

Women! You are needed!



BLACKOUT

The Roleplaying Game of Civil Defense

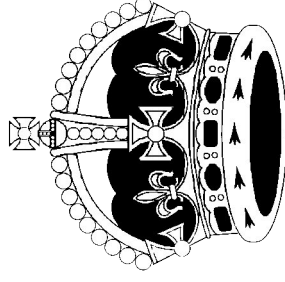
VOLUNTEERS NEEDED!

London suffers nightly from air attack! Only the brave volunteers of Civil Defense stand between the British people and Hitler's foul ambitions! In this Powered by the Apocalypse game, you and your friends brave the Blitz to save lives and make a difference!

APPLY FOR PARTICULARS AT DRIVETHRUPPG OR WHEREVER INDEPENDENT ROLEPLAYING GAMES ARE SOLD!

BLACKOUT

Playbooks



CCD

by

Erika Chappell

IDENTITY

You're a young wife and mother, in her mid-20s to early 30s. You've got children at home and a husband away doing vital war work. You tucked the children away safe somewhere and are here to help.

Name

Husband's Name

Children's Names

Places

Your Modest Family Home, Your Apartment, Your Children's School, Your Parent's House, Your In-Law's House, The Park Where Your Children Play (now with ack-ack guns!), Your Husband's Office Job, Your Husband's Factory (Tanks/Planes/Guns/Armoured Cars), The Recruiting Station, Your Sister's House, Your Brother's House, Your Local Church

Victories

- Your children are taken to safety, in the countryside or the colonies. Who do they stay with? How are they changed when they return?
- When the Blitz ends, you get an important job in war work. How does employment change you? Do you like the work?
- Your husband returns safe from the war with a chest full of medals. Where did he serve? How has war affected him?
- You stay busy after the war even as women are shuffled out of the factories. What do you do to stay sharp?
- When your children grow up, what great things do they achieve?

THE YOUNG HOUSEWIFE

Stats

Bold, Nerve, Soft, Wise

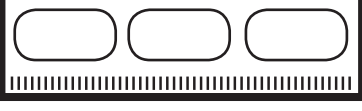
Moves

Take 3, plus Job Training.

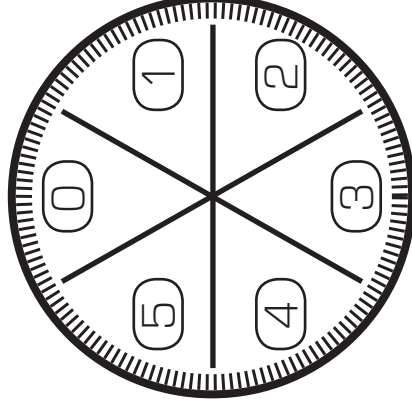
- **Job Training:** When you Move On, you can learn a Role Move from another Role instead of your own by spending your Bond with them.
- Good Read:** After you Size Up, ask Home Office "Where should I start?" If you follow their recommendation, take +1.
- Make your Way:** When you receive orders, remove 1 Exhaustion when you follow them. When you defy orders, Take Charge of the person who gave the orders and tell them why they are wrong.
- Life Lesson:** When you score a 10+ to Make Time with a PC, impart a good habit on them. Whenever they follow that habit, you count as Helping them. You do not take fallout on a Fault.
- Motherly Instincts:** Take +1 Soft.
- Mother Knows Best:** Take +1 Wise.
- Inner Strength:** Take +1 Nerve.
- Make a Racket:** Take +1 Bold.

Job Training Moves

-
-
-
-



Harm



Exhaustion

Breaks

- Daunted:** -1 Bold.
- Short:** -1 Soft.
- Shakey:** -1 Nerve.
- Fried:** -1 Wise.
- Scarred:** Uncheck a Role Move. You can take this multiple times.

IDENTITY

The daughter of serious money, you could have anything you wanted, and what you wanted was to serve your country. Besides, you hear the lower classes have it terribly what with the bombs, and they could use a bit of class helping them out, poor dears.

Name

Source of Wealth

Places

Your Family's City Home, Your Private Flat, Daddy's Auto Factory, The Local Great War Monument, Your Favourite Dance Hall, The Department Store, The Upstanding Society Club, The Theater House, Rival Family's Sprawling House, The Local Branch of a National Bank, The Officer's Club, The Illegal Gambling Hall, The Stock Exchange

Victories

- You successfully invest money in a post-war technology. What technology? What do you do with the vast wealth?
- Your business efforts make you one of the first female CEOs of a major company in the 1960s. What do you do?
- You direct your wealth charitably. How do you make a positive impact on the world?
- You enter politics later in life. What do you stand for?
- How do you use your wealth and influence to help your ARP friends?

THE NOBLE HEIRESS

Stats

+1 Bold, -1 Nerve, 0 Soft, -1 Wise

Moves

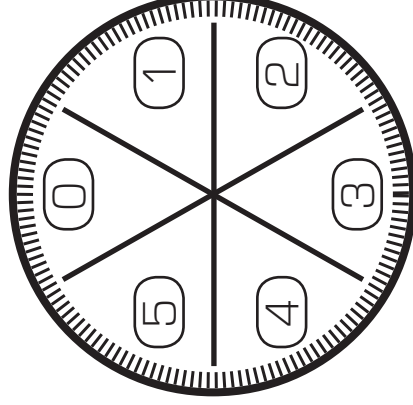
Take 3, plus *Newbie*.

- **Newbie:** The first time you use any Basic Move, take -2. When somebody Helps you with it, share a Bond, When you Help another with a Move you've learned, take +1 forward to using it yourself.

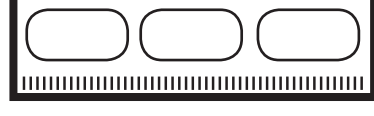
- Clean Hands:** When you refuse to do something beneath you, recover 1 Exhaustion.
- Stipend:** Hold 2 in the form of bribery material. Spend holds when you Take Charge of troublesome individuals; a partial success will count as a full success.
- The Rolls-Royce:** You have a shiny new car. When you use it to Move On, do not advance the Raid Clock on a miss. You can trade off this car as a bribe as per Stipend; your roll will automatically hit.
- Inspiration:** Spend a Bond to raise one of your Stats by +1, up to the value held by the other character in the Bond.
- Nicities:** Take +1 Soft.
- Grammar School:** Take +1 Wise.
- Silk hiding Steel:** Take +1 Nerve.

Newbie

- Size Up
- Press On
- Make Time
- Take Charge
- Move On.



Exhaustion



Harm

Breaks

- Daunted:** -1 Bold.
- Short:** -1 Soft.
- Shakey:** -1 Nerve.
- Fried:** -1 Wise.
- Isolated:** Take -1 while working in a group.
- Start Over:** Reset your Newbie move.

IDENTITY

You're a working-class woman in her 20s or 30s. You never had much to your name, but you work hard and you do what you can, and what you had to do, to get by. Now the city's a bloody warzone, and the bombs threaten what little you and your community has.

Name

So, who you seein'?

Employment?

Places

Your Shit Tenement Block, The Row Houses You Covet, The Pub, The Grocer, The Butcher, The Clothing Factory, The Ammunition Factory, The Aeroplane Factory, The Public Assistance Institution (it's a fukkin workhouse, guv), The Tube Station, Union Headquarters, The Whorehouse, The Derelict Apartments (squatter-filled), The Fire Station, The Brewery, The Flour Mill, The Police Station,

Victories

- You make a new life for yourself out of England after the war? Where do you go? What opportunities do you find there?
- You come into a windfall after the war. Where did the money come from? Was it gained legally? How do you spend it?
- Britain's emerging post-war welfare state comes to your aid. How do these policies change, or save, your life?
- What luxury do you enjoy after the war you never imagined you could have for yourself?
- How do your children live better than you did?

THE WORKING LASS

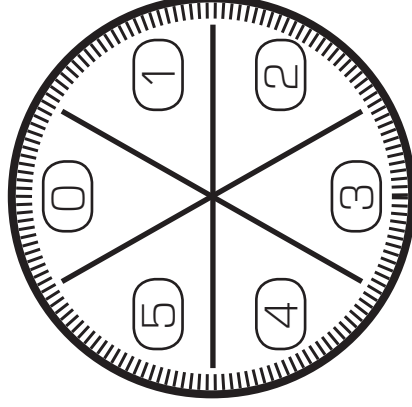
Stats

0 Bold, +1 Nerve, -1 Soft, -1 Wise

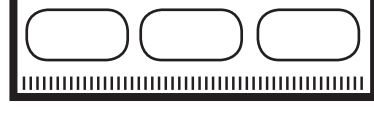
Moves

Take 3, plus *It's a Living*.

- **It's a Living:** When you Press On, give +1 forward to those following in your footsteps. If they make it safely through, share a Bond.
- **Sticky Fingers:** As a Size Up result, ask "What here is valuable?" If you take it for yourself, claim a Victory.
- **Get your Hands Dirty:** When you do a job somebody else won't, exchange a Bond with them.
- **Elbow Grease:** Do not take Exhaustion on 10+ to Press On.
- **Upstart:** Take +1 Bold.
- **Solidarity:** Take +1 Soft.
- **Yes Guv:** When you follow orders quietly, take +1 forward.
- **Sod Off:** When you disobey authority, take +1 forward.
- **Unionize:** When somebody helps you stand up to authority, share 1 Bond with them.



Exhaustion



Harm

Breaks

- **Daunted:** -1 Bold.
- **Short:** -1 Soft.
- **Shakey:** -1 Nerve.
- **Fried:** -1 Wise.
- **Directionless:** Take -1 when working alone.
- **Second Wind:** Add +1 to any stat until you next Break Down. Automatically miss when you do.

IDENTITY

You've either been to, or you're currently going to post-secondary school. There's not a lot of women of the era can do with the degree but become a schoolteacher, but you didn't let that stop you from learning. Nothing, not outdated attitudes or German bombs, is going to keep you from your dreams.

Name

Anyone Special?

Work or Schooling?

Places

Your Modest Flat, Your Dormitories, Your College Building, Your Favourite Teacher's Row Houses, The (wonderful) Library, Your Dreadful Office Job, The School, The (slightly nicer) Pub, The Quiet Park, Basement Apartment of the Eccentric Scientist, Electronics Workshop, Industrial Chemical Plant, Secret Codebreaking Facility Built Into a Nice House, The Art Gallery

Victories

- You get that job you never thought you could. What struggles do you face there? What changes do you bring to the career?
- You find somebody worth marrying after the war. Is he worth your career? Do you go through with it?
- You get a job in military intelligence. What vital information do you catch that everyone else missed?
- You go on to invent or create something of great importance. What is it? How does it change the world?
- You write a book about your time in the ARP. How do you talk about your comrades? What moment is the centrepiece of the story?

THE EDUCATED WOMAN

Stats

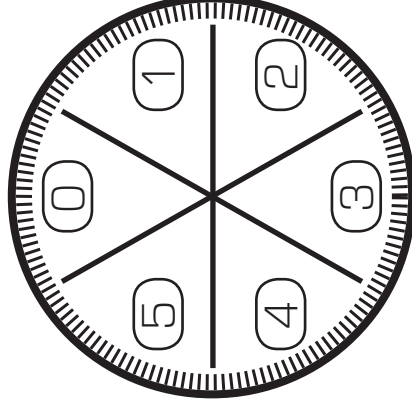
-1 Bold, 0 Soft, -1 Nerve, +1 Wise

Moves

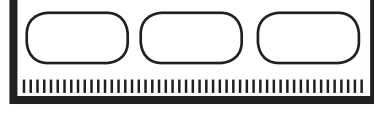
Take 3, plus *Speciality*.

- **Speciality:** Specify two classes your character took. When you link your actions to one of those classes, take a +1. When you advise another using that knowledge and they listen, they get +1 forward and you share a Bond.
- Humanities:** Take +1 Soft.
- History:** Take +1 Wise.
- Overachiever:** Select another class for My Speciality.
- Trailblazer:** When a man tells you not to do something, take +1 forward to do it.
- Deductive Reasoning:** Take 1 additional Hold when you Size Up.
- The Midnight Oil:** Hold 3. Spend to remove a point of Exhaustion.
- Debate Club:** When you try to reason 1 on 1, Take Charge with Wise.
- Significance:** When you Size Up, as a result, recognize an important document or work of art at the scene.

Midnight Oil



Exhaustion



Harm

Specialities

- Daunted:** -1 Bold.
- Short:** -1 Soft.
- Shakey:** -1 Nerve.
- Fried:** -1 Wise.
- Lost:** Lose one of your Specialities.
- Isolated:** Take -1 when working in a group.

IDENTITY

You don't really think of yourself as old, but the years certainly are catching up of late. You've still got some fight in you, though, and they couldn't stop you from signing up. This city's changed a lot since you were a kid; a lot more cars, for one. A lot more bombs, too; the Huns didn't have nearly this many last time!

Name

Got Kids?

Mate still kicking?

Places

Your Old Place, Your Kid's House, The Pub, The Grocer, The Butcher, The Hospital, The Police Station, The Overgrown Park, The Bingo Hall, The Medieval Church, The Public Square (with the statue of ol' whathisface), The Secret Society Club Under The Old Courthouse, The Museum, The Little Zoo

Victories

- A child home safe from the war. How did they make you proud?
- How do your comrades repay you in your old age?
- Offer advice to the rest of your Section, and ask them how that advice follows them in their lives.
- Give your remaining Victories out to others, and tell us who is there for you at the end.

THE OLD BIRD

Stats

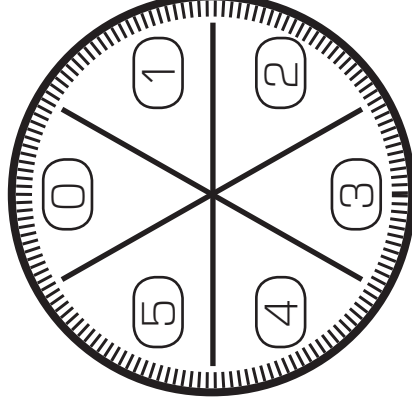
-1 Bold, +1 Soft, -2 Nerve, +1 Wise

Moves

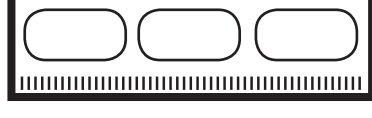
Take 3, plus *Bone Weary*.

- **Bone Weary:** Take a point of Exhaustion to take a +1, or to give +1 to the person you are Helping and take a Bond with them.
- **Put your Back Into It:** When you Press On, take a point of Exhaustion to take +1 result.
- **Not my First Dance:** When you Size Up a site, take a +1 forward, or give it to an ally.
- **Sage Advice:** When you offer hard-learned advice, count as Helping. If there's a Fault, take 1 Exhaustion instead of a hard move.
- **The Old Path:** Once per game, take a shortcut when you Move On. Nobody takes Exhaustion, and the Site State immediately goes up by 2 as you arrive quickly.
- **Hard Earned:** +1 Wise.
- **Take No Shit:** +1 Bold.
- **Grandmotherly:** +1 Soft.

The Old Path



Exhaustion



Harm

- **Stiff Upper Lip:** -1 forward.
- **Stiff Upper Lip:** -1 forward.
- **Faltering:** -2 forward.
- **Daunted:** -1 Bold.
- **Short:** -1 Soft.
- **Shakey:** -1 Nerve.
- **Fried:** -1 Wise.
- **Broken:** Lose a Victory.

ROLE

Air Wardens are tasked with enforcing the Blackout and keeping order in the streets. Something like a police auxiliary, they have authority over civilians to ensure the safety of the public, and they help deal with disturbances, report incidences, and assist other Civil Defence workers in any way they can.

Messenger Name

Their Crush?

Shelter Holds



AIR WARDEN

Stats

Add +1 to any Stat, up to +2.

Moves

- **Law Enforcement:** When you Take Charge of regular civilians, use whatever Stat you prefer. Act out the scene appropriately.
- ***The Hard Way:** When you resort to violence to get your way, roll +Bold. On a 10+, they immediately back down and obey. On a 7-9, choose one: you were forced to hurt them, you take Hurt.
- **Shotcaller:** When you lay out a multi-step plan, everyone involved takes +1 as long as the plan remains intact.
- **Messenger:** You have a young person (Boy Scout, Boy's Brigade, Junior Women's Auxiliary) on a bicycle who can run ahead for you to gather information or send messages. Which team-member do they have a crush on?
- **Report & Control:** When you report a site to HQ, subtract 1 from the Raid Clock.
- **Shelter:** Hold 3. Spend these holds to create nearby shelters or hiding places.
- **Reinforce:** Add +2d when you Help somebody using their best Stat.

Gear

- » A Brodie Helmet
- » An ARP Uniform
- » A Gas Mask
- » A Baton
- » A Whistle
- » A Gas Rattle
- » A Torch

Victory Tally

Bonds

	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○

ROLE

You've managed to sneak your way onto a rescue team, crawling into shattered buildings to find and retrieve survivors and bodies. It's hard, dangerous work, but people are counting on you to press on, so dammit, you'll carry on.

Rescue Dog's Name

Good Dog Y/N

RESCUE SERVICES

Stats

+1 Nerve

Moves

- ***Dig In:** When you pull a body free of the wreckage, choose one.
 - » They are intact and healthy.
 - » They point you towards more trapped people.
 - » They give you +1 forward to Press On deeper into the building.
- **Rescue Dog:** You have a dog trained to find bodies. When you Size Up with the dog present, ask "Where are there casualties?" for free.
- **Steady On:** When in danger, Size Up with Nerve.
- ***Closure:** When you retrieve dead bodies, hold 1. Spend Holds for a +1 to Stand Down.
- **Lifeline:** Take a +1 to Press On when leaving the way you came.
- **Spares:** All your gear is refreshed at each new site.
- **Steady Eye:** Add these potential results to Size Up.
 - » How do I get out?
 - » How many are inside?
 - » What path is safe?

Gear

- » A Brodie Helmet
- » An ARP Uniform
- » A Gas Mask
- » A Shovel or Prybar
- » A Length of Rope.
- » A Torch
- » A Flare.

Victory Tally

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Bonds

	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○

ROLE

You've managed to sneak your way onto a rescue team, crawling into shattered buildings to find and retrieve survivors and bodies. It's hard, dangerous work, but people are counting on you to press on, so dammit, you'll carry on.

Wins

Losses



FIRST AID

Stats

+1 Wise

Moves

■ ***Treatment:** When you treat a badly wounded person, roll +Wise.

On a 10+, they're stabilized. On a 7-9, choose 1.

- » Save them, but take -1 on subsequent patients.
- » Let them die.

The -1 penalties stack until you Move On.

■ **Patch Up:** As a Make Time result, remove 1 Harm.

□ **Triage:** If skip over a casualty without treating them, take +1 forward to treat the next patient.

□ **Relief:** On a 10+ to Treatment, remove 1 Exhaustion.

□ **Motor Ambulance:** You have an ambulance truck. It can carry up to six people. If driven to a hospital, those wounded on it will be saved. Alternately, when you use it to Move On, do not advance the Raid Clock on a miss.

□ **Steady Hands:** When you Make Time, removing Harm is free, can be done in addition to other results, and applies even if you miss.

□ **Understanding:** Make Time with Wise.

□ **Ease Passing:** When you Make Time for the dying, take a Victory.

Gear

- » A Brodie Helmet
- » An ARP Uniform
- » A Gas Mask
- » A Basic First Aid Kit
- » A Collapsible Stretcher
- » A Signal Light

Victory Tally

Bonds

	○ ○ ○ ○ ○ ○
	○ ○ ○ ○ ○ ○
	○ ○ ○ ○ ○ ○
	○ ○ ○ ○ ○ ○

ROLE

You work in the Fire Guard, the volunteer firefighters tasked with preventing the fires from incendiary bombs from consuming the entire city. You're woefully under-equipped for the task, fighting thermite bombs with sandbags and hand-pumped hoses, but every little bit counts.

Infrastructure Project

○ ○ ○

Form Up

○ ○ ○

Gear

- » A Brodie Helmet
- » An ARP Uniform
- » A Gas Mask
- » A Thick, Fireproof Coat
- » A Fire Axe
- » A Stirrup Pump

Victory Tally

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FIRE GUARD

Stats

+1 Bold

Moves

- ***Douse Blaze:** When you fight a fire, roll +Nerve. On a 10+, you put out the blaze locally. On a 7-9, choose one.
 - » ... put yourself in direct danger.
 - » ... you need to get more help.
- **Reinforce:** When you help prop up a building, give a +1 forward to anyone working inside it.
- **Form Up:** When you Take Charge of a chaotic site, hold 3. Anyone can spend these holds for to add an additional d6 when Helping.
- **Do Something!** When you call on NPCs to save a friend in danger, the NPCs provide +1d6 as per Help.
- **It's Coming Down!** When you Size Up a site, hold 1. When you spend that hold, a part of the structure, of your choosing, collapses from the damage sustained, squashing fires and clearing the way.
- ***Defuse:** When you deal with unexploded munitions, roll +Nerve. On a 10+, you successfully defuse the weapon. On a 7-9, choose 1.
 - » It's gonna go off big in a few minutes.
 - » It starts burning. Hot.
 - » You gotta leave it for the experts.
- **Infrastructure Project:** Hold 3. Spend those holds to find the tools or infrastructure you need; fire hydrants, bulldozers, underground paths, etc.

Bonds

	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○

ROLE

You're working with the Women's Voluntary Services, which provides aid and comfort to soldiers and civilians affected by the war. With kind words, a warm smile, and hot drinks, you help keep the men and women risking their lives in good spirits.

NPC Names

NPC Notes

Gear

- » A Brodie Helmet
- » An ARP Uniform
- » A Bag of Gas Masks
- » A Satchel of Food
- » A Flask of Tea
- » Sweets

Victory Tally

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WELFARE

Stats

+1 Soft

Moves

- **Sixth Sense:** When you Size Up a person, ask...
 - » ... what do they want? » ... what have they lost?
 - » ... what do they need? » ... how can they help?
- Take +1 forward to Make Time or Take Charge of this person when you use the information you learn.
- ***Hold the Line:** When you walk among the exhausted or defeated and offer comfort, roll +Soft. On a 10+, choose 2. On a 7-9, choose 1.
 - » Everyone on-site they work with takes +1 forward.
 - » When somebody Takes Charge of them, they choose +1 result.
 - » Hold 1. Spend this hold to take Help from these NPCs.
 - **Would you Kindly:** When you ask nicely, Take Charge with Soft. When you do, a partial hit counts as a full hit.
 - **Stiff Upper Lip:** When you Make Time with a comrade, they hold 1. Spend those Holds to negate 1 incoming Harm.
 - **Good Job:** When you tend to the group as they Stand Down rather than rest yourself, everyone recovers one more Exhaustion.
 - **Hold Yourself Together:** When you're there for somebody as they Break Down, they take +2.
 - **Bring Hope:** When you Make Time for a child, recover Exhaustion instead of taking it.

Bonds

	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○
	○ ○ ○ ○ ○

PLAY

***Press On**

Whenever you tempt fate and keep going in a dangerous situation...

...roll +Nerve.

On a 10+, you do it. On a 7-9, you do it, but choose one.

- » You are injured. HO inflicts Harm or Exhaustion as established.
- » The situation around you gets much worse, very fast.
- » Somebody else is endangered.

On a miss, the Home Office can pick two, or make another hard move.

***Make Time**

When you stop to take care of a person...

...roll +Soft.

On a 10+, choose 2. On a 7-9, choose 1.

- » Remove 2 Exhaustion.
- » Gain Bond between you.
- » Give +1 forward.

On a miss, choose 1 anyway, and play out how it goes wrong.

When you Take Time with NPCs, choose from this list instead.

- » They stay quiet.
- » They stay still.
- » +1 forward to the next Move with that person.

BASIC MOVES

***Move On**

When you think you've done what you can...

...as a team, roll +Site State.

On a 10+, a job well done! Everyone gets 2 Victories.

On a 7-9, close enough is good enough. Everyone gets 1 Victory.

Everyone take a new Role Move and head to the next site.

Stand Down

When you put down your gear and take five...

... roll on the Raid Clock as many times as you wish. Everyone resting each recovers an equal amount of Exhaustion.

If you Stand Down for 3+ rolls, you may also remove one Break.

Break Down

When you reach 5 Exhaustion...

...check off one of the Breaks on your Identity, then roll flat.

On a 10+, recover all Exhaustion. On a 7-9, recover 3 Exhaustion. On a miss, recover 1 Exhaustion.

***Take Charge**

When you rally the troops or begin a confrontation to get your way...

...roll +Bold.

On a 10+, everyone falls in line. On a 7-9, the Home Office chooses one.

- » Not everyone follows along.
- » People go along only while things go perfectly.
- » You will be defied soon.

***Size Up**

When you look over a site to get your bearings...

...roll +Wise.

On a 10+, hold 4. On a 7-9, hold 2. Spend holds to ask...

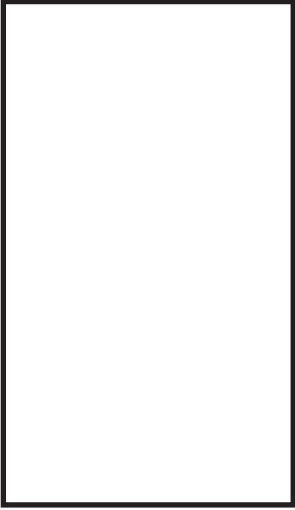
- » ... how can I get in there?
- » ... what is going to give way first?
- » ... who is in the greatest danger?
- » ... where are the casualties?
- » ... where is _____?
- » ... who is in charge here?
- » ... what is missing?
- » ... what danger am I overlooking?

On a miss, hold 2 anyway, but do not expect accurate answers.

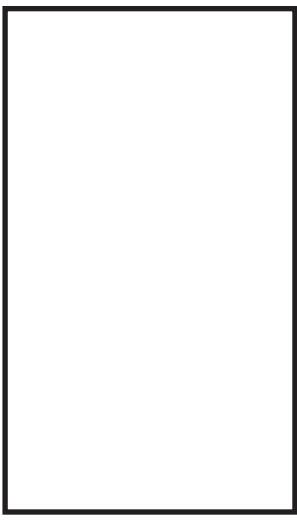
PLAY

RAID CLOCK

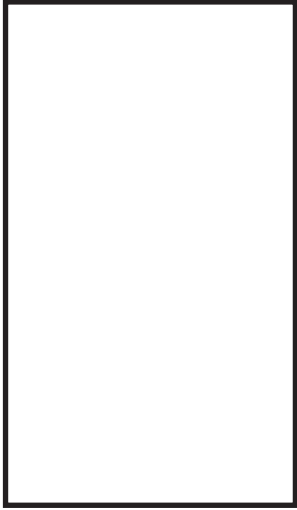
Site 01



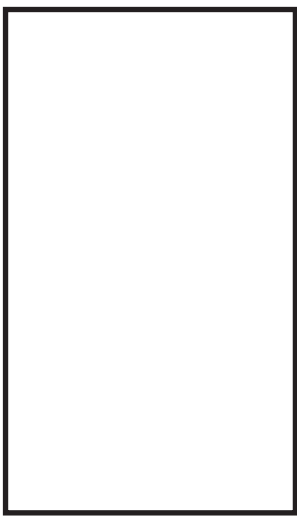
Site 04



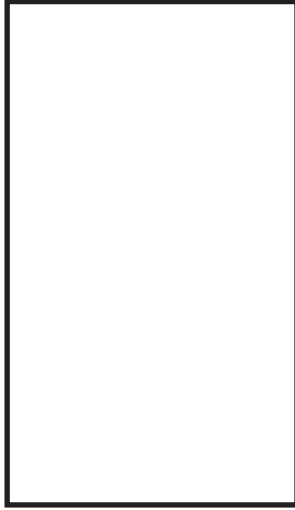
Site 02



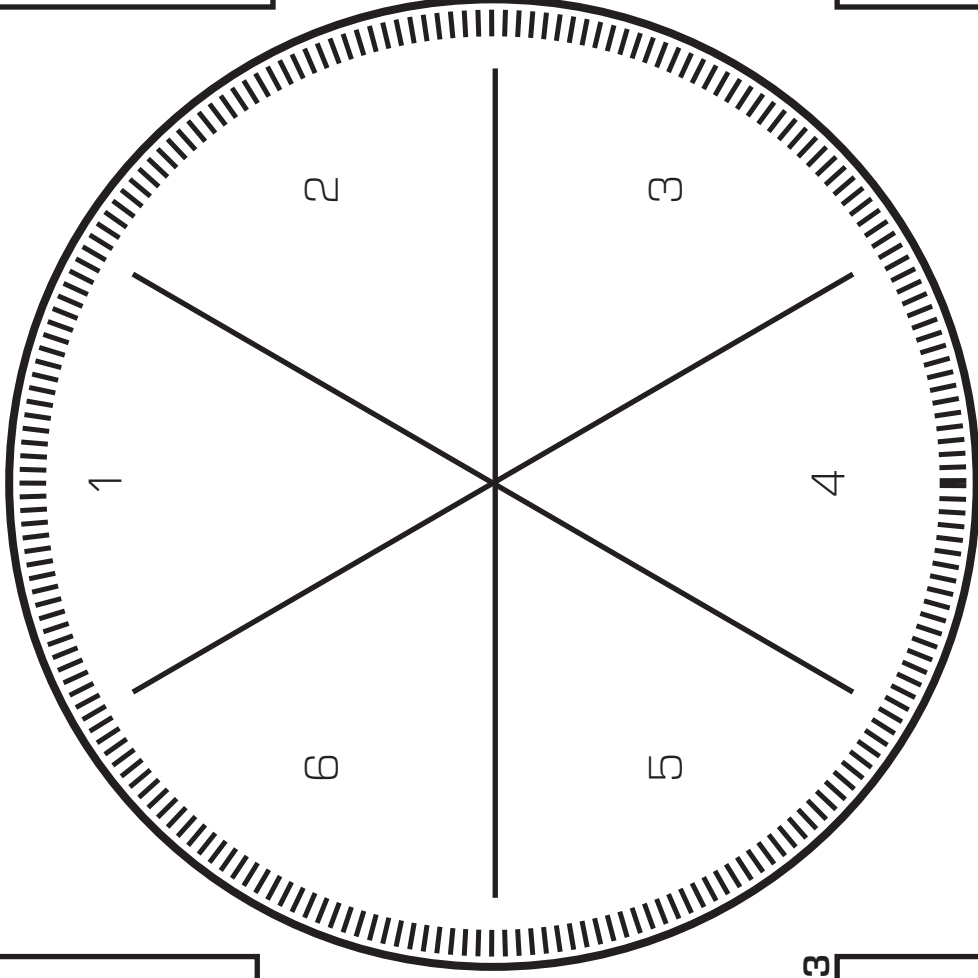
Site 05



Site 03



Site 06



PLAY

Principles

- » Always show the human cost.
- » Ask questions that build history with the answers.
- » Always have something that needs doing.
- » Give everyone a chance to work.
- » Challenge the characters to show strength.
- » Make them love each other, then hurt them.
- » Make them love the world, then burn it.
- » Give them victory where they find it.
- » Always make things worse.

Moves

- » Offer impossible choices.
- » Take something away.
- » Show the situation deteriorate around them.
- » Set up potential harm.
- » Inflict that harm as established.
- » Turn NPCs against them.
- » Use their gender against them.
- » Deny supplies or assistance.
- » Put civilians in danger.
- » Snuff out the lives of innocents.

HOME OFFICE

Glossary of Useful Terms

- » **ARP:** Air Raid Precautions, the teams in the UK assembled for civil defense.
- » **Ack-Ack:** Anti-aircraft artillery guns.
- » **Anderson Shelter:** Home bomb shelters for British citizens. Consisting of fourteen pieces of curved metal, buried in your garden, they could house six people.
- » **Blackout:** Minimizing light sources in a town or city to prevent it from being found by air.
- » **Civil Defence:** Protecting civilians and infrastructure during wartime.
- » **Coupons:** From ration books. Coupon selling was a major illegal trade or bribe.
- » **Evacuee:** A child moved out of the city for their safety.
- » **He 111, Ju 88, Do 17:** German bombers.
- » **Helter Skelter:** Slang for bomb shelter.
- » **Home Office:** The government department responsible for internal affairs, policing, firefighting, and civil defence.
- » **Luftwaffe:** The Nazi German Air Force.
- » **Me 109, Me 110:** German fighter planes.
- » **Morrison Shelter:** An indoor bomb shelter, it looks like a big table with wire mesh sides and a steel top.
- » **RAF:** Royal Air Force, our boys in the air.
- » **Spitfire, Hurricane, Defiant, Blenheim:** British fighter planes.
- » **Stirrup Pump:** A hand-pumped water hose.
- » **WVS:** Women's Voluntary Services, an organization of women dedicated to helping the war effort through community organization.

People Names

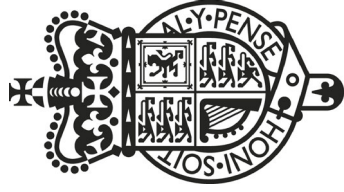
- » Alice, Anna, Barbara, Betty, Doris, Dorothy, Elizabeth, Evelyn, Florence, Frances, Helen, Irene, Jean, Lillian, Lois, Margaret, Marie, Marjorie, Martha, Mary, Mildred, Rose, Ruth, Shirley, Virginia
- » Albert, Arther, Charles, David, Donald, Edward, Eugene, Frank, Geroge, Harold, Harry, Henry, Jack, James, John, Joseph, Kenneth, Paul, Ralph, Raymond, Richard, Robert, Thomas, Walter, William
- » Brown, Clarke, Davies, Edwards, Evan, Green, Hall, Harris, Huges, Johnson, Jones, Lewis, Patel, Roberts, Robinson, Smith, Taylor, Thomas, Thompson, Walker, White, Williams, Wilson, Wood, Wright

Street Names

- » Albert, Broadway, Cheapside, Chester, Church, Green, High, Kingsway, Manchester, Manor, Mill, New, New, North, Park, Park, Queensway School, Stanley, The, Victoria, Well, York
- » Arch, Circus, Common, Crossing, Gate, Lane, Park, Rise, Square, Street, View, Walk, Way

Bomb Threats

- » High explosive bombs burst, spray shrapnel, topple and collapse, linger on timers. They come in 50, 250, 500, 1000, and 1800kg.
- » Incendiaries burn hot, melt through, spray fire. They are 2kg, foot-long sticks. They burn faster and explode if sprayed with water.
- » Gas leaks, clouds, lingers. Without a mask, fatal. With a mask, dangerous.
- » Butterfly bombs flutter down, burst, lie in wait.



PLAY

COMMUNITY

East End, West End, Affluent, Industrious, Crowded, Old, New, Skews Young, Skews Old, Vital War Industries, Neglected, Vibrant, Poor, Immigrant, Riverside, Isolated, Red-Light District, Already Hard Hit, Theater District, Crime-ridden, Close-Knit, College Town, Dirty, Crowded, Green, Cultured

_____ Location	_____ Location
_____ Person	_____ Person
_____ Location	_____ Location
_____ Person	_____ Person
_____ Location	_____ Location
_____ Person	_____ Person
_____ Location	_____ Location
_____ Person	_____ Person
_____ Location	_____ Location
_____ Person	_____ Person

COMMUNITY NAME

SECTION NAME

COMMANDING OFFICER