT,STR,HLH - 12hr. – see chart – 1d20 days – tremors, slurred speech, emotional instability, dysphagia (difficulty swallowing), ulcerations

The strength of the Kuru disease is dependent on the human flesh consumed.

Table 78 Human Flesh Consumption

Type of Flesh	Kuru Strength
Non cannibal	50% chance carries Kuru, then 1
Occasional Cannibal	2
Cannibal	3
Kuru Stage 1 infected	4
Kuru Stage 2 infected	5
Kuru Stage 3 infected	6
Killed by Kuru	7

Inhaling Knock Out Gas:

Knock-out gas A – (+) – HLH – 1 to 4 Combat Turns – 4 – 10 minutes.

When the victim’s HLH is reduced to below their HLH AST, they must roll a WL AST to remain conscious. When the victim’s HLH is reduced to below their HLH CST, they must roll a WL CST to remain conscious. When the victim’s HLH is reduced to 0, they are unconscious.

APPENDIX H: CHARACTER CREATION

If making a character that has a Fleet origin, use these rules. If the character’s origins are American, London, Prague, or another region, use the rules from that campaign book.

FLEET CHARACTERS

Crew

Crew characters are divided into two groups – Old Crew and New Crew. The Old Crew was Crew before the ruin. New Crew has been accepted and sworn into the crew. To be Old Crew, the character must be Age

Group 4, and have the following minimum Attributes and Skills. New Crew just need to meet the minimum requirements and can be any age. Wit 8, STR 15, DFT 10, HLH 10, Seamanship BCS 8, and a MOS (Military Operational Specialty) skillset appropriate to their role (see chart below). Only the specialties currently used in the fleet are listed.

NAVY MOS	Navy Job Title	Army MOS	Warrant MOS	Warrant Officer Title
		18A		SF Detachment Commander
		180A		SF Assistant Detachment Commander
5326	Naval Special Warfare Combatant Swimmer (SEAL)	18Z		SF Operations Sergeant
		18F		SF assistant Operations and Intelligence Sergeant
		18B		SF Weapons Sergeant
5332-5337	Naval Special Warfare EOD Technician	18C		SF Engineer Sergeant
SO-5392	Naval Special Warfare Medic	18D		SF Medical Sergeant
		18E		SF Comms Sergeant
8278 8279	Traffic Management Coordinator	88N	882A	Mobility Officer
9550 9562 9563	Water Craft Operator	88K	880A	Marine Deck Officer
9525 9549	Automated Logistics Specialist	92A	920B	Supply Systems Technician
BM	Water Craft Operator	88K	880A	Marine Deck Officer
BU,CE, EA	Builder, Electrician, Engineering Aid	12W 12R 12T	120A	Construction Engineering Technician
CM	Construction Mechanic	*	919A	Engineer Equipment Maintenance Warrant Officer
CS	Culinary Specialist	92G	922A	Food Service Technician

CTM CTN CTO	Crypto Technician - Maintenance Crypto Technician - Networks Crypto Technician - Comms	*	255N	Network Management Technician
GS	Gas Turbine Systems Technician	88L	881A	Marine Engineering Officer
IS	Intelligence Specialist	35G	125D	Geospatial Engineering Technician
IT	Information System Technician	25B	255A	Information Services Technician
LN	Legalman	27D	270A	Legal Administrator
MM	Machinist Mate	88L	881A	Marine Engineering Officer
MR	Machinery Repairman	44E	914A	Allied Trades Warrant Officer
SK	Storekeeper	92A	920B	Supply Systems Technician
SK 2821	Storekeeper - Traffic Management	88N	882A	Mobility Officer
SK 2829	Storekeeper - Unit Supply	92Y	920A	Property Accounting Technician
GM	Gunner's Mate	*	890A 948D	Ammunitions Technician Electronic Missile Systems Maintenance
UT	Utilitiesman	12R	120A	Construction Engineering Technician
5341-5345	Master Diver, Diver 1 st class, Diver 2 nd Class, SCUBA Diver			

Requirements for Crew jobs details:

Special Forces Detachment Commander– Tactical Command BCS 14, plus one of the other Special Forces requirements

180A- Tactical Command BCS 8, plus one of the other 18Z-F MOS requirements

Naval Special Warfare Combatant Swimmer (SEAL)– Swimming

BCS 18, SCUBA BCS 14, Modern Rifle BCS 14, Modern Pistol BCS 14, Autoweapon BCS 14, Unarmed Combat BCS 14, First Aid BCS 14, Tactics BCS 12, Stealth BCS 14, Survival (ocean) BCS 14, STR 25, HLH 25, DFT 25

Naval Special Warfare Medic - as Naval Special Warfare Combatant Swimmer (SEAL)– but plus Advanced Medical BCS 14

SF Operations Sergeant – Auto Driver BCS 8, Modern Rifle BCS 14, Modern Pistol BCS 14, Autoweapon BCS 14, Unarmed Combat BCS 14, First Aid BCS 14, Tactics BCS 12, Stealth BCS 14, Survival (rural) BCS 14, STR 25, HLH 25, DFT 25

Special Forces Medical Sergeant – as Special Forces Operations Sergeant, plus Advanced Medical BCS 14.

SF Communications Sergeant – as Special Forces Operations Sergeant, plus Radio Communications BCS 14.

Traffic Management Coordinator/Mobility Officer – Commerce BCS 14, 1 modern firearm skill with BCS 12 or better.

Water Craft Operator/Marine Deck Officer – Powerboat Pilot BCS 12, Modern Rifle and Pistol BCS 8.

Automated Logistics Specialist/Supply Systems Technician. Commerce BCS 16, Firearms Repair, Modern BCS 8.

Builder, Electrician, Engineering Aid, Construction Engineering Technician, Electrician BCS 14.

Construction Mechanic/Engineer Equipment Maintenance Warrant Officer – Repair skills BCS 14.

Culinary Specialist/Food Services Technician (Cook) – Nutritionist BCS 10, Salvage Food BCS 8,

Crypto Technician - Maintenance Crypto Technician - Networks Crypto Technician – Communications, Network Management Technician - Cryptography BCS 14, ECM Operation BCS 12, Computer Science BCS 8

Gas Turbine Systems Technician – Power Generation, Electrical BCS 14

Marine Engineering Officer – 3 engineering skills BCS 14.

Intelligence Specialist – Interrogation BCS 8, Arial Recon Interpretation BCS 14, Encryption BCS 8,

Information System Technician – Computer Science BCS 12, Electrician BCS 8

Legalman – Literacy BCS 18, Interrogation BCS 12

Machinist's Mate – Machining BCS 12, Blacksmithing mechanic BCS 12

Machinery Repairman – Marine Mechanic BCS 14

Storekeeper – Commerce BCS 16

Gunner's Mate – Breech Loading Artillery BCS 12, Direct Fire Cannon BCS 12, Missile Launcher BCS 12

UtilitiesMan – Electrician BCS 12

Marine Diver/SCUBA Diver – Scuba Diving BCS 14, Swimming BCS 14, Survival, water BCS 14, Demolitions, BCS 10

Reactor Engineer – Power Generation Nuclear BCS 14

Non-Navy Crew Positions - (Entertainer, Bartender, Civilian Crew) skills as per the position, plus Commerce BCS 8.

Non - Crew

Non-Crew characters are generated according to the standard rules, except they are part of a high tech community and have access to all skills. Feral characters or loners have joined the fleet during its travels. Any character with an age group of 0 or 1 that has a community origin should be from the fleet community on a roll of 1-4, and a foreign (land) community on a 5-6.

Initial Equipment

Initial equipment for Fleet characters should be in the form of Fleet currency, equivalent to (1D20 plus value of a reaction roll) times 10 times their age group. An additional number of Fleet dollars is given to them based on their initial equipment rolls, converted into Fleet Dollars. Personal items (cards, lockpicks, armor, etc.) generated as initial equipment are given to the character as normal.

APPENDIX I: CATALOG OF FINDS

FOOD

01-10	U0	Stagnant, brackish or muddy water
11-15	U0	Nest of 1D6 rats
16-20	U0	1D20 Giant Cockroaches
21-36	U1	Rainwater tank, containing 4D10 quarts safe water
37-41	U1	1D10 half-liter plastic bottles of safe water
42-44	U2	Fish-trap in creek: 1D6 rations of fresh fish, plus safe water source
45-50	U2	Chicken or duck sitting on 1D6 fresh eggs.
51-55	U2	Field of potatoes or carrots: 2D10 rations of fresh food
51-60	U2	Fruit tree: 2D10 rations of fresh food
61-62	U2	Large container of pickled cabbage (sauerkraut or kim chi): 2D10 rations of preserved natural food
63-64	U3	Large tin of hardtack: 2D10 rations
65-66	U3	Plastic jar (2 liters) of pickled onions or pickled eggs (two rations).
66-68	U3	Large sack of trail mix: 1D10 rations of preserved natural food
69-70	U3	2D10 rations of dried meat or fish
71-72	U3	2D10 rations of pre-Ruin tinned food (10% unlabeled, 10% pet food)
73-75	U3	2D10 jars (one ration each) of preserved fruit.
76-80	U4	2D10 assorted freeze-dried meals
81-90	U5	2D10 assorted MREs
91-00	U5	2D10 assorted Super-K rations, assorted flavors.

LUXURIES

01-03	U0	1D6 bottles of bad liquor (pre-Ruin wine turned sour, or bad post-Ruin homebrew - may contain methanol).
04-05	U0	Junked vacuum cleaner.
06-08	U0	Junked gaming console.
09-10	U0	Junked VCR (1-7 VHS, 3-10 Betamax).
11-13	U0	2D10 vinyl records (your least favorite genre or artist)
14-15	U0	2D6 8-track cartridges
16-17	U0	Junked office photocopier.
18-20	U0	1D6 junked CRT computer monitors.
21-24	U1	1D6 liter bottles of home-brewed beer, wine and/or mead
25-27	U1	Working DVD player and 1D10 DVDs.
28-29	U1	Working hairdryer.
30-31	U1	Working washing machine.
32-34	U1	Working fridge with freezer.
35-36	U1	Working microwave oven.
37-38	U1	Bulky and possibly fragile artwork. Roll 1D10: 1-3 ENC .3; 4-7 ENC .6; 8-9 ENC 1, 10 ENC 3.5 x 1D3 ¹
39-40	U1	Designer-label shoulder bag stuffed with looted jewelry and/or very small antiques: ENC 3.5
41-43	U2	1D2 badminton, tennis or squash racquets.
44-45	U2	Bag of golf clubs
46-47	U2	Fishing tackle (rod, reel, hooks, lines, etc.: ENC 1)
48-50	U2	Playing cards with erotic pictures (nudes, pin-ups, X-rated, etc.)

1 Roll on Culture and Commerce skill to estimate value of each piece. A Critical failure on either may mean that you've failed to recognize a treasure, or more likely, that you've been fooled by a fake (or a Turner Prize winner) which encumbers you needlessly.

49-56	U2	1D6 liter bottles of home-brewed spirits.
57-58	U2	Diving mask and flippers
59-60	U2	Pool table with cues, balls, etc.
61-62	U3	1D10 sealed cartons of pre-Ruin cigarettes (each two-hundred cigarettes).
63-65	U3	2D10 packs of packaged imported luxury foods (each .5 ENC): coffee, tea, chocolate, caviar, truffles, etc.
66-67	U3	1D6 vials of designer label perfumes and cosmetics.
68-69	U3	Battery-powered portable DVD player, ENC .3, and 1D6 DVDs.
70-72	U3	Working MP3 player with earbuds and voice recorder setting, ENC .05
73-75	U3	1D10 liters pure grain alcohol
76-78	U4	Baseball helmet (DP 1) with clear visor (MP 2, front only), groin protector (Q-FQ), Catcher's pads (Q-HC, 15-18).
79-80	U4	Paintball helmet (MP 1-2), vest (Q-SY 4-11) and gloves (PH 29-30). Vest has 2D2 large pockets and 2D2 medium pockets, including pistol holster and chest pocket for holding hard armor plate (not included).
81-83	U4	1D3 Baseball bats.
84-85	U4	1D6 liters of pre-Ruin Scotch
86-87	U4	Solar shower, microfiber towel and tube of liquid soap.
88-90	U4	Sleeping pad, inflatable mattress, or lightweight hammock.
91-93	U5	Working still, Efficiency Factor 1D3.
94-95	U5	Luxury or multi-function watch (automatic, self-winding, or solar-powered).
96-97	U5	Fiberglass bow, 4D3 x 10-pound pull, quiver of 3D fiberglass-shafted target arrows.
98-00	U5	Hooded crash suit with flame protection (Rigiplast 1-18, 21-28)

WEAPONS

01-07	U0	Junked Firearm (see Firearms chart)
08-09	U0	1D10 rounds dud ammo (1-2 9mm Parabellum, 3-4 .45ACP, 5-6 5.56 NATO, 7 7.62 NATO, 8 .30-06, 9-10 12 GA).
10	U0	1D10 rounds Unsafe ammo (1-2 9mm Parabellum, 3-4 .45ACP, 5-6 5.56 NATO, 7 7.62 NATO, 8 .30-06, 9-10 12 GA). – BDG is doubled, but critical failure occurs 50% of the time, resulting in a chamber explosion.
11-13	U0	Dull hatchet, WDM 1L
14-16	U0	Rusty switchblade, WDM 1.1L
17-20	U0	Cheap brass knuckles, WDM 1B
21-27	U1	Disrepaired Firearm
28-30	U1	1D6 lengths of light pipe (1-6 SW, 7-10 PI)
31-32	U1	Baseball bat
33-34	U1	Straight razor
35-37	U1	1D10 spent cartridges (calibers as for 8-10).
38-40	U1	1D10 rounds weak .38 Special (BDG 5)
41-42	U2	Fire ax
43-44	U2	Chain
45-48	U2	Machete
49-50	U2	1D6 lengths of heavy pipe (1-6 SW, 7-10 PI)
51-52	U2	Cheap Firearm Clone, DUR 1 (see Firearms Chart)
53-55	U2	2D10 rounds .22 long rifle
56-60	U2	2D10 rounds 9mm Parabellum
61-62	U3	Trench knife
63-64	U3	Nunchaku, wood
65-66	U3	Katana
67-72	U3	Firearm (see firearms chart)
73	U3	1D6 Firearms (see firearms chart)

74-75	U3	1D10 loose rounds (roll on Firearms chart to find weapon. Caliber is per weapon)
76-77	U4	Telescopic sight for rifle, 10x magnification
78-79	U4	Infra-red sight for rifle, 2x magnification
80-81	U4	Starlight scope for rifle, 3x magnification
82-83	U4	LLM01 laser sight for rifle or pistol
84	U4	2D6 boxes (50) rounds AP rifle ammo
85	U4	Magazine for Glock 19, loaded with 15 High Power Hollow Point 9mm Parabellum rounds.
86	U4	Machinegun (see Machinegun chart) with 2D6 full reloads.
87-88	U4	1D10 US Mk 8 hand grenades.
89-90	U4	1D3 Claymore mines
91-93	U5	1D6 40mm Grenades (1-5 HEAP, 6-9 Tear Gas, 10 Canister)
94-96	U5	M203 40mm grenade launcher.
97-98	U5	1D3 units of primers, 1D100 units of smokeless powder and 1D10 units of lead.
99-00	U5	Handloading kit for Rifle, Efficiency Factor 1; swage for .223, Efficiency Factor 60.



FIREARMS (1D20)

01	OB	Roll on Obsolete Chart
02-04	Pistol	Roll on Pistol Chart
05-07	Carbine	Roll on Carbine Chart
08-10	Rifle	Roll on Rifle Chart
11-16	SG	Roll on Shotgun Chart
17-18	SMG	Roll on SMG Chart
19	MG	Roll on MG Chart
20	UM	Roll on Ultra-Modern Chart

OBSOLETE FIREARMS (1D20)

01	Owen Machine Carbine
02-06	Kennesaw Rifle
07-10	Kennesaw Pistol
11-15	Kennesaw Light Pistol
16-18	Webley & Scott Mk.VI Revolver
19	Spencer Rifle
20	Spencer Carbine

PISTOLS

1	Ruger LCP Pistol
2	Ruger LC9 Pistol
3	Kimber Pro CDP II Pistol
4	Beretta 92FS Inox
5	Glock 17 Pistol
6	Glock 18 Pistol
7-9	Glock 19 Pistol
10	Glock 21 Pistol
11-12	Glock 22 Pistol
13	Glock 23 Pistol
14	Glock 26 Pistol
15	Glock 27 Pistol
16	Glock 30 Pistol
17	Glock 41 Pistol
18	Glock 42 Pistol
19	SIG P230
20	SIG P226
21	SIG P228
22	Nambu M60
23	S&W 500 Revolver
24	Colt Peacemaker Replica
25	1897 Outlaw Revolver
26	American Derringer Model 1 (.22LR (1-10),.25 ACP (11-20),.256 Mag (21-22), .32 short (23-28),.32 long (29-33),.357 Magnum (34-40), 9mm Parabellum (41-50),.38 Special (51-57), .38 Super Auto (58-61),.40 S&W (62-66), .41 Magnum/410 ga (67-75),.44 Special (76-80), .44 Magnum (81-85),.45 Long Colt (86-91), .45 ACP (92-99),5.56 Nato (100))
27-28	Ruger SR9
29	Walther P22
30	Ruger 22/45
31	Mauser M1896
32	S&W Model 4006
33	S&W Model 10
34	M1911A1
35	Browning High Power
34	P1
35	P2
36	P3
37	P4
38	P5
39	P6
40	P7
41	P8
42	P9
43	P10
44	P11
45	P12
46	P13
47	P14
48	P15
49	P16
50-51	P17
52	P18

53	P19
54	P20
55	P21
56	P22
57	P23
58-59	P24
60	P25
61	P26
62	P27
63	P28
64	P29
65	P30
66	P31
67	P32
68	P33
69	P34
70	P35
71	P36
72	P37
73-74	P38
75	P39
76	P40
77-78	P41
79	P42
80	P43
81	P44
82	P45
83-84	P46
85	P47
86-87	P48
88	P49
89	P50
90	P51
91	P52
92	P53
93	P54
94	P55
95-96	P56
97	P57
98	P58
99	P59
100	P60

CARBINES

1-5	M1 Carbine
6-14	Thompson M1928A1
15-24	Thompson M1A1 Carbine
25-27	C1
28-31	C2
32-38	C3
39-41	C4
42-43	C5
44	C6
45	C7
46	C8
47-51	C9
52-58	C10
59-65	C11
66-70	C12
71-78	C13
79	C14
80-81	C15
82-92	C16
93-95	C17
96-100	C18

RIFLES

1	Savage Arms Axis Hunting Rifle
2-3	Remington 700 PSS
4-5	1892 Lever Action Rifle
6	SVD Sniper Rifle
7	Barrett M82A1 "Light 50" Rifle
8	Accuracy International 338 Lapua
9-11	Remington 700 VLS
12	Savage Arms Model 10 Precision Carbine
13	Barrett M99 Rifle
14	Remington 783
15	FN CAL
16	Colt M4A1 Assault Rifle
17	Type 56 Assault Rifle
18	Automat Kalashnikova (AK/AKM/AKMS) 47
19	AK/AKS-74
20-21	SIG 550
22	H&K G36C Assault Rifle
23	H&K G36 Assault Rifle
24	Kel-Tec RFB Carbine
25	1903a4 sniper rifle
26	FN F2000 Bullpup
27	Longbow 20mm rifle
28	Ruger Mini-14
29	M1 Garand
30	M1 Carbine
31	M1A1 Carbine
32	M14 Rifle
33	M16 Rifle
34	Colt Commando Carbine
35	M-4 Rifle
36	M18 Rifle
37	M22
38	FAL Assault Rifle
39	FAL Assault Carbine
40	MK 4 Rifle
41	EM-2 Carbine
42	L-85 Rifle
43	R1
44	R2
45	R3
46	R4
47	R5
48	R6
49	R7
50	R8
51	R9
52	R10
53	R11
54	R12
55	R13
56	R14
57	R15
58-59	R16
60	R17
61	R18
62	R19
63-64	R20
65	R21
66	R22
67	R23
68-69	R24
70	R25
71	R26
72	R27
73	R28
74	R29

75 R30
 76-77 R31
 78 R32
 79 R33
 80 R34
 81 R35
 82 R36
 83 R37
 84-85 R38
 86 R39
 87 R40
 88 R41
 89 R42
 90-91 R43
 92-93 R44
 94-95 R45
 96 R46
 97 R47
 98 R48
 99 R49
 100 R50

SHOTGUNS

1-3 Benelli M4 Tactical Shotgun
 4-9 Benelli ETHOS Shotgun
 10-16 12 Gauge "Hogleg"
 17-18 Mossberg 500 Cruiser
 19-23 Kel-Tec KSG
 24 Remington 1100
 25-26 SG1
 27-29 SG2
 30-34 SG3
 35-36 SG4
 37 SG5
 38 SG6
 39 SG7
 40 SG8
 41-43 SG9
 44-47 SG10
 48-51 SG11
 52-54 SG12
 55-60 SG13
 61 SG14
 62 SG15
 63-69 SG16
 70-74 SG17
 75-77 SG18
 78 SG19
 79-85 SG20
 86-89 SG21
 90-91 SG22
 92-93 SG23
 94-100 SG24

SUBMACHINEGUNS

1-3 OA-93 Pistol
 4-14 Micro UZI
 15-23 Thompson M1928A1
 24-31 Thompson M1A1 Carbine
 32-47 M3A1 Submachinegun
 48-63 UZI SMG
 64-73 MP-40
 74-76 Mk 2 Sten
 77-91 Mac 10
 92-98 Mac 11

99 American 180
 100 American 180 Machine Pistol





MACHINEGUNS

1-5	M60
6-10	M249 SAW
11-12	M27 Infantry Automatic Rifle
13-20	Browning BAR M1918
21-23	AT-4
24-29	M-79 Grenade Launcher
30-32	M203 Grenade Launcher
33-35	MK-19 Grenade Launcher
36-40	6 Pound Cannon
41-46	12 Pound Cannon
47-51	10 Pound Parrott Rifle
52	105MM Field Howitzer M3
53-55	.30 Caliber Browning Med MG
56-60	M60 GPMG
61-63	Browning M2 HMG
64-67	Bren LMG
68-75	SIG 710-3 GPMG
76-81	HK 21 LMG
82-84	HK21 GPMG
85-92	HK21 HMG
93-100	Mauser MG1



ULTRA_MODERN WEAPONS

1-14	Lee Enfield Autoneedler Mk 1
15-38	Lee Enfield Autoneedler Mk 1A
39-65	Lee Enfield Mk 12 Gauss Rifle
66-79	Lee Enfield Mk 15 Defeater
80-95	Lee Enfield MK 20 Support Weapon
86-100	Longbow 20mm rifle

FUEL/POWER

01-20	U0	Plentiful dry wood suitable for fire or torches.
21-24	U1	Disrepaired transistor radio with junked E-1.

23-24	U1	Junked Camper's Flashlight with junked E-5, usable as club.
25-27	U1	Hand-cranked generator, with connection for leech.
28-30	U1	1D6 cans Sterno, .05 ENC each, producing two hours of Rating 2 Fire.
31-32	U1	Box of 2D10 waterproof matches.
33-36	U1	6D6 Fuel tablets: .001 ENC each, producing twelve minutes of Rating 3 Fire.
37-38	U1	2D10 wax candles, 2D10 x .001 ENC each: burn for two hours per .001 ENC.
39-40	U1	Backpacker's stove, for burning solid or liquid fuel. ENC .05.
41-44	U2	1D6 E-10 batteries (D100 % charge)
45-48	U2	1D10 E-5 batteries (D100 % charge)
49-56	U2	2D10 E-1 batteries (D100 % charge)
57-60	U2	Bicycle generator (1-4 parts, 5-10 already assembled).
61-63	U3	Treadmill generator (1-4 in parts, 5-10 already assembled)
64-67	U3	20-liter jerrycan holding 2D10 liters alcohol fuel.
68-69	U3	Ev-100 battery (D100 % charge)
70-71	U3	Ev-50 battery (D100 % charge)
72-75	U3	Ev-10 battery (D100 % charge)
76-77	U4	Portable generator (1.65 kW, runs 4 hours on 4.1 liters gasoline). Connection for leech. ENC 3.5.
78-79	U4	Larger motorized generator with handcart (6.5 kW, runs fourteen hours on seventeen liters gasoline). Connection for leech.
81-84	U4	Reliable electricity supply from a permanent installation and renewable source (windfarm, hydroelectric, solar, etc.)
85-87	U4	20 liter jerrycan holding 2D10 liters gasoline or diesel.
88-90	U4	1D6 small wind turbines (5 KW each) or micro hydropower (10 KW) setup.
91-92	U5	2D6 Fuel Cells.
93-96	U5	1D6 Solar Screen panels.
97-00	U5	Leech transformer.

CLOTHES/ARMOR

01-02	U0	Light cloth scraps (baby clothes, neckties, offcuts, etc.), useable for quilting: 3D10 locations.
03-04	U0	Woolen soccer beanie (HC 1), brightly colored
05-06	U0	2D3 waterproof hooded ponchos (LP 1-14)
07-08	U0	Plastic trash can lid
09-10	U0	1D100 locations of light cloth (bed sheets, table cloths and other linens)
11-12	U0	1D6 pairs of socks (1-2 LC 19-20; 3-6 LC 17-20, 7-10 HC 17-20)
13-14	U0	Box of 4D6 disposable gloves (LP 29-30)
15-18	U0	1D10 T-shirts (LC 4-9), assorted sizes, colors and slogans
19-20	U0	Plywood (1D3 x ¼" thick), large enough for one Class 5 shield
21-22	U1	Alligator skin: two locations HH, 5 SH, 5 AH
23-25	U1	Motorcycle leathers with boots and gloves (HL 4-10, 21-28; LL 11-18, 29-30; HL 17-20)
26-28	U1	1D6 pairs of shoes (LL 19-20), assorted sizes, colors and styles
29-30	U1	Greatcoat (HC 4-16, 21-28).
31-32	U1	Turtleneck sweater (HC 3-9, 21-28)
33-37	U1	Pants (HC 10-18), assorted sizes and colors, 2D3 pockets
38-40	U1	Seven army surplus blankets (2.8 ENC): 700 locations of Heavy Cloth.
41-42	U2	Reproduction chainmail hauberk (M-SP 4-16, 21-26)

43-44	U2	Samurai dou, lacquered leather (H-HL 4-14)
45-48	U2	Boiled leather cuirass (H-HL 4-9)
49	U2	Corinthian helmet (BP 1-2)
50	U2	Mixed martial art helmet (Q-HL 1-2)
51-52	U2	Reproduction chainmail coif (M-QS 1-3)
53-54	U2	1D10 Hard hats (AA 1)
55-60	U2	Flak Jacket (LP-AA 4-12)
61-67	U3	1D6 Army helmets (SP 1)
68-69	U3	Samurai dou, steel (LP-QS 4-14)
70-72	U3	Breastplate (SP 4-10 front only)
73-74	U3	Titanium flak jacket (LP-TA 4-12, AV 9, ENC .279)
75	U3	Reproduction half-plate armor (sallet, bevor, cuirass, fauld and pauldrons: SP 1-9, LP-SP 10-11, 21-22)
76-77	U4	Light Reconnaissance Unit Armor Fatigues, Gauntlets and Boots
78-81	U4	Metpol Flak Jacket and Coverall
82-83	U4	Metpol SWAT/CDU Coverall, Hip guards and Joint Guards
84-86	U4	1D3 Street suits (PX 3-18, 21-28)
87-88	U4	1D10 Plastic Flak Jackets
89	U5	Deluxe Street Suit with hood (Q-PX 1-2; PX 3-18, 21-28; BC20 4-12) and gas mask
90	U5	Russian/Czech Light Body Armor
91	U5	Russian/Czech Heavy Body Armor
92	U5	Hooded crash suit with flame protection (Rigiplast 1-18, 21-28)
93	U5	Light Reconnaissance Unit Armor Helmet and Gorget (AP 1-3)
94-96	U5	Metpol SWAT/CDU Issue Armor
97	U5	Field Infantry Mark I armor with undersuit.
98	U5	Heavy Infantry Armor Mark III
99	U5	Heavy Infantry Armor Mark IV
00	U5	Light Assault Unit Armor

TOOLS/KITS

01-03	U0	Hobo knife (jack knife with spoon, fork and can bottle opener)
04-07	U0	1D6 pieces office stationery (pens, staplers, paperclips, etc.)
08-11	U0	1D6 random kitchen utensils, not useable as weapons
11-12	U0	Disrepaired (blunt) saw, chisel or axe
13-14	U0	1D6 random small garden tools, not useable as weapons
15-18	U0	Tools or parts useable as clubs or cudgels (axe handles, crowbars, etc.)
19-20	U0	1D100 units of thread
21-22	U1	Auto Repair Kit 1
23-24	U1	Chemistry Lab 1
25-26	U1	Hammer (1-3) or Hatchet (4-6)
27-28	U1	Leatherworking Kit
29	U1	Electrician's Kit 1
30	U1	Marine Mechanic Repair Kit 1
31-32	U1	Sewing Kit
33-34	U1	Plastics Repair Kit 1
35-36	U1	Carpentry Tool Kit 1
37-38	U1	Simple Drafting Kit
39-40	U1	Crude Lockpicks
41-42	U2	Chemistry Lab 2
43	U2	Complex Drafting Kit
44	U2	Multi-tool
45-46	U2	Sewing Machine (Powered Sewing Kit, can sew FQ material up to AV 3, requires electricity)
47-48	U2	Plastics Repair Kit 2
49-51	U2	Auto Repair Kit 2
52	U2	Spinning Kit
53	U2	Weaving Kit



54-56	U2	Carpentry Tool Kit 2
57-58	U2	Electrician's Kit 2
59	U2	Good lockpicks
60	U2	Stethoscope
61	U3	Powered spinning kit
62-63	U3	Auto Repair Kit 3
64-65	U3	Improvised Forge, Efficiency 1
66-67	U3	Electrician's Kit 3
68	U3	Magnalock tuner
69	U3	Chemistry Kit 3
70	U3	Powered weaving kit
71-72	U3	Plastic Repair Kit 3
73-74	U3	Carpentry Tool Kit 3
75	U3	Quality Lockpicks
76-77	U4	Memory storage magnalock tuner
78	U4	Chemistry Lab 4
79	U4	Good Quality Lockpicks
80	U4	Carpentry Tool Kit 4
81-82	U4	Water Condenser (Roll 1D10 - 1-3 Mark 1, 4-6 Mark 2, 7 Mark 3, 8 Mark 4, 9 Mark 5, 10 Mark 6)
83	U4	Portable Forge, Efficiency 2D2
84	U4	Radiological Decontamination Equipment, 2 cubic meters, 50 charges
85-87	U4	Biological Decontamination Equipment, 2 cubic meters, 50 charges
88-90	U4	Chemical Decontamination Equipment, 2 cubic meters, 50 charges
91	U5	Radiological Decontamination Equipment, 8 cubic meters, 100 charges
92-93	U5	Biological Decontamination Equipment, 8 cubic meters, 100 charges
94-95	U5	Chemical Decontamination Equipment, 8 cubic meters, 100 charges
96-00	U5	Electrified Forge, Efficiency 5

MEDICINE

01-20	U0	1D10 bandages
21-35	U1	1D10 bandages and 1D10 units of medical supplies
36-40	U1	1D10 bandages and 1D3 inflatable splints
41-60	U2	Medkit 1, 1D10 bandages and 1D10 units of medical supplies
61-75	U3	Medkit 2, 1D10 bandages and 1D10 units of medical supplies
76-77	U4	Medcomp
78-80	U4	Defibrillator and Medkit 1
81-83	U4	1D3 Syrettes Polycellulac-3



- 84-85 U4 1D3 Syrettes Neo-Heroin
 86-87 U4 Medkit 1, one Syrette Polycellulac-3, one Syrette Cardiacine
 88-89 U4 1D6 Syrettes Panomycin
 90 U5 1D3 Syrettes Polycellulac 5(E)
 91 U5 1D3 Syrettes Polycellulac 6(E)
 92 U5 1D3 Syrettes Polycellulac REGEN
 93 U5 Retro DNA Syrette (Roll on Mutation Tables)
 94-95 U5 Medkit 2, Medcomp, Defibrillator, Electric Cautery Knife
 96-97 U5 Medkit 2, 1D3 Syrettes Polycellulac-3, 1D6 Syrettes Panomycin, 1 Syrette Cardiacine, 1 Syrette Neo-Heroin, 1 Syrette Anarad, 1 Syrette Atropine
 98-99 U5 Surgery. If connected to working power supply, 70% chance it will belong to a Doctor with Advanced Medical at 14+ (treat as a Cache).
 00 U5 Ambulance: disrepaired van containing Medcomp, Medkit 2, 1D10 bandages, 1D10 units of medical supplies, 1D6 inflatable splints.

DATA/COMMUNICATIONS

- 01-03 U0 Bookcase filled with paperback thrillers and men's magazines: ENC 2 (3 in 6 chance of foreign language)
 04-06 U0 1D10 children's books (ENC .1 each)
 07-08 U0 1D10 old phone books (ENC .3 each)
 09-10 U0 1D6 bookcases filled with science fiction paperbacks and magazines: ENC 2 each
 11-12 U0 Bookcase filled with gourmet cookbooks and magazines: ENC 2

- 13-14 U0 Bookcase filled with romance paperbacks and teen magazines: ENC 2
 15 U0 1D6 cartons of *A Dream of Spring*, final book in George R. R. Martin's *A Song of Ice and Fire* (ENC .6 per carton).
 16 U0 1D6 cartons of brochures for Genetic Realignment Treatment (Retro DNA). Correct Genetic issues, change your eye and hair color, update your genetic code. Contact address is for a Dr. Beaulieu in Tokyo, Japan.
 17-18 U0 1D10 role-playing game sourcebooks (ENC .1 each)
 19-20 U0 1D10 archive boxes of old paperwork (ENC .3 per box)
 21-22 U1 Pocket A-Z (street map of pre-Ruin London, ENC .05)
 23-25 U1 Popular text (rating 01-05): Nutritionist (1 - German, 2 - Russian, 3 - Japanese, 4- French, 5-6 - English; ENC .1)
 26-27 U1 Popular text: Rifle, Primitive (ENC .05)
 28-30 U1 Popular text: Unarmed combat (ENC .1)
 31-33 U1 Popular text: Mathematics (ENC .1)
 34-36 U1 Popular text: Weaver/Spinner (ENC .1)
 37-38 U1 Popular text: Gambling (ENC .05)
 39-40 U1 Popular text: Lockpicking (ENC .05)
 41-42 U2 Beginners' Text (rating 01-40): Pre-Ruin Botany (ENC .3)
 43-44 U2 Beginners' Text (rating 01-30): SCUBA Diving (ENC .1)
 45-48 U2 Beginners' Text (rating 01-50): First Aid (ENC .1)
 49-50 U2 Beginners' Text (rating 01-20): Tactics (ENC .1)
 51 U2 Manual: Salvage Food, BCS 11 (ENC .1)
 52 U2 Manual: Mortar, BCS 12 (ENC .05)
 52 U2 Manual: Survival (rural), BCS 12 (ENC .05)
 52 U2 Manual: Modern Rifle, BCS 12 (ENC .05)
 52 U2 Manual: Autoweapon, BCS 12 (ENC .05)
 52 U2 Manual: Grenade Launcher, BCS 12 (ENC .05)
 52 U2 Manual: Gunsmith, Modern, BCS 12 (ENC .05)
 58-60 U2 Manual: Repair, Muscle Powered Vehicles, BCS 9 (ENC .1)
 61-64 U3 Reference Library: Computer Design (ENC 2)
 65-67 U3 Prepared designs: Primitive Siege Engines (ENC .3)
 68-69 U3 Advanced Text (rating 0-75): Power Generation, Solar
 71-72 U3 Advanced Text (rating 0-60): Decontamination Manual, BCS 14: Handloading
 72-75 U3
 76-77 U4 Mini-tablet computer; functions include camera (still or movie), voice recorder, calculator, music player, basic word processor, alarm clock/calendar, and enough memory for a Reference or 3D10 manuals or texts. Rechargeable battery lasts 6D10 hours, depending on use.
 78-79 U4 Solar powered scientific calculator, ENC .1
 86-87 U4 Full Range Text (rating 0-100): Lab Technique ENC 1.1
 88 U4 Manual: Electrician, BCS 18 ENC 1.5
 89-90 U5 Portable Ham Radio Station (Enc 5.5, runs on 2xE10 for 48 hours, with solar panels)
 91-92 U5 Laptop Computer, ENC .6. Rechargeable battery lasts 2D6 hours. Foreign Keyboard (1-Russian, 2-3 Chinese, 4-5 Japanese, 6 - Korean)
 93-00 U5 Laptop Computer, ENC .6. Rechargeable battery lasts 2D6 hours.

TRANSPORT

- 01-10 U0 1D6 totaled vehicles, all salvageable parts removed or destroyed
 11 U0 Wrecked light plane

12	U0	Surfboard
13-14	U0	1D10 Shopping trolleys
15-16	U0	1D6 kick scooters
17-20	U0	1D6 skateboards
21	U1	Wheelchair, manual
22	U1	1D6 Manual Paddle boats
23-24	U1	1D3 trishaws/pedicabs (three-seater covered tricycle)
25-27	U1	1D3 rowboats or kayaks.
28-33	U1	1D6 bicycles. 40% will be child-sized, missing a wheel, have flat tires, or otherwise only be suitable for parts.
35-36	U1	1D3 Folding bicycles (holds rider up to 105 Kg; 1.5 ENC folded)
37-38	U1	1D3 Freight bicycle or tricycle (ENC CAP 16, up to Large)
39-40	U1	1D6 Mountain bikes. 40% will be child-sized, disrepaired or have flat tires.
41-50	U2	1D10 junked cars or boats (1D3 units of parts each)
51-60	U2	1D6 Motorized bicycles (electric, multi-fuel or plug in hybrid: Base Safe Speed 50 kph, Maximum Speed 90 kph. 50% of electric bikes include leech.)
61-67	U3	1D6 disrepaired cars (2D3 units of parts each)
68-69	U3	1D3 disrepaired electric vans
70-72	U3	Wreckage from a Offroad expedition vehicle (5% chance each of a Survival, Food, Water, Data, or Weapons find in the wreckage)
73-75	U3	Disrepaired boat, truck or bus
76-77	U4	1D3 horses
78-83	U4	1D6 working compact cars (or boats, if near water), no fuel (gas/ethanol, diesel or hydride)
84-86	U4	Horse-drawn cart or rowboat.
87-88	U4	1D3 working off-road vehicles (small boats, SUVs or motorbikes), no fuel
89-90	U4	1D3 working vehicles (small boats if near water, vans if near land) with flat Ev-50s
91-93	U4	1D6 plug-in hybrid vehicles (ski boat if on water, compact cars or vans if on land); 1D100 % charge and fuel
94	U5	Amphibious jeep with full tank and 25-liter jerrycan extra fuel: maximum water speed 13 kph



95	U5	Speedy Motorcycle (Kawasaki) with full tank, full set of Biker Leathers with boots and gloves (occupied and used) and Motorcycle helmet (occupied, unattached, some cleaning required) near a strand of piano wire strung across the road (WT AST to spot Piano Wire)
96	U5	Speedboat with full fuel tank. (10% chance of second find) It will be on a trailer with a flat tire if on land. 1 in 6 chance that a spare tire is present .
97	U5	Electric Van modified for prisoner transport or SWAT team; Damage Resistance 24. 1D100 % charge.
98	U5	Military patrol boat (if near water) or scout APC if on land. Fully fueled and equipped. (10% chance the crew is nearby somewhere)
99	U5	Helicopter, fueled and in working order.
00	U5	New Tokyo Gravitics vehicle, fueled and in working order. (1-4 Police hoverbike, 5-8 Police Patrol Car, 9 Hovertank, 0 Hover MICV)

ENVIRONMENT

01-02	U0	Faulty compass, 2D10 degrees off true
03-05	U0	Junked camper's flashlight with junked E-5, useable as club
06-09	U0	Toy binoculars
13-14	U0	Box of 2D10 wet matches
15-16	U0	Dummy security camera
17-20	U0	Non-functioning ADE 651 explosives detector
21-23	U1	Magnifying lens
24	U1	1D6 bottles of cleaning products
25-27	U1	Compass
28-30	U1	Wind vane and anemometer
31-32	U1	Pocket mirror
33-36	U1	Box of 2D10 waterproof matches
37-38	U1	Solar powered pedometer
39-40	U1	Clinical thermometer
41-42	U2	Optical microscope
43-44	U2	2D10 wax candles, 2D10 x .001 ENC each: burn for two hours per .001 ENC.
45-48	U2	Lightweight folding binoculars (8x21), ENC .1
49-52	U2	Kerosene lantern, dry
53-54	U2	Basic Mine Probe kit
55-57	U2	Spotting scope (22x100), ENC .3 folded
58-59	U2	Gravity light
60	U2	Military binoculars with laser rangefinder (10x50), ENC .3. Takes 1 E-1.
61-63	U3	Solar LED lantern
64-65	U3	Binary radiation counter



66	U3	Handheld mini weather station, gives one-day forecast; includes compass, wind gauge (useful for range calculations), thermometer and small flashlight.
67-68	U3	Small LED lantern/flashlight
69-70	U3	Tactical flashlight
71-72	U3	Soil/water chemical contaminant testing kit (analysis capable): ENC 1.2
73-75	U3	Handheld metal detector, ENC 1.5
76-77	U4	Chemsniffer: analysis-capable airborne chemical contaminant detector.
78-80	U4	1D6 Smoke detectors (take E-1 battery)
81-83	U4	1D3 Door stop burglar alarms (take E-1 battery)
84-85	U4	Autonomous Pathogen Detection System: analysis capable airborne biological contaminant detector. Requires external power.
86-87	U4	Flexible endoscope/inspection camera
88-90	U4	Radar/laser detector
91-92	U5	Infra-red goggles
93-94	U5	Night Vision Device, useable as Star-Light Scope or monocular
95-96	U5	Helmet from Light Reconnaissance Unit Armor
97-98	U5	Handheld parabolic microphone with headphones and 10x monocular
99-00	U5	Man-portable radar system, ENC 3.5 collapsed

SURVIVAL

01-03	U0	1D3 suits of Frayed thermal underwear (HC 4-18, 21-28; Thermal Factor 1.5)
04-05	U0	2D10 meters of string
06-09	U0	1D10 gunny sacks
10-12	U0	1D6 old blankets
13-14	U0	Designer handbag (Capacity 1 Small)
15-18	U0	2D3 waterproof hooded ponchos (LP 1-14)
19-20	U0	1D6 large paper bags or biodegradable bin bags (Capacity 3-12 Medium, but easily ripped)
21-22	U1	Quilted anorak and ski pants (Q-PC 1-18, 21-28).
23-24	U1	1D100 assorted eating utensils
25-27	U1	2D10 ziplock baggies, various sizes (1D10 x .1 liters).
28-29	U1	2D10 small carrying sacks
30-33	U1	1D10 plastic bottles or flasks
34-36	U1	1D10 glass bottles
37-38	U1	1D6 Mess kits
39-40	U1	2D10 meters of 5mm nylon clothesline (safe load 33 kg/73 lbs)
41-42	U2	Plastic raincoat (PC 3-16, 21-28)
43-44	U2	2D10 meters of 1.2cm manila rope (safe load 91 kg/200 lbs)
45-48	U2	1D6 shoulder bags
49-51	U2	1D6 inflatable life vests (SY 4-9)
52-54	U2	US army web belt, holds 6 clips for M-4/M-16/AR-15 (in two pouches), bayonet, canteen, and two belt pouches.
55-56	U2	Shotgun shell bandolier, holds 50 shells
57-58	U2	1D6 heavy cloth tents
59-60	U2	1D3 air mattresses
61-63	U3	1D6 stainless steel water bottles (1d10 x .1 1 liters)
64-65	U4	1D10 road flares
66-67	U4	Bivvy shelter (lightweight sleeping bag with small tent over the head), Thermal Factor 2, ENC .1 folded
68-69	U3	2D10 meters of 5mm paracord (safe load 550 lbs, 250 kg)
70-71	U3	Orienteering compass
72-74	U3	Camping pack with hydration bladder
75	U3	Molle Military Backpack with Hydration Bladder
76-77	U4	Good thermal underwear, Thermal Factor 2 (LC 4-18, 21-28)
78-79	U4	Ultralight backpacker's tent for 1-2 characters, ENC .3 broken down
80-81	U4	Ice axe/trekking pole
82-83	U4	Backpacker's tent for 4-6 characters, ENC .6 broken down, with detachable air mattress, ENC .6
84-85	U4	Hiking boots with foam instep pads
86-87	U4	Entrenching tool (spade/pick ax), ENC .6 folded
88-90	U4	Machete with saw back
91-92	U5	1D3 suits electrically heated underwear
93-94	U5	Flare pistol with 1D6 flares
95-96	U5	1D3 inflatable or folding rowboats, canoes or kayaks (ENC .3/person folded; paddles ENC 1 each).
97-00	U5	Canteen with water purifier (filter or UV sterilizer)

CACHES

01-05	Airtight plastic containers containing 300 lbs wheat, 100 lbs honey, 100 lbs powdered milk, 8 lbs salt (1 man-year's supply of food).
06-10	Food: 2D10 unopened cartons of freeze-dried meals (each 7 man/days food, 2.1 ENC).
11-12	Camping pack containing electro-thermal sporting clothes, helmet (MP 1) with head-lamp (small flashlight), gumboots (PH 17-20); gloves (PC 29-30) camping flashlight; 50 meters climbing rope, and Medkit 1.
13-14	SCUBA tank, Wet suit, Weight Belt, Flippers, Mask, Depth

- Gauge/watch, Spear Gun.
- 21-22** KAR 98K, MP40, Walther P38, dagger, heavy flashlight, German WW2 Army Helmet (SP 1), leather greatcoat (LL 4-16) and boots (LL 17-20). No ammo.
- 23-24** Franchi SPAS-12, R2, M1911A1 with LLM01 laser sight, Uzi SMG, Leather jacket (LL 4-11), boots (LL 17-20). Includes magazines, but no ammo.
- 25-27** P60 with LNG barrels for .22 non-Magnum, .22 RF Magnum, .30-30, 9mm Parabellum, .45 ACP and .44 Magnum,
- 28-30** C18 with 500 Hollow-point rounds of .22LR and 100 rounds of .410 Magnum (No. 4 shot). Stock holds 4 rounds of .410 Magnum and 15 rounds .22LR; sling holds 15 rounds .410.
- 31-35** Array of 6 Solar panels recharging 6 Fuel cells, with leech.
- 36-40** 1d6 44 gallon drums of gasoline or diesel fuel, D100 % full.
- 41-42** Electro-thermal sporting clothes, waterproof hooded parka (PC 1-3; Q-PC 4-14, 21-28), hiking boots (Q-LL 19-20) with gel inserts, gloves (HC 29-30).
- 43-44** Metpol Patrolman's Issue Armor with Class 4 Plastic Police Shield (transparent) and plastex gear belt holding Taser, Mace spray, Tactical Flashlight, Police Hand radio and handcuffs.
- 45** Four Ballistic Cloth Oversuits for Field Infantry Mark I, one of each camo pattern.
- 46** Plastic case containing 4 adult life vests (1-4 orange, 5-6 yellow)
- 47** Clothing/armor repair workshop: Plastics Repair Kit 1, Sewing Kit, Leatherworking Kit, 1D100 units of thread, 1D100 Plastic Repair charges, 3D10 locations LC, 2D10 locations LL, 2D10 locations PH.
- 48-49** Destroyed boat with 1D6 sets fishing gear (rods, line, hooks), cooler with 2D100 cans beer, 2D10 man-days super-K rations, 2D6 life vests, marine radio (still works, no battery), flare gun and 1D6 flares, Colt 1911 stainless with 3 box (7) mags in a backpack, with 1D10 fishing magazines.
- 50** Collection of antique armor: Roman helmet (BP 1-2), lorica hamata (M-BP 4-14, 21-26) and greaves (BP 15-18); Turban helmet with coif (SP 1, M-SP 2-3) and plated mail coat (M-SP 2-3, LP-SP 4-7, M-SP 8-14); Samurai kabuto helmet with face mask (SP 1-2) and dou (H-HL 4-14); Pikeman's pot-helm (SP 1), gorget (SP 3), cuirass (SP 4-9) and tassets (SP 10-14, front only).
- 51-53** Electrified forge (no working power supply), Auto Repair kit 3, working engine for Compact car (no body)
- 54-55** Chemistry Lab 3, 2D10 kg blasting powder in 1-kg plastic jars
- 56-60** Carpentry Tool Kit 4, 1D6 Utility 3 bows (no strings attached) and 6D10 standard construction arrow shafts.
- 61-62** 1D10 Syrettes each of Neo-Heroin, HDAP and 8-Gamma-PCP-III, 1 Syrette each of Cardiacine and Panomycin
- 63-68** 1D6 Civilian CBW suits, one Medkit 2, one Medcomp, 1D100 syrettes of Panomycin
- 69-70** 1D100 Bandages, 1D100 Medical Supplies, 1D6 Inflatable Splints, 3D10 syrettes Panomycin, 1D10 syrettes Polycellulac-3
- 71-72** Medical Library: contains Full Range Texts for Advanced Medical, Pathology, Pharmacy and Therapy. Four bookcases, each ENC 2.
- 73-75** 2D3 Laptop Computers and Manual, BCS 16, Computer Science.
- 76-77** Zodiac Boat, deflated, with motor.
- 78-80** 1D6 sets of Stashed military SCUBA gear – Wet Suit (hood 1-3, PX, jacket 4-11, 21-28, PX, pants 10-18, PX, boots 19-20, PX, gloves 29-30, PX) Rebreather (enc 1.1), Buoyancy Control Vest, flippers, mask, snorkel, underwater compass, Dive Knife in wrist/leg sheath, all in a net bag.
- 81-84** Police stakeout set-up: video-camera, digital SLR camera with telescopic and night vision lenses, laser microphone, parabolic microphone, 10x50 binoculars, two tripods.
- 85-86** 1D10 spy-cams/bugs (disguised as clocks, pens, watches, smoke detectors, space heaters, thumb drives, light bulbs, calculators, baseball caps, teddy bears, etc.) with 1D6 hours memory each. May be sound- or motion-activated; may need E-1 battery or external power supply.
- 87** Bug Out Bag containing m1911a1 with 3 full box 7 mags and 150 rounds .45ACP HP, M4 Carbine with 6 full box(30) mags and a sealed 200rd battlepack of 5.56 AP ammo, Belt with pouches for magazines and holster for 1911, Flak Vest, Tent, Sleeping Bag, Long Bayonet, Multi-tool, Medkit mk 2 with 2D10 bandages and 1D10 units antibiotics, 3 man days super-K rations, Poncho, Leather boots (17-20 HL), Flashlight, 1D6 Cyalume light sticks, 1D6 72 hour candles, 2 1L canteens and a 5L collapsible water bottle, Water filter, water purification tablets, Backpacker's Stove, all in a camo backpack.
- 88** 2 P45 pistols Chambered in .45 Win Mag (BDG 27) with 6 full magazines (Magnum HP ammo) in a dual drop holster gun belt with magazine pouches, a set of 6 throwing knives, and a Damascus katana (WDM 1.6, DUR 5) in a shoulder sheath.
- 89-90** Home security set-up: 1D6 motion-sensitive lights, 1D6 smoke detectors, 2D10 window alarms, software on CD-ROM. Requires electricity supply and laptop.
- 91** Large wheeled hard-shell case with Accuracy International 338 Lapua rifle with 6-32x night/day night vision scope and 100 rounds of 338 Lapua Match ammo, Glock 21 with 3 full magazines of .45ACP hollow point and 50 rounds .45 ACP hollow point, M9 bayonet with sheath, tactical vest with pouches (4-9 BC5), belt with holster, set of police handcuffs with key, thermal spotting scope, shooting mat, thermal urban camo poncho, tactical periscope, shooting glasses.
- 92-93** Large sack (light plastisheet) containing winter clothing: 1D6 sets of thermal underwear, 1D2 overcoats (HC 3-16, 21-28), 1D6 ski masks, 1D3 pairs winter gloves.
- 94-95** Metal rowboat containing 1D6 inflatable life vests, Medkit 1, small fire extinguisher, filtration canteen, flare pistol with 2D2 flares, CB radio, crank flashlight with leech, 3D10 meters nylon clothesline, jack knife, 10 liter-bucket, two oars.
- 96-98** Large lightweight pack containing C15, bowie knife, hatchet, entrenching tool, multi-tool, filtration straw, collapsible 10-litre water container, tactical flashlight, crank flashlight with leech connection and radio transceiver, leech, rain poncho, space blanket, Medkit 1, 2D10 meters paracord, 2D10 meters duct tape, 4D10 waterproof matches, 1D3 snares, orienteering compass, 4 boxes of .22 LR ammo, one slingshot, (Elasticity 4) with 6 BBs, magnifying lens, and a Manual (BCS 12) on Survival, Rural.
- 99** Solar backpack containing lightweight sleeping bag, ultralight backpacker's tent, 1-litre plastic canteen with UV sterilizer, solar shower, Medkit 1, foam inserts for hiking, orienteering compass, magnifying lens, crank flashlight with radio receiver, hobo knife, vial of liquid antiseptic soap, microfiber towel and roll of soft toilet paper.
- 00** Functional abandoned speedboat. 2D6 life jackets, flare gun with 1d6 flares. 2D6 other random finds Utility 2-5. (weapons, food, luxuries, etc.)



THE FLEET

With the asteroid strike on Earth by Asteroid Cybele, orderly civilization came to an end. Now, twenty years later, some organization has been restored in limited areas of the globe. Regions of former nations have reorganized and attempted to restore some semblance of secure and orderly lives for citizens. The surviving American Government, operating from their last stronghold in America, operates The Fleet, traveling across the oceans.

The Fleet presents a full campaign background for the surviving American Fleet and many ports of call. Included you will find:

- *The History of the Ruin
- *Description of The Fleet with its key ships and personnel.
- *Several Fleet based adventures, both long and short, to create a full campaign and allow for further adventuring, both waterborne and on land
- *A detailed Lost Island – Jurassic Park meets Island of Dr. Moreau, with a few twists.
- *Appendices covering technology, guns, and chance to find many types of scavenged items.

The Fleet is a full campaign for AFTERMATH! It provides a detailed background for an ongoing campaign for any gaming group.

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