

AFTERMATH!™

Campaign Pack A2 **SYDNEY**

The Wilderness Campaign



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This campaign pack covers a large geographic area and is mapped in several different scales. Many locations will show on one map, but will be too small to be indicated on another map which includes the same area. Similarly, some locations will only be shown in maps of a large area and may be outside the area shown in larger scale maps of smaller areas.

Other than the specific maps of structures, there are three basic maps of the Sydney area in this book. For the reasons outlined above, it is difficult to immediately find locations discussed in the text without knowing which maps to turn to. Each location discussed is accompanied by a symbol, or symbols, which will relate to specific maps. By turning to the map which is represented by the symbol(s), the described location can be found. These symbols are as follows:



The location can be found on the map of the Inner City which is on page 8 of this booklet.



The location can be found on the map of the Duchy Precincts which appears on page 13.



The location can be found on the map of the Metropolitan Area which is on pages 26–27.

Note that some locations are shown on more than one of the three basic maps. The Metropolitan Area map includes the areas covered by the other maps, though it is at a scale that precludes showing all buildings, etc. When a location is shown on more than one map the symbols for all maps showing that locale will appear in the text.

SYDNEY: THE WILDERNESS CAMPAIGN

A Campaign Starter Pack for Aftermath!™

INTRODUCTION

This pack is intended for the eyes of the Gamemaster ONLY — but, if the Players get a hold of a copy of this Scenario, as they probably will, then the GM is encouraged to change the data given here as he (or she) sees fit, just to keep them on their toes! Remember, once you've bought it, how it's run is up to YOU!

The Campaign Module is intended to show the significant areas of the city of Sydney, the largest city in Australia, updated with the 'changes' that took place both before, during, and after the release of the 'Scourge of God' plague. It also covers some of surrounding settlements. Not only will this campaign give you the opportunity to utilize some rather strange animals unique to Australia but it will also enable you to keep your players really on their toes with a completely new background in which to set your **Aftermath!** adventures.

If you have objections to the Australian setting, all you have to do is ignore the city maps provided, get one of whichever city you would prefer, and simply transfer the locations given here onto it. Of course, in that case, you will have to leave out such intriguing things as barbarian tribes mounted on giant kangaroos.

To assist you in running an accurate campaign based on the city of Sydney, the last appendix will tell you where to get detailed street directories, maps and aerial photographs of the city, (and, of course, Australia as well), if you so desire.

GAMEMASTERS' NOTES ON SYDNEY & AUSTRALIA

Since the great majority of those of you buying this campaign package will have never visited Sydney and/or Australia, you will have little idea of exactly what things are like here. While it is unlikely that you have a vision of Australians herding sheep down the main street of Sydney from kangaroo-back, there are undoubtedly some misconceptions or false analogies you hold regarding conditions here. This section is intended to give a brief rundown of factors that could have a significant effect on the running of the campaign.

While I am attempting to do my best in explaining these differences between Australia and, say, the USA, it is, of course, all too easy for me, a native-born Sydneysider, too overlook the forest because of the trees. All the same, most of your queries can probably be answered by simply using the services of any good library, or by contacting the Australian Embassy or Australian Consulates in the USA (or whatever other country you live in).

Australians drive on the left hand side of the Road — like the British, and unlike the US and the Continent.

There are three levels of government in Australia — FEDERAL (or COMMONWEALTH), STATE, and LOCAL. The Commonwealth has been in existence since 1901, and has powers over matters concerning the nation as a whole but cannot interfere in purely 'State' matters. The States (New South Wales, where this Campaign is set; Victoria; Tasmania; Queensland; South Australia; Western Australia; and the Northern Territory) have powers over State matters but cannot pass laws that will directly affect all States (as this is a Commonwealth function). As for Local government, it has very little power at all, being well under the thumb of State governments (along the UK lines). These Governments are organized under the Westminster Parliamentary system. The leader of the Federal Government is the Prime Minister and the leader of the various State governments are Premiers. The single exception being the Northern Territory which has a Chief Minister.

Cities and Counties ('Shires') do not have their own police and fire services as in the US or (to some extent) in the UK. These are the prerogative of the State governments. For example, the NSW government controls the NSW Police Force which is like the US 'State Police' forces. It is also the ONLY Police Force in NSW. Similarly, the NSW Fire Brigade is a 'Statewide' organization. Police organization and ranks are along British lines.

The Commonwealth Government also has a Police: the federal police. This is the FEDPOL mentioned throughout this book. It is rather like the FBI in some ways.

Ownership of handguns is severely restricted, and ownership of multiple handguns is almost impossible. Most states have laws against 'military style' weapons even if otherwise non-automatic. This will mean that the availability of handguns at least will be severely restricted in an ongoing campaign. They'll be there, but in nothing like the numbers one would expect in the US. Those found will be mostly military or police handguns scavenged from military or police installations. To represent this rarity, and make sure it is a rarity, you might make the barter value of handguns be 3-6 times greater than the rules suggest.

The States have no 'National Guard' as do the American States. The 'Army Reserve' (also called the CMF: 'Citizen Military Forces') is entirely under the control of the Federal government.

The Australian Armed Forces are organized along British rather than US lines. This means that British style Ranks and Rank Insignia are used. There is no equivalent to the US 'Coast Guard'.

The Federal government has a monopoly in the field of mail delivery ('Australia Post'), as well as telephone and telegraphic services ('Telecom Australia'). This is in the British rather than the US tradition.

Railways are either State or Federal monopolies (as in the UK).

British-style legal systems apply as does much of the British 'Common Law' (as it existed in 1901, anyhow). There is, for example, no 'Bill of Rights' and no constitutionally enshrined 'freedoms' as in the US. They exist, of course, but by tradition rather than law.

License plates for cars are: NSW — Black on Yellow OR White on Black (more recent ones, all Black on Yellow, have slogan 'Premier State'); VICTORIA — Green on White (Slogan — 'Garden State'); QUEENSLAND — Green on White (Sunshine State); WESTERN AUSTRALIA — Black on White (State of Excitement); SOUTH AUSTRALIA — Black on White ('Festival State'); Northern Territory — Black on White ('Outback Australia'); TASMANIA — Blue on White ('Holiday Isle'); ACT ('Australian Capital Territory') — White on Black ('Nation's Capital'). All States except Queensland and Northern Territory have number plates consisting of 3 letters followed by 3 numbers. Some states have Personalized Plates available (7 Digits/Letters max.). Queensland has 3 digits followed by 3 letters, and NT has two groups of 3 digits. Commonwealth vehicles (in all states) have Black on White but are easily distinguished by the fact that the first of the three letters is always a red 'Z'. Armed Forces vehicles of a generally non-combat nature have Black on White (Army) or Blue on White (Navy/Airforce) plates with two groups of three digits.

Australian money comes in coins of the following denominations: cupro-nickel 1-cent and 2-cent coins (1-cent is the size of a US dime, 2-cent is the size of a US nickel); nickel 5-cent, 10-cent, 20-cent and 50-cent coins (5-cent is smaller than a 2-cent, but larger than a 1-cent; 10-

cent is larger than nickel; 20-cent is larger than quarter; 50-cent is slightly larger than 20-cent and has 12 sides). The current British monarch (legally monarch of Australia as well) appears on reverse of all coins. Notes come in the following denominations: A\$1 (predominantly brown), A\$2 (predominantly green), A\$5 (predominantly purple), A\$10 (predominantly blue), A\$20 (predominantly red), and A\$50 (predominantly yellow). Notes vary in size. The smaller denomination ones being significantly smaller than the larger denomination ones.

The Australian Government did issue a round silver 50-cent coin for a short time in 1966-67. It also issues a gold A\$200 coin (about the same size as the 10-cent coin). The other gold and silver coins mentioned herein are assumed to have been issued post 1990, and are all assumed to be the same size, as their purity is varied to meet value requirements (otherwise some of the smaller denomination coins would have been too small for practicable use).

Many international credit cards (such as AMEX, diner's club) are available in Australia but our own 'home grown' card 'BANKCARD' is by far the most common form of plastic money. It is issued by the separate banks but is administered through a joint company. The cards all look the same, except for the issuing bank's name on the back. Color is primarily green, with a rainbow-colored 'B' prominently displayed.

The number of banks in Australia are severely limited by Federal legislation. They include the Bank of NSW, the State Bank (of NSW), the Commonwealth Bank, the Rural Bank, the ANZ (Australia & New Zealand) Bank, the Bank of Adelaide, and the State Savings Bank of Victoria.

The major car producers in Australia are Ford, GMH ('General Motors Holden' — a wholly owned subsidiary of GM), and Mitsubishi (recent arrivals — they brought out Chrysler). Other makes commonly

available in Australia (but not made here) are British Leyland, Toyota, Datsun, Daihatsu, Volkswagen plus many other makes less commonly available. US cars are extremely rare in Australia. The great majority of imports are Japanese or European.

Major petroleum companies are Ampol, Esso, BP, Shell, Mobil, Caltex, and Golden Fleece. The product is called 'petrol' in Australia, not 'gas!'.

Australian industry and commerce is dominated by local subsidiary companies of foreign multinationals. These are predominantly British and continental, but a large number of US and Japanese ones are entering the marketplace.

The number of airlines in Australia is limited by the Federal government to two national ones: TAA (Trans Australia Airlines — Government owned) and 'ANSETT' (privately owned). Smaller 'State' or local operators (limited to using twin engined Prop aircraft) such as East-West Airlines exist.

The national flag carrier is Qantas currently with an all 'Jumbo Jet' (747) Fleet. It has a totally unblemished safety record (not one crash or fatality in over 50 years!).

BARTER & MONEY

In the Sydney campaign, enough time has passed for the use of money to become important in trade and commerce again. This does not mean that paper Money has regained any value. Gold and silver coins have gained wide use. To simplify things, the following rule of thumb should be adopted:

FOR PRE-RUIN WEAPONS TECHNOLOGY, one Barter Point	=	A\$50 in gold or A\$100 in silver
FOR OTHER PRE-RUIN TECHNOLOGY, one Barter Point	=	A\$20 in gold or A\$40 in silver
FOR POST-RUIN TECHNOLOGY, one Barter Point	=	A\$10 in gold or A\$20 in silver
FOR POST-RUIN FOODSTUFFS, one Barter Point	=	A\$5 in gold or A\$10 in silver

(there is a 2:1 Gold:Silver 'Exchange Rate')

ADDRESSES

The following addresses are of firms/organizations which will be able to provide highly detailed maps. Be sure to contact an organization for current prices before ordering.

UNIVERSAL BUSINESS DIRECTORIES

64 Talavera Road, North Ryde, Sydney, Australia, 2113.

UBD provide a very good quality street directory of 116 A4-sized maps or, a handier 'pocket' version about half the size.

GREGORY'S PUBLISHING COMPANY

89-97 Jones Street, Ultimo, NSW Australia, 2007.

Gregory's also provide a comprehensive street directory, hard bound for long life, and only a dollar or two more than the UBD one. They also make other maps — a large Map (Map No. 9) showing, on one sheet, most of what they have in the directories. You might also be interested in Map 10, the map from which the detailed inner city and inner suburbs maps from which the ones in these rules were done from.

LANDSDOWNE PRESS

Map & Guide Division, 176 South Creek Road, Dee Why West, NSW, Australia, 2099.

This company produces another street directory (slightly cheaper than UBD and Gregory's) but also covering less of the really outlying areas! They also publish a 'Sydney & Suburbs' map in one piece.

CENTRAL MAPPING AUTHORITY (of NSW)

Panorama Avenue, Bathurst, NSW, Australia, 2795.

The CMA produces a whole range of useful maps. Ask for their catalogue: 'Catalogue of NSW Maps'. Also of use will be the following maps:

a) 1:25,000 Series — Parramatta River (9130-III-N; Sydney Heads (9130-II-N) and Botany Bay (9130-III-S). These have been done by drawing standard information directly onto aerial photographs, and are quite useful for finding the lay of the land. It should be noted that the 1:25,000 series maps are mostly standard topographical maps.

b) 1:2000 Orthophotomap Series — Maps 62 and 64 cover the University of Sydney. They are expensive: A\$8 each at last count. These are aerial photographs as above, but much more detailed. You can even see the cars of the streets!

THE CAUSES OF THE RUIN

The planet-wide catastrophe known, in popular parlance, as 'The Ruin', had its roots in the mid 20th Century — the period referred to by many as the 'AGE OF WASTE'. During this era, despite rapidly increasing world population and decreasing availability of readily accessible natural resources, 'planned obsolescence' and similar attitudes were the norm. Obviously, this type of attitude could not have been supported forever, given the changing conditions in the world.

The gap in wealth between the 'haves' of the Western and Soviet Blocs and the 'have nots' of the Third and Fourth world nations grew at an ever increasing pace (in an almost geometric progression). Even the most insensitive Governments and Multinationals soon came to realize that things could not continue as they were for much longer. Fortunately for them, and more so for the poorer Third/Fourth World countries, the introduction of the Fusion Reaction power units in the late 1980's made the necessary changes not only possible but feasible as well. With power 'to burn', the possibility of 'Lifetime' production was ensured (this term was generally applied to products which, according to their manufacturers, would last a 'Lifetime' without requiring more than minimal service and/or spares). The introduction of some primitive versions of Conversion Reaction units in the mid 1990's speeded up the process greatly — though it was by no means uniform in degree of acceptance or success throughout the world at the time of the 'Ruin'. The period during which these power sources and production techniques were introduced was referred to at the time as the 'Age of Affluence'.

Despite such technological advances, the world was by no means free of some of the problems which had plagued it since the beginning of recorded History. For example, though few, if any, people starved to death through lack of food any more, there were still great differences in the wealth of the 'have' and 'have not' nations of the world. Many of the citizens of such countries resented the 'Second Class' status that this implied to them. Such great differences in wealth were not just international in scope — they existed within even the most affluent of

the First/Second world nations as well, where computerization and automation had 'Welfared' a large percentage of the population. This emptied their lives of challenge and purpose, though they were well housed and fed by the 'Government'. Exacerbating these tensions even further was the continuing ideological struggle between the USA and the USSR and their allies — including the continuing arms race and all that this entailed. With such a high degree of world-wide tension, it was almost inevitable that a series of brushfire wars between the client states of both sides should break out on a more or less regular basis in the less developed regions of the world (even though neither side was willing to let things get out of hand).

Thus it was not at all shocking when, in late 1998, a strange plague broke out in the Middle East (initially Israel). The fragmentary reports that were received from that country seemed to definitely implicate the involvement of the PLO and 'Black September' terrorist organizations. In any case, the UN imposed an immediate quarantine — as the plague had no known vaccine. It was also incredibly virulent, killing anyone contracting it. Ninety to ninety-eight percent of the population of a given area seemed to do so. There was a great deal of speculation as to whether the survivors were immune or were merely never exposed to it. This matter was never satisfactorily resolved. The population of Israel was virtually wiped out within three weeks of the outbreak of the plague, though (with almost poetic justice) it spread without restraint to the surrounding Arab countries almost immediately. It did, however, fail to penetrate the great deserts cutting these regions off from the continents of Africa, Asia, or Europe.

Just before the final collapse of the Israeli government they launched 'Operation Armageddon' against all Islamic states (with the exception of their Ally, Egypt) which had never shown hostility towards Israel. This attack used both Neutron AND 'Dirty' Bombs. One of these strikes (a 'Dirty' Bomb — 1 Megaton, Cobalt casing) was targeted on Red Square, Moscow — in the belief that the Arabs had been incapable of launching such a biological attack without Russian technical aid (a claim never proven nor, on the other hand, disproven). Evidently the ECM on the Israeli Missile was much better than the Russians expected, and it hit dead on target — with only 60 seconds warning — wiping out the entire top civil leadership (who had been attending a Praesidium meeting in the Kremlin at the time).

The Russian Military Commanders took 'Emergency Control' (using the excuse to put themselves in a dominant position over the Party in much the same way as had occurred in Poland in 1982-3) but showed admirable restraint under the circumstances. They did not launch a retaliatory strike of their own. As Marshal Pyotr Mikhailovitch, the head of the Military Junta, said on State Television, 'There is no point in shooting a corpse'. Of course, western observers cynically pointed out that the Russians no longer had the capability to do so and still maintain a credible deterrent against 'Western Opportunistic Imperialism' due to restrictions on the numbers of Missiles they were allowed under the SALT VII agreements of 1992. For a while things seemed to calm down. Everybody seemed to realize how close the World was to the brink of fatal destruction, and backed off at high speed; there were even several overtures by the Russians in the UN with a view to revamping that body to give it the 'teeth' necessary to ensure that such a 'regrettable accident' could not occur again.

This possibility was not to be. In March 1999, the 'Scourge of God' plague (as it had been popularly tagged) — had died out in the Middle East, evidently having been 'programmed' to do so after a certain time period (further increasing suspicions, never proven, that it was a 'tailored' agent). It now re-appeared. This time the target was the United Kingdom. The UK government attempted to suppress the news of the outbreak by passing it off as a 'new strain of influenza'. Evidently they hoped to be able to find a vaccine before anyone was the wiser and, in the meantime, to get 'essential personnel' out of the country 'just in case'. Within a matter of a few days it became obvious that the 'minor flu epidemic' in the UK was really THE plague — but, even though an immediate quarantine was enforced, it was too late. Fragmentary reports coming from the disintegrating UK government via the BBC Overseas Service indicated that the IRA was responsible for the release of the plague, and some inconclusive evidence of an IRA-PLO link was given. Whether this was the truth or merely an attempt by the Government to find a scapegoat is not known — but one of the first things the Government did after the imposition of the quarantine was to intern all residents of Irish extraction (those the Mobs didn't tear to pieces first) and summarily execute all who were even suspected of IRA sympathies!

It was at this point (about 6 days after the first outbreak of the 'Scourge' in the UK, and about 3 days after the Quarantine of that country) that the Russian military junta acted. They launched a unilateral 'surgical' strike on all the major population centres of the UK — using the new 'Super-Neutron' weapons (which had practically no blast

and caused an infinitesimal amount of Fallout — but which irradiated wide areas; wiping out most living things), planning it to make optimum use of them so as to 'sterilize' the whole island. Their intention was evidently to stop the spread of the Plague to the continent — and thence to Russia. They would probably have succeeded if the British had not concealed the original outbreak. Not only was their 'sterilization' rendered ineffective thus, but many of their missiles were obsolete and missed their targets due to guidance system malfunctions — one of these haywire missiles landed near the French city of Calais — causing massive casualties.

The French, hot-headed as usual, reacted with a 'hair trigger' before the Russians could explain. They assumed that the massive launches the 'Over the Horizon' Radar was picking up in Western Russia was the beginning of an all-out nuclear war — and so launched their entire nuclear arsenal on Russian and Warsaw Pact targets. At this point, Franco-Israeli co-operation paid off — as the French delivery systems were fitted with the same ECM devices that the Israelis had used to take out Moscow — and all of their (more up to date) missiles got through, again with minimal warning time for the Russians. The Russian missile base commanders immediately jumped to the wrong conclusion themselves. Assuming that the missiles were from a US retaliatory strike, they launched the remainder of their missiles at the US and her major allies. When the DEW line and US satellite-borne radar systems detected the Russian 'birds' on course for the US, the president gave orders for the immediate launch of all US strategic assets. Shortly thereafter, a Russian Missile penetrated the District of Columbia ABM defenses and impacted on the White House lawn.

Fortunately, due to the Arms reductions resulting from SALT VII, only 25% of the US and 35% of the SovBloc population were incinerated or killed outright! With so much of their Homeland destroyed (and not yet knowing of the spread of the Scourge beyond the UK) and, thus nothing else to lose, the SovBloc armed forces immediately invaded Western Europe, China (using TacNukes heavily against the Imperial Chinese Army) and India. When it became obvious that the plague had spread to the continent (the Soviets at first thought by cross-channel winds), they moved their main thrust towards India and SE Asia (via the Afghanistan Autonomous Region of the USSR). Some spearheads of this advance reached deep into Oceania and Australasia before it collapsed in the face of the spread of the Scourge of God.

While all this was going on, the rest of the World — which for the most part was not directly affected by the 'Wet Firecracker War' — was finding for itself that the quarantine measures invoked against the UK government had been ineffective — as the Scourge of God had by this time appeared at several sites on every continent. While the local governments did their best to discover a serum that was effective against the plague, nothing proved effective — and, though some measures proved effective in slowing its spread, nothing seemed to stop it. In fact, no effective antidote or serum was ever reported to have been discovered although it was noted, statistically, that members of the armed forces of those nations with advanced CBW warfare capabilities had a definitely higher immunity rate than the general civilian population (For every 1000 Soldiers, there were about 10 Survivors; while for every 1000 Civilians there were only 4-6 Survivors). It is for this reason that there are still respectably sized 'colonies' of Russian and Warsaw Pact personnel (or, more accurately, their descendants) in many countries 'today'.

As most people could see that no attempts to stop the spread of the plague were having any real effect, only imposition of martial law and strict imposition of the death penalty for any violators of such measures could even keep up a semblance of law and order. After all, with everyone under an effective death sentence, what could courts and law enforcement agencies threaten lawbreakers with? Soon, as the inroads of the plague spread, even police and military personnel began to 'bug out' — trying desperately to find somewhere — ANYWHERE — to hide, a sadly futile effort in the overwhelming majority of cases.

With the 'Resources Boom' of the mid-1980's and early 1990's — as well as the defeat of the 'Liberal' (Conservative) Government in the middle of this period, Australia entered a period of unparalleled economic growth and development coupled with a marked degree of progress in social welfare programs, making her the envy of many less fortunate countries. She managed to avoid the majority of the problems associated with automation and computerization which had caused such massive inequalities elsewhere by simply reducing the number of hours in the working week and ensuring full employment — rather than maintaining the old system and letting the number of unemployed rise drastically as their jobs were taken away from them by the advance of technology that was maintained (mostly by default) elsewhere in the world.

Thus, by the 1990, Australia — while not by any means a world power — was a very wealthy country, with her wealth fairly evenly distributed amongst all the classes, rather than concentrated at the top

end. It was against this background that both the Commonwealth government and private businesses poured funds into applied and basic research in many different fields — resulting in many new developments in such fields as medicine, genetic engineering, nuclear physics, and many more mundane areas. The primary beneficiaries of these research programs were the Australian universities, which greatly expanded their facilities for all areas of endeavor.

Thus, when the Scourge of God plague was first unleashed, Australian research and medical teams were amongst the first to apply themselves to the discovery of a serum to cure the disease, and many of these brave men died in Israel attempting to do just that. With the seeming disappearance of the plague with the death of the great majority of those affected by it in the Middle East, some research was continued in Australia (and, of course, elsewhere) — but it proved frustratingly fruitless, as the disease seemed to be almost certainly a man-made one; whether the accidental result of some genetic engineering experiment or one deliberately created for military use could not satisfactorily be determined. The major obstacle to research into a Serum was that the disease/virus or whatever seemed to have no genetic 'signature' for the researchers to trace. Also complicating research was the fact that the disease only affected one species — homo sapiens sapiens — Humans! With the recurrence of the plague in the UK research efforts were redoubled.

About three days after the Wet Firecracker War between the US, USSR and France, the first case of the Scourge was reported in Melbourne and, though the Commonwealth government immediately sealed off the city with troops and declared Australia-wide martial law, they realized that the only hope was to increase the research effort. The government was aware that any center of such research would be a prime target for mobs of Rioters either out to get 'them Scientists who started it all' or to 'get the cure from them Scientists who're hiding it'. In either situation, the fear was that the rampaging mobs would destroy the nation's last hope. This fear was proved correct in Melbourne (where no troops could be used to bolster police and security personnel at Flinders, La Trobe, and Melbourne Universities) — Mob attacks overwhelmed the defenders, and hundreds of staff and students were lynched for refusing to tell where 'the cure was stored'!

In the major cities, the Federal government provided armed forces detachments, upgraded the equipment and numbers of the university based armed forces training units, and created a 'Citizen Volunteer Militia' out of the remainder of the staff and students — backing up this by constructing computer controlled automated defenses for the stage when the university security forces would be too depleted by plague and 'enemy action to fully man the walls'.

Several minor breakthroughs were made, but they merely increased the incubation time of the Scourge — having no effect on those who had the disease and not preventing anyone from contracting it. Evidently rumors of these successes reached the ears of the Russian Military Commander of SE Asia — and he immediately launched an all out attack to secure for Russia the serum which he believed existed.

Realizing that their only hope lay in capturing the various research centers in Australia, the Russian High Command put the remnants of their military might behind the effort. They massed most of their remaining air transport assets, and loaded up as much infantry as possible on them, issuing them parachutes and telling them to jump 'or else', the remainder of their Far East Fleet, plus as many commandeered merchantmen as were available were used to transport heavier units — including the remnants of the Soviet Marine and Naval Infantry units in the whole theatre. Finally, the few remaining Orbital Marine units were dropped on key points within Australia to 'pave the way'. The whole force probably amounted to fewer than 200,000 men. Some never made it to Australia, going down with their ships in the naval battle of the 'Second Coral Sea' — where the Royal Australian Navy and the remnants of the US Pacific Fleet inflicted heavy losses — though they were unable to turn the invasion fleet back.

The Soviet forces that were finally landed in Australia were larger than the small Australian Regular Army — but were not large enough to decisively defeat it — especially given the fact that the Russians were totally cut off from their supply bases (such as they were) in SE Asia. Even so, they were concentrated in New South Wales and close enough to Sydney (one of their major objectives) to cause a great deal of trouble. In fact, the Royal Australian Army was unable to prevent several Russian spearheads penetrating deep into the city, where they attacked the University of New South Wales. The University Battalion there broke and ran. The Russians found nothing of use and demolished the whole area. They were also able to attack Sydney University — but were beaten off by SUR (Sydney University Regiment), the University Reserve Battalion there. Finally, in the face of gradually increasing losses on both sides due to the Scourge, the whole military effort just petered out — and darkness descended.

THE UNIVERSITY

As has been mentioned above, Sydney University was one of the major scientific and research institutions in Australia (and in the world) before the 'Ruin'. As such, it was chosen by the Commonwealth government as a 'Regional Survival Centre' and 'Regional Government HQ' (along British and American lines) for post-nuclear survival. Thus, under the guise of expansion, many deep underground facilities were built at the University during the '80's and '90's. When the Scourge of God plague was loosed on the world, the University was a natural choice for a center of research into the finding of a vaccine for it. As the Commonwealth government realized that such a target would prove irresistible to mobs in the inevitable breakdown of law and order that the onset of the plague would cause, they tried to ensure the security of the University by beefing up the attached Army Reserve unit (similar to the US ROTC or UK TAVR), Sydney University Regiment (or, more commonly 'SUR') from an understrength Light Infantry Battalion to a mechanized battalion (+). To this they added detachments of Regular Army troops — mainly specialists (such as armor, artillery, army aviation, RAAF ground support aircraft, and some of the new 'WARBOT' units). A militia was organized from amongst those University staff and students who were not members of SUR. This basically consisted of issuing them with arms, teaching them which way to point them, and then showing them how to pull the trigger. Added to this was a comprehensive arrangement of computer controlled defensive weaponry in several rings of fortified bunkers designed to defend the more important sections of the University, as well as the University perimeter in general.

Despite their apprehension at the possible effectiveness of these defensive arrangements, they proved quite useful. As civil authority and law and order broke down, the University did become, as predicted, a target for mob attacks. These attacks were initially ill-armed and organized, but as the desperation of the Civilians increased, more and more planning was put into them. Military arms (from over-run Army units and/or from deserters) increased the effectiveness of these assaults. Several, in fact, managed to breach the computerized defense perimeter and surge into the interior of the University, but internal manned defenses and the mobile forces of SUR and the Regular Army detachments managed to seal off these breaches and stop the mobs 'dead'.

As these attacks increased in their ferocity as the Civs (non-university or non-military personnel) became more and more frenzied, a new factor entered the situation — the approach of Russian invasion forces. These forces devastated MacQuarie University and totally destroyed the University of NSW when the University of NSW Regiment (UNSWR) simply 'bugged out' in the face of their assault. This left Sydney University the only 'Uni' left in the Sydney area. As if this wasn't enough, the fact that the Russians had found no plague cure at either of the other two Unis made them sure that SU was the 'correct target'. They thus launched an all-out effort against it. Despite the losses to the defending forces due to both previous assaults and the Scourge the Russian forces were even worse off. They were tens of thousands of miles from their rapidly collapsing supply bases. With the help of their attached Warbot units, the University defenders managed to repel the Russians.

This valiant defense enabled the University research teams to work right to the end although (it is presumed) without any success. It also means that the computerized defenses are still intact and operative. Thus, in the hundred odd years since the final collapse, the University has remained unlooted. Whatever secrets remain there have yet to be discovered!

See **Operation Morpheus** for details on the University.

THE DOMAIN COMMUNE ☆☆☆

LOCATION: The Domain Commune is situated in the area of the pre-Ruin Botanical Gardens and The Domain. It includes within its boundaries the Sydney Opera House, Government House, the NSW Conservatorium of Music, the Art Gallery of NSW, Sydney Hospital, State Parliament house, the Mitchell Library and the Domain Parking Station. Also used by the Commune, but not within its walls, is the Hyde Park area.

GENERAL HISTORY: The Domain Commune was founded by the survivors of the staff of the nearby State and Federal government installations and their garrisons. The initial populace of 100-250 or so (records differ) was very high and can be attributed to the wide ranging anti-CBW injections most Government personnel had received well before the Ruin. The buildings in the area were mostly untouched as the area had been heavily garrisoned by Police and Military personnel. They

had been able to fight off the worst of the mob attacks and a few Russian raids (although a number of buildings were sacrificed in this defense such as the Government Offices near Hyde Park and part of the Mitchell Library). The other buildings mentioned in 'Location' were all more or less intact.

After the collapse of any recognizable authority in the rebellions and rioting, the survivors gathered together in and around Government House for mutual aid and protection. Though they were at first content to live on the stockpiled supplies from their originally assigned bases, they soon came to realize that they would eventually exhaust them. To alleviate this problem, they began a program of agricultural expansion which proved quite successful although labor intensive. Then, some of the more technically oriented people got the idea that they could put their skills to better use than merely grubbing dirt for bare survival. These people re-opened the medical facilities of Sydney Hospital on a limited basis offering their services for a price. Others set themselves up in the repair business. Both these operations proved wildly successful and resulted in the Commune being able to mechanize its agricultural production to the extent where the community had so much leisure time available that they could practice the high tech skills they had. More importantly, they could afford to educate their children in them.

As they were the only organized group in the inner metropolitan area at this early stage of the post-Ruin period (c. 15-20 P.R.), they were able to consolidate their advantage simply by being able to scavenge all the easily and obviously accessible places before anyone else. This meant that they were able to gather in large stocks of basic finished components, as well as raw materials and the machinery needed to utilize these windfalls correctly. Because of these fortuitous circumstances, the size of the Commune has increased greatly. It not only produces a food surplus in all but the worst of years, but also is the source of significant amounts of manufactured goods (both of pre- and post-Ruin make) and of repair services.

This continued maintenance of much of the old pre-Ruin levels of technology on a supportable basis has meant that the Commune has become a quite important center for trading. It is a source of otherwise unavailable goods and services for much of the eastern seaboard of Australia and is always in the market for supplies of raw materials of pre- and post-Ruin vintage. In fact, the Commune's traders are known as far away as Perth (Western Australia) on an irregular basis and from Brisbane to Adelaide on a more regular one.

POLITICAL ORGANIZATION: The Commune is run by an elected Cabinet Council of eleven: the First Minister, Security Minister, Agriculture Minister, Industries Minister, Reclamation Minister, Attorney General and five Junior Ministers. Elections are conducted annually by secret ballot. All males and females over 18 may vote in them. The various Ministers run the Commune on the decision making level but their policies are carried out by ad hoc Committees of the Citizens. It is a seemingly inefficient system, but one that works nicely for them.

The First Minister is responsible for the finances of the Commune, for 'official' contact with outside communities, and for the general day-to-day administration. The Security Minister is the commander of the regular and militia forces of the Commune. Election to this position is only open to men or women with proven military ability or experience. The Agriculture Minister is responsible for all details concerning the production and preservation of food. The Industries Minister is similarly responsible for Commune-run commercial enterprises and generally encourages both public and privately owned commercial ventures. The Reclamation Minister is responsible for the scavenging of raw materials from various sites, and is also involved in the search for caches of pre-Ruin technology. The Attorney General, strangely enough, is in charge of the Commune's intelligence gathering operations which operate under the acronym 'SOS' (Secret Operations Service). Finally, the Junior Ministers are responsible for general administrative duties as assigned to them by the First Minister.

The Commune owns most of its industry (administered by the government) in common — but it also does its best to encourage the growth of private commercial ventures, especially in the fields of equipment repair and precision manufacturing. The government's policy is one of free enterprise but not laissez faire free enterprise.

FOOD PRODUCTION: The Commune not only undertakes normal farming activities, but has extensive hydroponic and greenhouse facilities as well to boost its all-year-round growing facilities. Fishing is also important. The whole of Farm Cove is netted off for intensive fish 'farming' as well as more normal fishing in the harbor proper. Members are also involved with herding (in Hyde Park) and some hunting. The average yearly production figures are:

Regular Farming	=	10,000 Bushels
Hydroponics Farming (Year Round)	=	10,000 Bushels
Greenhouse Farming (Year Round)	=	10,000 Bushels
Fish Farming	=	75,000 Bushels
'Regular' Fishing	=	25,000 Bushels
Grazing/Herding	=	15,000 Bushels
Hunting	=	1000 Bushels
TOTAL	=	146,000

On top of this, the agricultural produce of the Commune is stretched much further by the fact that much of that not required for immediate use is canned or otherwise preserved. The Commune's own canning and preserving factory utilizes pre-Ruin technology. The Commune also supplements her own production with purchases from other areas as necessary.

INDUSTRY: The Commune has the various Industrial facilities. These have limited production facilities, but extensive refurbishing and repair facilities. The yearly profits (not Turnover) to the Commune from the various publicly and privately owned enterprises are:

Ammunition Production	=	\$1,000,000
Arms Repair & Production	=	\$750,000
Food & Fish Canning	=	\$500,000
Mech & Elec Repair Facilities	=	\$250,000
Distilling (FUEL)	=	\$500,000
Distilling (LIQUOR)	=	\$125,000
Manufacturing — Elec & Mech	=	\$750,000
Medical Services (Treaty Hospital)	=	\$250,000
TOTAL	=	\$4,125,000

POPULATION: The population is approximately 3000-4000, of which only 2500-3250 are present at any given time. The rest are scattered all around Australia on trading missions.

ARMED FORCES: The armed forces consist of the Regulars and the Militia. The Regulars are the Communes' full time military force — and consist of a company of five platoons (164 men). The Militia are only intended to back up the Regulars in emergencies and consist of four infantry companies (80 men) and one cavalry squadron (128 men). This gives a total force of 612 men available to defend the Commune. Military service is compulsory for both males and females. The organization and equipment of the Commune's forces are detailed as follows:

The Regular Company consists of an Armor Platoon, an Armored Cavalry Troop, a Support Battery, and two Infantry Companies. The members of these units are not 'regulars' in the sense that they do nothing but train for fighting full time. They have part-time 'civilian' jobs. They do have more extensive training and experience than the Militia, and are on-call at a moment's notice.

ARMORED PLATOON: This unit is equipped with the following armored vehicles: a Kangaroo MBT/L, a Leopard MK. II, 2 Centurions, and three Saladin armored cars. All are equipped with co-ax .50 Cal HMGs. The Four MBTs are also equipped with .50 Cal HMGs in the

- 1 Government House
- 2 The Conservatorium of Music
- 3 The National Art Gallery
- 4 Domain Parking Station
- 5 Parliament House
- 6 Sydney (Treaty) Hospital
- 7 Opera House
- 8 Mitchell Library
- a The Domain Commune
- b Observatory Hill House
- c Customs/Bonded Stores
- d Maritime Services Building
- e Customs House



- f Harbour Control Tower
- g 2UW Radio Station Studio
- h Central Fire Station
- i Reserve Bank
- j State Office Block
- k Union Carbide Building
- l Remington Centre
- m Australian Government Centre
- n Premier's Department
- o AMP Centre and AMP Building
- p New Crest Hotel
- q Myers Store
- r NDMA Building
- s Dymock's Building



- t CIB Building
- u David Jones
- v 2SM Radio Station Studios
- w NSW Institute of Technology
- x Central Police Courts
- y Australia Square
- z Sebel Townhouse Hotel
- A Al's Brewery
- B Jake's Brewery
- D ABC Offices
- E Qantas Centre
- F Water Police
- G General Post Office
- H Fort Denison

commander's position, while the armored cars have .30 Cal MMGs in that position. The seven crew commanders are armed with F-1 SMGs and Colt M-1911A1 autopistols, while the 24 crew are armed with the autopistols only. All the vehicles carry 30+3d.6 rounds for their main guns (with the exception of the Kangaroo as it has a laser main gun), 1000+(5d.6x50) for the co-ax MG, and 1000+(5d.6x100) rounds for the commander's MG. The Crews are Superior men (Elite training) with Heroic crew commanders (Heroic training). The crews are all issued with FEDPOL light patrol gear as armor. Troop strength: 32 men.

ARMORED CAVALRY TROOP: This unit is equipped with 2 FSVs, 2 LSVs and 10 Wombat MICVs. The FSV and LSV have .50 Cal co-ax MGs and .30 Cal commander's MGs. The Wombats have 7.62mm Cal co-ax Mgs and M-60s mounted as commander's MGs. The 14 crew commanders are armed with F-1 SMGs and Colt autopistols, while the 18 Crew are armed with Colt autopistols only. The FSVs carry 25+3d.6 rounds of 76mm each, while the LSVs carry 500+(2d.6x100) rounds of 30mm Link and the Wombats carry a similar amount of 20mm Link. All carry the same amount of co-ax MG and commander's MG ammunition as do the vehicles in the Armored Platoon. The crews are all Average Men (the actual crew with Veteran training, and the vehicle commanders with Elite training). The crews are all issued with FED-

POL light patrol gear as armor. Troop strength: 32 men.

INFANTRY PLATOONS: These units are further divided into three Infantry and one Support Squad. All consist of 8 men, except the Support Squad of 10 men. The Infantry Squads are armed with 5 FN/FAL Rifles (set for AL ONLY), 1 FAR assault carbine, 1 M-60 GPMG, 2 Colt M1911A1 autopistols and 1 F-1 SMG. The Support Squad is armed with 8 Colt M-1911A1 autopistols and 4 FN CAL as well as a 60mm mortar, a karl gustav 90mm RR (really 88mm), a grenade launcher, and a flame rifle. The Squads consist of 6 Average men with Veteran training, 1 with Elite training and 1 with Heroic training each. Each Platoon is issued with 6 sets of FEDPOL heavy patrol gear and 2 Sets of SWAT Armor. The Support Squad gets 8 sets of heavy patrol gear only. Troop strength: 34 men.

SUPPORT BATTERY: This unit is equipped with 32 Colt autopistols, 8 FN/FAL Rifles and 16 F-1 SMGs. They are divided into four squads: two Mortar Squads with 2 81mm mortars each, an AT Squad with 4 Karl Gustav 88mm RRs (treat as 90mm), and a AA/Ground Support Squad with a Vulcan 20mm Rotary Cannon and 2 'Stinger' Launchers. The battery consists of 24 Average men with Veteran training and 8 Average men with Elite training. The troops are all issued with FEDPOL light patrol gear. Troop strength: 32 men.



AMMUNITION: The following ammunition is earmarked for use with the various weapons used by the Regulars: 5,000,000 rounds of 7.62mm NATO Ball; 5,000,000 rounds of 7.62mm NATO Link; 2,500,000 rounds of 9mm Parabellum; 250,000 rounds of .45 ACP; 1,500,000 rounds of .50 Cal Link; 1,000,000 rounds of .30 Cal Link; 7500 60mm Mortar Shells; 5000 81mm Mortar Shells; 100,000 rounds of 20mm Vulcan Link; 80 Stinger reloads; 2500 rounds of 88mm RR ammunition; 5000 40mm Grenades (for GLs); 2500 'magazines' for flame rifles, plus 2000 grenades, 1500 claymore mines, 6 dragon launchers and 120 reloads.

The Militia Companies are divided into two groups: the 'Active' Militia consisting of the Cavalry Squadron and the 'Reserve' Militia consisting of the 4 Infantry Companies. The reason for this is quite simple. During most of the year, the potential Militia strength is reduced drastically by the absence of the Commune's traders. So, it was decided that at least one company of the Militia had to be kept at near to full strength in case of a surprise attack that did not give time to recall all the traders. Thus, the Cavalry Squadron is at 75-90% strength during the trading season (Spring-Summer-Autumn), while the Infantry Companies are only at 40-50% strength during the same period. It should be noted that calling up the Militia causes severe disruption to the Commune's economy if for too long a period. This means that it is rare to call up the Infantry Companies for anything but home defense although they pull regular Guard Duty. The Cavalry Squadron is used in conjunction with the Regulars should any offensive action be required.

CAVALRY SQUADRON: The Squadron is divided into four troops of 32 men each. Each troop is divided into 4 sections of 8 men each. Three of these sections are standard horse cavalry and are armed as follows: 8 FAR assault carbines, 8 Webley & Scott Mk. VI revolvers, 8 sabres, and 8 lances. The remaining section is armed with: a BREN LMG, a 40mm Grenade Launcher, 2 F-1 SMGs, a FAR assault carbine with bipod and 5 standard FAR assault carbines. Armor for all is FEDPOL light patrol armor. Each Troop consists of 24 Average men with Trained training and 8 Average men with Veteran training. Troop strength: 128 men.

INFANTRY COMPANY: Each of these is organized identically. They consist of 2 Infantry Platoons (—) of 24 men without the Support Squad and 1 Infantry Platoon with the Support Squad. The troops are all Average Men (25% with Novice training, 50% with Trained training, and 25% with Veteran training). All are provided with FEDPOL light patrol gear. Troop strength: 80 men.

AMMUNITION: Each Company is provided with 100% of the appropriate types ammunition that the Regular Company is provided with.

DEPLOYMENT: The Regular units are deployed as follows: the Armored Platoon at Domain Parking Station; an Infantry Troop with 5 Wombats from the ACAV Platoon at the Domain Parking Station; the second Infantry Platoon and the ACAV Troop (—) in the Road Tunnel near the Conservatorium; the Support Battery at Government House. The Militia Units are deployed in support of the Regulars: the Cavalry Squadron at Government House and 2 Infantry Companies with each of the other Regular areas.

MAJOR INSTALLATIONS: The following important Installations within the Commune's walls are listed. Details are up to the GM.

GOVERNMENT HOUSE — The center of administration, includes the Commune's archives and some computer facilities.

THE CONSERVATORIUM OF MUSIC — The armory and magazine (both storage and production) for the Commune.

THE NATIONAL ART GALLERY — The Commune's free school is on the upper levels (provides 'free' education to non-Commune members for nominal fees). The basement levels are used to store the original exhibits and many other interesting but currently useless items.

DOMAIN PARKING STATION — The main industrial center of the Commune.

PARLIAMENT HOUSE — VIP accommodation and a fusion power reactor which provides much of the Commune's power.

SYDNEY (TREATY) HOSPITAL — Provides free basic medical treatment for all. Food is, however, charged for. Some pre-Ruin drugs and equipment are available, always at extra cost.

OPERA HOUSE — Entertainment facilities for the Commune.

MITCHELL LIBRARY — Partially destroyed, but is still used as the Commune's main Library. It contains an extremely wide selection of books — as it was the State Library before the Ruin.

TECHNOLOGICAL LEVEL: The Commune has a Technological level equal to that of the pre-Ruin period in many ways. This is not totally self-supported and requires the injection of spares from outside for anything electronic built later than c. 1960 AD. The group does, however, have the capability to maintain and repair mechanical items produced right up to the year 1999. They even have limited production facilities for such items.

TRANSPORT AVAILABLE: A mix of electric and petrol/alcohol-powered vehicles as well as small a number of horse-drawn vehicles.

REACTION MODIFIER: +15

GENERAL NOTES: As you have probably guessed from the write up so far, this settlement is one of the major centers preserving and rebuilding the 'old' technology as well as the civilization that went with it. They believe in a rule of law, not a rule of men (unlike many of the less enlightened survivor communities). The enclave populace are generally friendly towards strangers as long as the strangers are, in return, friendly. They are a generally 'nice' (to use an overworked word) bunch of people. However, do not mistake this friendliness (as have others in the past) for weakness. It is not when crossed, the Commune can be a dangerous and implacable foe!

OBSERVATORY HILL HOUSE ☆☆☆

LOCATION: This is based on the old Meteorological Observatory and the parkland surrounding it. It is located on the highest prominence in the central area of the city.

GENERAL HISTORY: The exact origins of the settlement here are unsure. It has been run by the O'Shaugnessey family for as long as anyone can remember. According to the family, the original settlement was founded by one James O'Shaugnessey some time during the decade following the final collapse of civilization. According to family tradition, James arrived, by himself, one day — driving a brand new Landrover and pulling a large trailer of assorted belongings. Wherever he came from, he soon decided to settle down permanently in the old building. Evidently he liked its congenial surrounds. He set up a combined general store and repair shop operation, the latter for less complex techno devices. Though several 'wild bands' attempted to rob and/or kill him, all their attempts were bloody failures. Soon after establishing himself in the area, he found a wife from amongst the Domain Commune survivors and began a family. Over the years the O'Shaugnessey clan has grown in size. It employs a number of helpers, and is a well regarded trading post in the area. They do not have the wide ranging technical abilities of the original founder any more.

POLITICAL ORGANIZATION: The trading post and farm is run by the O'Shaugnessey family along the lines of a pre-Ruin stock company. Each family member having one vote per 'share' they own (or have proxies for). They elect a Chairman who has absolute control of the operation of the concern unless/until replaced. At the present time, the Chairman is George O'Shaugnessey (36, and a Superior character with Elite Training) who controls 36% of the Stock personally, and has proxies for a further 20%. Though some of the older members of the family think he is too innovative and dislike the new fangled ideas he has introduced into the settlements' operations, the younger members feel he has not been innovative enough. Despite this seemingly precarious position, he has successfully weathered all challenges to his leadership for the 8 years since his initial election.

FOOD PRODUCTION: The settlement undertakes intensive farming of the protected area around the house. It also has greenhouse facilities. Orchards of hops plants are kept in the nearby area, but outside of the defense perimeter. The settlement's herds are similarly grazed outside during the day, but are brought back inside the walls at night. Annual food production is:

Regular Farming	=	750 Bushels
Greenhouse Farming	=	375 Bushels
Grazing/Herding	=	500 Bushels
Orchards	=	250 Bushels
Hunting	=	125 Bushels
TOTAL	=	2000 Bushels

On top of this 'local' production, the family is on good terms with the Domain Commune, and can supplement their food supplies with purchases from that source.

INDUSTRY: The family's Company is mainly renowned for its production of three things: brightly patterned woolen rugs and cloth, silver and gold jewelry of unique Celtic design, and a very high quality beer. George, the current Chairman has also supplemented the company's profits by selling surplus electricity (in the form of the recharging of Eternabatteries). The annual profits of these concerns are as follows:

Woolens	=	\$15,000
Jewelry	=	\$20,000
Beer Sales	=	\$5000
Power Sales	=	\$40,000
TOTAL	=	\$80,000



POPULATION: The population of the settlement is approximately 80. This figure includes employees of the Company and relatives of the O'Shaugnessey family.

GUARDS & MILITIA: The family itself can provide a 'Militia' of about 10 'Active' members (basically all the males from about 16 to 50) and a further 15 'Emergency' members (Males of about 12-15 and 50+ as well as Females 16-50). Obviously, this is not enough to defend the settlement against a determined attack. The Trading Company has a policy of hiring a further 10-12 able-bodied men as guards. These guards are all local men. They are all highly paid and well treated by the family. Often they end up marrying into the family or buy into the Company with their savings. The guards are intended to be on-call 24 hours a day to protect the settlement and, of course, act as a deterrent to would be raiders. The Militia is only intended to back them up for as long as it takes before help from the Domain Commune arrives. The Active Militia will support the Guards in attempting to keep any attackers well away from the actual Observatory House and the installations there. If the attackers are too strong, the Guard and the Active Militia will fall back on the House, where Emergency Militia is stationed.

The guards are armed with 5 .65 Cal rifled muskets (percussion models), 12 .45 Cal rifled pistols (also percussion), 7 longbows of 80lb. pull, 12 longswords and any personal weapons they may have.

The Active Militia are armed with a Bren LMG (old, but well maintained; with 6 full Box 30 Mags and 500 loose .303 rounds), an SG-15 (20g., with 75 shells — 30 2/1 and 45 4/3 Buckshot), a P-27 (.46 Cal with 56 rounds), a P-42 (3 full Box 8 mags and 48 loose rounds), 4 .65 rifled muskets (percussion), 10 .45 rifled pistols (percussion), and 2 160lb. pulley bows (treat as 80lb. Bows for firers, but 160lb. for range and damage), as well as longswords and daggers for all.

The Emergency Militia are all equipped with .65 flintlock muskets and longbows to suit their individual strengths as well as shortswords and daggers for all.

There are the following supplies available for the Militia and Guard: 2500 prepared .65 'cartridges' (i.e. a pre-measured powder charge and musket ball wrapped in cartridge paper for wadding), 1250 .45 Cal 'cartridges', 5000 percussion caps, 2500 arrows (500 barbed heads, 500 hunting heads, and 1500 armor piercing — all with standard shafts and fletching), 5x5 lb. kegs of black powder (9600 drams), 25 lbs. of lead stock (for musket balls). Also available are 5 mail shirts (Locs 4-12, 21-22), 23 army helmets, and 12 police riot shields (Mk. 2) and 15 sets of hardened leather armor (Locs 4-12).

The guard are all Superior men with Veteran training, led by 2 Heroic men with Elite training; the Active Militia are 75% Average men with Trained training, 20% Superior men with Veteran training and 5% Heroic men with Elite training.

SPECIAL INSTALLATION: The Observatory House has roof-mounted solar screens (50 units) which will normally generate 45 kilowatts per day (assuming bright sunlight) coupled with a 25,000 Watt accumulator. These units provide the power to run the machinery the

Company owns. For emergencies, the Commune has a 10,000 Watt diesel generator (operates for 15 hours at full load or 34 hours at 1/4 load on 10 gallons of diesel!) There is a 100 gallon reserve diesel fuel supply. Other special installations in the House are:

Electric forge (Efficiency Factor of 3)

CB base station radio

Electric spinning gear

Power loom

Jewelers' shop including Assaying equipment and smelting equipment

Electric lighting throughout

Medical facilities: Medikit 2 and a limited supply of drugs.

The House itself has thick stone walls. The windows are provided with steel shutters (Barrier Value = 70) which have loopholes for firing through. There is a carefully cut (post-Ruin) escape tunnel leading down to the under-expressway tunnel. Two DUR 20 Trailbikes are stored there.

TECHNOLOGICAL LEVEL: The Company has a maintainable tech level equivalent to that reached by the year 1890. There are, of course, anomalies such as the Electrical machinery and Generator. These can only be maintained by the inhabitants with spares obtained by the Company. If the machinery breaks down outside assistance is required.

TRANSPORT: All horse-drawn wagons and carts and riding horses for individual transport.

REACTION MODIFIER: +10

GENERAL NOTES: The settlement here, being primarily interested in trade, is always ready to welcome potential customers. They are quite friendly with the Domain Commune and have a mutual assistance agreement with them.

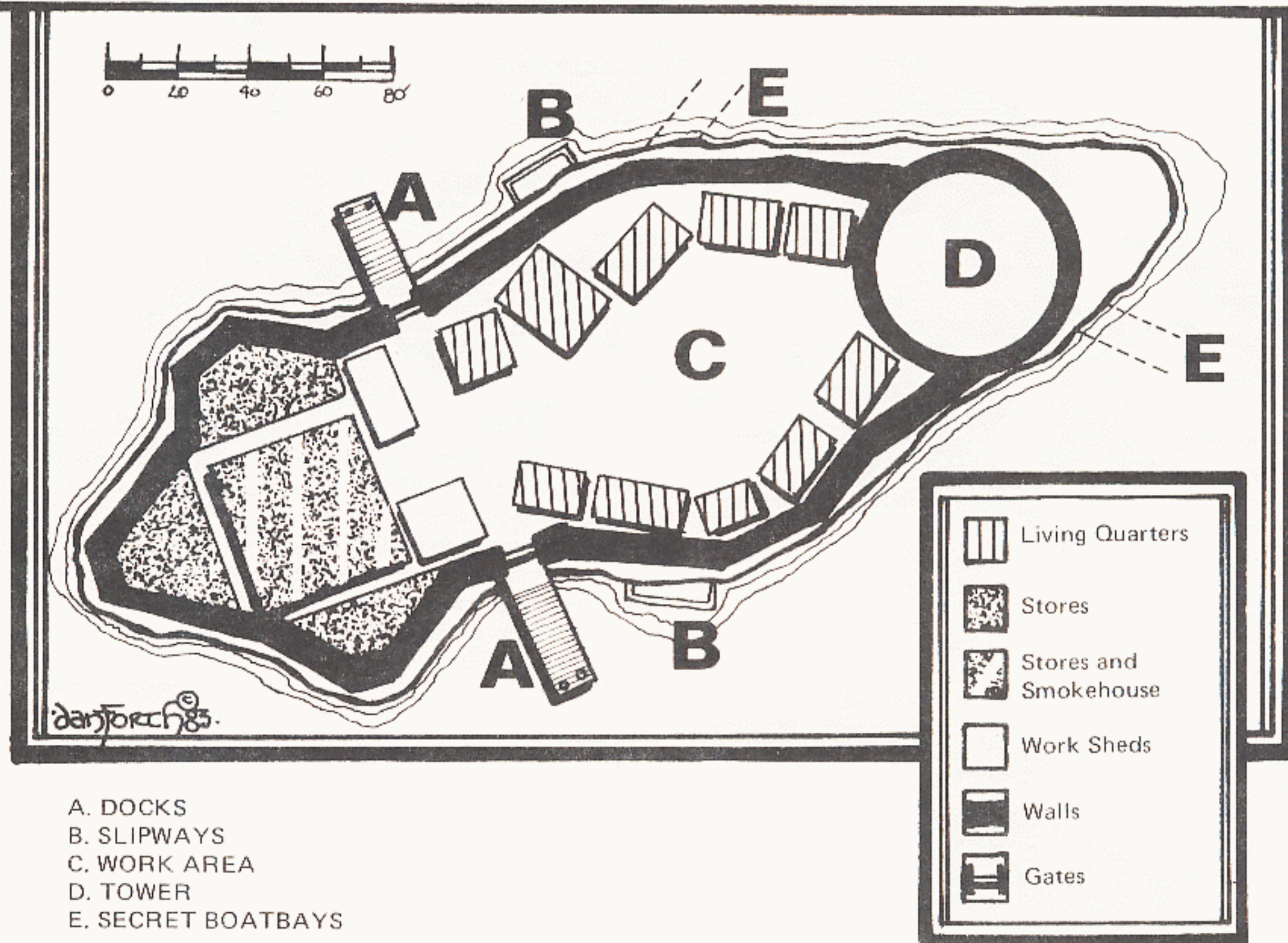
FORT DENISON ☆☆☆

LOCATION: Fort Denison is located on (and totally covers) Pinchgut Island in Port Jackson. It was built in the 1830's to protect the inner Harbor from possible attack. It was used as a Defense Force installation of some sort immediately prior to the Ruin.

GENERAL HISTORY: Fort Denison was settled some time during the decades following the collapse of civilization by a group of sailors (both naval and merchant marine). Their reasons for settling on Pinchgut were evidently twofold: the sea offered them a familiar and relatively easy living and the island was well protected from bandits and other marauders who were often to be encountered on land. Since the Fort had been used as a military installation of some sort (the 'new' settlers never did discover exactly for what it was used for) prior to the Ruin, they were initially well supplied with stockpiles of both food and weaponry. They made good use of both of these to ensure their tenancy wasn't successfully disputed. They used this breathing space to set about regular fishing. This is still, even today, the major activity of the settlement. They sell their surplus catch to various harborside com-

Fort Denison

ON PINCHGUT ISLAND



- A. DOCKS
B. SLIPWAYS
C. WORK AREA
D. TOWER
E. SECRET BOATBAYS

munes to supplement their diet with bread, fruit, vegetables and other staples necessary for a balanced diet.

POLITICAL ORGANIZATION: The Fort community is run by a Captain, who is elected democratically for a three year term by all adults. However, during his/her period of office, the Captain theoretically has almost absolute power. Of course, much of what one can and cannot do is laid down by tradition and custom which has quite obviously been developed from pre-Ruin maritime law. This effectively means that the Captain has certain bounds beyond which he had better have a very good reason for going!

FOOD PRODUCTION: As has been mentioned above, the primary source of food is fishing. They do undertake some farming on Clark and Shark Islands in the Harbor. Average Yearly production is:

Farming	=	100 Bushels
Fishing	=	7500 Bushels
TOTAL	=	7600 Bushels

INDUSTRY: The prime industry of the islanders, apart from Fishing, is the construction and repair of small ships. The Pinchgut Fort has some slips and a fairly good boatbuilding berth which can handle wooden ships of up to about 50-60 feet in length. Due to their generally low level of technology, the islanders are only capable of building wooden vessels. They can and do make small metal fittings for them on the spot. The profits from fishing, shipbuilding and ship repair average:

Fish Sales	=	\$6000
Shipbuilding	=	\$8000
Ship Repair	=	\$6000
TOTAL	=	\$20,000

POPULATION: The population of the Fort is around 80 people.

MILITIA: The Fort is heavily defended although (and this is a well kept secret) most of these are quite 'passive' for the 'active' defenses have long since run out of ammunition, or whatever. Of the total population about 20 are available for 'active' defense. These are of military age (18-45, or thereabouts), though only the Captain and 4-5 others could be considered professionals and then only in the sense that they have acquired extensive combat skills. They are not full time soldiers. The remainder of the Active Militia are available only in emergencies

for any military action other than simply defending the island. In emergency defense of the Fort, about 40 more Emergency Militia are available. This Militia includes anyone who is capable of swinging a sword, throwing a spear, or pulling a bowstring.

The Fort's defenses consist of six 250 lb.-pull power-crossbows mounted in the tower. These are provided with strong recocking springs to allow two relatively 'instant' reloads on the heels of the initial shot. These springs are not kept under tension unless trouble is expected as to do so would cause too much wear and tear. Normal recocking is achieved by the use of a windlass (3x to strength, can be used by 2-3 people at once). On top of these, a further six are available for mounting on the walls but are kept dismantled and under shelter. It would require at least 4-6 hours' warning to get them erected in time. These six lack the recocking springs.

Personal arms available in the defenders' armory include: 12 .65 Cal. percussion rifled muskets (1200 ready 'cartridges'); 12 .45 Cal percussion rifled pistols (1200 ready 'cartridges'); 6 120 lb.-pull crossbows (cranechins), 6 80 lb.-pull crossbows (cranechins), 400 armor-piercing bolts, 200 barbed bolts; 12 80 lb.-pull longbows, 300 hunting points, 150 target points; 37 assorted swords; 63 assorted spears; 50 lbs. black powder, 37 lbs. of lead stock; 322 bolts for wall-mounted crossbows; and 91 1/2 kilo black powder grenades (Blast = 2.5; Frag = 2). Also in the armory are 26 leather breastplates (Locs 4-10), 21 hardened leather breastplates, and 2 sets of FEDPOL heavy patrol gear.

The Captain and the Active Militia can be classed as 75% Average men with Trained training and 25% Superior men with Veteran training. The Emergency Militia can be classed as 50% Average Rabble men with Novice training, 25% Average Rabble with Trained training, and 25% Average men with Trained training.

The settlement also has 2 20meter fishing ketches with wooden hulls, 3 6meter longboats, and about 12 2meter dinghies, plus an 8-meter powerboat (inboard - 250 liters fuel) in a secret boat berth.

SPECIAL INSTALLATIONS: The Fort has a number of installations which could be put into this category. Not all of them are still active and not all of them are known to the current occupants. These are:

RADAR DOME: On top of the tower, no longer works.

CONCEALED BOAT BERTHS: There are two of these, one containing the powerboat mentioned above, and the other currently empty.

RADAR & SONAR CONTROL ROOM: At the base of the tower, protected by heavy steel doors. The radar is no longer working, but the sonar is and can warn of the approach of any surface or undersea vessel.

BOMB SHELTER: This has not been discovered by the inhabitants. Entry is via a hidden elevator and staircase in the radar/sonar control room. It is fully equipped to provide for 40 men for up to a year. It contains weapons, food supplies, and limited stocks of various pre-Ruin electronic items. The actual contents should be determined by the GM.

TECHNOLOGICAL LEVEL: The tech level of the settlement is equivalent to that achieved in the year 1800, with some anomalies which are not repairable locally.

TRANSPORT: As mentioned above in the Militia section.

REACTION MODIFIER: +10

GENERAL NOTES: As with the Observatory Hill settlement, this group is always ready to welcome potential customers and also have a mutual assistance agreement with the Domain Commune.

WENTWORTH VILLAGE ☆☆☆

LOCATION: Rushcutter's Bay, encompassing Rushcutter's Bay Park, Sydney Grammar School Sportsground, and White City Tennis Courts and some grazing area in Trumper Park.

GENERAL HISTORY: The founder(s) of this commune are unknown. There is some evidence that they were from the King's Cross area and, judging from the way in which the settlement is run, they were not 'law abiding'. There was a previous settlement in the area and it is rumored that this was brutally conquered by the founders of the 'Village'. These conquerors, whoever they were, were evidently anything but fond of work. They kept the subjugated survivors of the previous settlement as slaves, and raided neighboring settlements for anything else they needed. Several of the smaller of these settlements were totally destroyed (their survivors added to the growing slave population of the Village) before the remainder banded together in a mutual defense organization that made them too difficult for the Village raiders to continue. Since then, the raiders have concentrated on areas away from their home (towards the outer city and inner suburbs) for their slave and general raiding missions. Small parties of travelers who pass too close to the Village have been known to disappear under mysterious circumstances. Despite this, the Village has not crossed the locals to the extent where they consider it worth their while to wipe them out — yet! They do, however, have an extremely bad reputation as far as trading is concerned. They are always ready to cheat anyone who is obviously not in a position to do anything about it. The advice any would-be traders will get from the locals will be to go in 'armed to the teeth', and obviously prepared to fight if 'wronged'.

POLITICAL ORGANIZATION: Since no outsiders are allowed to enter the Village, and very few of the 'Slaves' have ever escaped, little can be said for sure of the internal Politics of the Village. What little is known is that it is completely based on a slave economy — with the descendants of the original inhabitants and those captured in other raids being the slaves, and the descendants of the conquerors being the 'nobility'. The way in which the Village is administered is also unsure — but there are indications that there is a single 'supreme' Raider who is possessed of absolute power — as long as he can avoid being assassinated by his rivals!

FOOD PRODUCTION: The Village has an extremely inefficient agricultural system — as it has always proved 'easier' to use Labor intensive methods rather than Mechanized farming methods. They therefore depend on raiding other settlements for a large part of their food supplies.

Farming	=	1500 Bushels
Fishing	=	7500 Bushels
Grazing	=	5000 Bushels
Orchards	=	2500 Bushels
Raiding	=	5000 Bushels
TOTAL	=	21,500 Bushels

INDUSTRY: Little is produced locally, but the Village Raiders are expert Breeders of Horseflesh, and, of course, they get a great deal of goods by raiding:

Horse Sales	=	\$50,000
Raiding	=	\$50,000-\$250,000
TOTAL	=	\$100,000-\$300,000

POPULATION: The population of the Village is about 1000 — 250 Raiders' and the rest 'Slaves'.

RAIDER MILITIA: As has been mentioned above, the major source of income for the village is obtained from raiding and so the 'Raiders'

(nobility) are all involved in this 'occupation' full time. Because of this, and because all the more mundane tasks of the village are taken care of by the 'Slaves', this means that the 'regular' forces of the Village are rather larger than would be normally expected from such a small enclave. In fact, of the 250 Raiders, 50 are 'full time' and a further 75 are 'part time'. In emergencies a small number of Slaves can be trusted for home defense duties (about 20-25 in all).

The full time Raiders are armed with 15 assorted shotguns (all 20 gauge), 5 M-1 carbines, 5 Colt 'Commando' carbines, 25 assorted .38 Cal revolvers, 25 sabres, 25 lances, 25 shortbows (80lb. Pull), and 50 combat knives. They are also provided with 5 sets of FEDPOL SWAT armor, 2 sets of FEDPOL heavy patrol gear, 18 sets of light patrol gear, and 25 police riot shields (type II). Ammunition available for the Raiders' weapons: 652 shells of assorted buckshot/slug types, 2189 rounds of .30 carbine, 8217 rounds of 5.56mm NATO, 12890 rounds of .38 Special, and 7500 arrows (5000 armor piercing, 2500 field points).

The part time Raiders are armed with 25 .65 Cal flintlock rifled muskets, 50 .65 Cal flintlock smoothbore muskets, 150 .45 Cal flintlock smoothbore pistols, 75 80 lb.-pull crossbows, 75 sabres, 150 combat knives and 75 lances. Ammunition available for these weapons is as follows: 8210 'cartridges' for .65 muskets, 7189 cartridges for .45 pistols, and 8000 crossbow bolts (6000 armor piercing, 2000 field heads). There is also a stock of 75 pounds of black powder and 125 pounds of lead stock on hand as well.

The full time Raiders are 50% Average men with Veteran training, 30% Superior men with Veteran training, and 20% Superior men with Elite training; the part time Raiders are 50% Average Rabble with Trained training, 30% Average men with Trained training, and 20% Average men with Veteran training.

SPECIAL INSTALLATIONS: The only building that might approximate this category is the Travelodge Motel. It is used by the Raiders as their private quarters.

TECHNOLOGICAL LEVEL: The maintainable level of technology is equal to that existing in the 1400-1600 period. There are anomalies but anything more advanced than that period requires outside maintenance and repair.

TRANSPORTATION: Consists entirely of horse-drawn carts and wagons with horses also providing mobility for the Raiders.

REACTION MODIFIER: -20 (No surprise, these guys are a really nasty bunch).

GENERAL NOTES: This settlement is directly descended from some of the organized crime elements of Kings Cross (Sydney's version of New York's Times Square and London's Soho — a 'Red Light' district) and should be avoided at all costs! The organization is along syndicate or Mafia lines — with the Godfather remaining in power as long as he can avoid any challenges (i.e. assassination attempts).

AL'S BREWERY ☆☆☆

LOCATION: In the old Toohey's Brewery near Central Station, with farmlands in Belmore Park.

GENERAL HISTORY: Some time after the final collapse, a small group of nomads came across the old Brewery facilities. According to local tradition, they found an old man living there, still tending the Brewing machinery (and making enough to keep himself nicely drunk!). His name, supposedly, was Al. He talked them into assisting him to partially reopen the Brewery. They were successful in doing so since he knew enough to get the facilities back into operation on a limited basis. Over the years, the Brewery has managed to expand and diversify into other fields such as the development of alcohol fuel distilling and general trading. The Brewery has, in the course of selling its products, come across many good deals in the past and the profit from them was so attractive that this became a permanent part of the Breweries' business concerns.

POLITICAL ORGANIZATION: The Brewery is governed by a council consisting of the Master Brewer (traditionally a descendant of Al), the Head Trader, the Head Farmer and the Scout Leader. All except the Scout Leader are hereditary so the quality of those holding the positions are often quite mediocre. Because of this, the real power often is in the hands of their Deputies. The organization is thus quite obviously aristocratic but is breaking down to some extent.

FOOD PRODUCTION: The Brewery doesn't grow enough food to feed its population. It depends mainly on selling its products to earn enough to buy the food it needs.

Farming	=	1000 Bushels
Grazing/Herding	=	2500 Bushels
Orchards	=	1500 Bushels
TOTAL	=	5000 Bushels

INDUSTRY: As has been mentioned, this is primarily involved in three areas: brewing, fuel production, and general trading.

Brewing	= \$35,000
Distillation (Fuel)	= \$50,000
Distillation (Spirits)	= \$25,000
General Trading	= \$65,000
TOTAL	= \$175,000

POPULATION: the population is currently some 120 persons.

MILITIA: The Brewery has a small number of Scouts (6 locals and 19 hired mercenaries). On top of these 25 professionals, the Brewery can field another 60 in case of emergency, but only for defensive purposes.

The Scouts are armed as follows: 25 R-51s (100-round bandolier each), lance, saber, combat knife. The Scout Leader and his Teniente also having P-20s (20 rounds each). They are all provided with the following armor: steel breastplate (Locs 4-12; AV-8), steel gorget (Loc 3; AV-8), steel 'lobster pot' helmet (Locs 1-2; AV-8), and light leather (AV-3) on all other areas. They are all also provided with horses if needed.

The Militia proper consists of another 60 people, 20 of which are provided with longbows, swords and leather armor (breastplate — AV-5), a helmet the same as provided to the Scouts, and a Class 5 plywood shield with leather facings (BV — 30; ENC — 3.66). The rest of the Brewery Militia are provided with swords, spears, javelins and a helmet only.

SPECIAL INSTALLATIONS: The whole Brewery, in a sense.

TECHNOLOGICAL LEVEL: As far as repairing items with stockpiled parts, the Brewery can deal with items from approximately 1940 and before. As far as actually supporting a level of technology on local resources, the level is about that achieved c. 1850-60 AD.

TRANSPORTATION: The Brewery has about 30 cavalry/riding horses, and 12 draught horses. It also maintains three 4-horse wagons.

REACTION MODIFIER: +10

GENERAL NOTES: Al's and Jake's Breweries do not get along at all!

JAKE'S BREWERY ☆☆☆

LOCATION: Just off Broadway (Parramatta Road/George Street) in Tooths Kent Brewery. Also includes part of the Central Station Marshalling Yards, Prince Alfred Park, and Cleveland Street High School.

GENERAL HISTORY: Established by survivors of the NSW Institute of Technology, Sydney Tech and members of the Kent Brewery staff. At first they simply banded together for mutual protection and support. As time passed, and their stockpiled supplies ran out, they realized that they had to begin to produce their own food supplies, or find some means of trading for it. Initially, they simply proposed to put the Brewery back into production with the intention of producing both beer and distilled alcohol (the latter for both drinking and fuel). They faced one major obstacle, however, the fact that they had no way of getting the required raw material to start. They therefore began negotiations with the Cleveland Street High settlement which was growing various crops in Prince Alfred Park. Eventually they concluded a 'merger' in which they provided the brewing expertise and machinery, while the High provided the initial werewithall. (As for the origins of the Cleveland Street Settlement, it was a combination of survivors from the original staff of the school, as well as some survivors from the police garrison of the nearby Redfern Mail & Telephone Exchange).

This merger proved to be a great success. The Brewing/Distilling business has proved to be extremely profitable, and 'Jake's' is currently the largest brewery in the metropolitan area (much to the annoyance of Al's Brewery!). This is a position that they have taken great pains (both overt and covert) to maintain. Though the farming side of the settlement no longer provides enough to 'fuel' the brewing and distilling operations, it does reduce the settlements' reliance on outside food supplies.

POLITICAL ORGANIZATION: The Brewery/School settlement is run by an elective council chaired by the Head Brewer and the Headmaster in alternate years. Other members of the council include the Guard Captain, Chief Mechanic, Master Farmer, Master Garageman, Head Vet and others. While this seems democratic enough, it is really semi-oligarchic. The council members are elected for life (retiring at age 60, or when 'unfit') and thus have great power and influence. The situation is not as bad as it might be. Many less senior posts are appointive and go to the person best qualified for the job in question.

FOOD PRODUCTION: As mentioned above, this is only enough to reduce the settlement's reliance on external food supplies, and is nowhere near enough to feed the population as well as provide the necessary raw material for the brewery. Average annual production is:



Farming	= 3500 Bushels
Herding/Grazing	= 3500 Bushels
Greenhouse Farming	= 1500 Bushels
Hunting, etc.	= 500 Bushels
Orchards	= 1000 Bushels
TOTAL	= 10,000 Bushels

INDUSTRY: This is primarily brewing/distilling based with a sideline in general mechanical repairs. Yearly Profit is:

Brewing (Beer)	= \$100,000
Distillation (Spirits)	= \$50,000
Distillation (Fuel)	= \$250,000
General Repairs	= \$25,000
TOTAL	= \$425,000

POPULATION: Population of the settlement is 500. About 50-100 will be away on trading missions at any one time.

MILITIA: As with Al's Brewery, this settlement also hires non-members as guards to supplement their own militiamen. The Guard thus consists of 10 locals and 35 hired guardsmen. The Militia is divided into two parts: the Mobile Force, which is intended to support the Guard in operations away from the settlement (if necessary) and the Home Defense Force, which is only called out to defend the settlement when threatened by or under attack. The Mobile Force numbers 50 and the Home Defense Force numbers 100.

The Guard is trained as cavalry and is armed as follows: 50 R-52 rifles (100-round bandolier of .30-06), 50 P-61 pistols (25 rounds of .41 Magnum in belt loops), lance, longsword, and bayonet. They are issued with 35 sets of FEDPOL light patrol gear, 10 sets of heavy patrol gear, 4 sets of SWAT armor, and one set of Intruder Recon armor (used by the captain). The Guard are provided with horses, but also have a SWB Landrover and 3 trailbikes for use if necessary. Mounted on the landrover is a BREN LMG (always with 5 full Box 30 mags).

The Mobile Force consists of 15 cavalry and 35 infantry. The cavalry are armed with R-51 rifles (100-round bandolier of .30-40 Krag), muzzle-loading .45 Cal rifled pistols (percussion; 20 'cartridges' each), longswords, bayonets, and lances. The infantry are armed with muzzle-loading .45 Cal rifled muskets (percussion; 25 'cartridges' each) and .45 Cal muzzle-loading pistols (25 'cartridges' each), longswords, spears, and bayonets. The cavalry are armored in Streetsuits, and the infantry have flak jackets.

The Home Defense Force is armed with 25 .45 Cal rifled muskets (percussion) with bayonets, 25 .45 Cal rifled pistols (percussion), 25 crossbows (100 lb-Pull), 50 longbows (80 lb-Pull), 100 shortswords, and 100 spears.

Ammunition available in reserve is as follows: 21890 rounds of .30-06, 10920 rounds of .30-40 Krag, 1200 rounds of .41 Magnum, 9120

rounds of 7.62mm NATO (Australian Army BREN LMGs have been rebarrelled to take this), 9821 .45 Cal 'cartridges', 217 pounds of black powder, 219 pounds of lead stock, and 56 1/2-Kilo black powder grenades (Blast 2; Frag 2).

The Guard are Superior men with Veteran training, with 5 Heroic men with Elite training. The Mobile Force are all Superior men, 75% with Trained and 25% with Veteran training. The Home Defense Force is 25% Average Rabble with Novice training, 50% Average Rabble with Trained training, and 25% Average men with Trained training.

TECHNOLOGICAL LEVEL: Equivalent to the year 1900, it is supportable with local resources.

TRANSPORT: Mainly horse-drawn wagons but there are a number of alcohol-powered vehicles (mainly trucks and vans).

REACTION MODIFIER: +10 (-5 to Al's Brewery).

GENERAL NOTES: A settlement of sharp, but trustworthy, traders. However, they are determined to make sure (by fair means or foul, and preferably covertly) that they remain the top brewery in Sydney.

THE DUCHY OF SYDNEY

LOCATION: The Duchy includes Centennial Park, Moore Park, Randwick Racecourse, and Queen's Park. It does not include Eastern Suburbs Hospital, Moore Park Barracks, or Victoria Barracks as these contain still active defense systems.

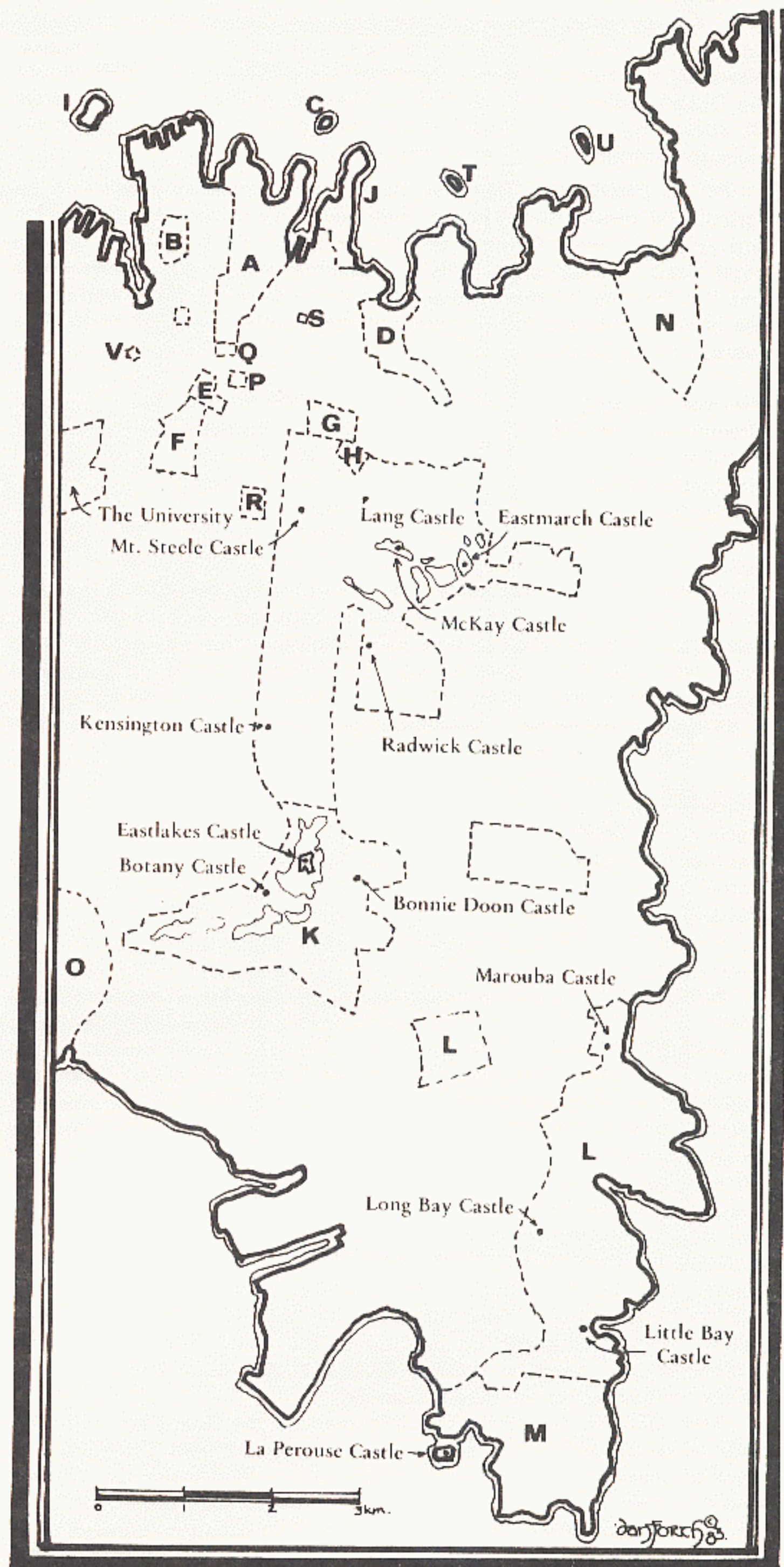
GENERAL HISTORY: The original settlers were primarily drawn from the survivors of Victoria & Moore Park Barracks, Eastern Suburbs Hospital, the Police Academy and the University of NSW. These survivors were, given their overwhelmingly military background, quite good at taking care of themselves. The stability that this offered attracted many other survivors from throughout the Sydney area. The original CO of the troops was one Colonel Augustus Bligh, who, to put it mildly, suffered from delusions of grandeur. With the support of his troops, he managed to set up a feudal seignury with himself as the self-styled Duke. He cunningly persuaded the other survivors to declare a 'state of emergency' which he then made permanent! To ensure continual support for his position, he appointed several of his most loyal supporters as 'Barons' over parts of the Duchy so that they would have as much to lose as he in the face of opposition to his rule.

This situation was more and more formalized until the Duchy became almost a classical example of a feudal lordship. It is also the reason for the relatively low (given the size of the settlement) population. The general level of technology allowed to the people is very low. This is not to say that they are legally forbidden it, but merely that none of them have the time or money to buy it after paying their taxes to the Duke or his Barons. This is the case with medical technology, meaning increased death rates which help keep the population down. The nobility, of course, since it is primarily a military aristocracy take delight in all forms of warfare. They 'keep their hands in' by launching continual raids on settlements in the local area. These raids became so serious a problem that the other settlements in the inner city area found it necessary to band together and bloody the Duchy's military 'Nose' in the Battle of Surrey Hills some 26 years ago (in 2074 AD). Since then, the Duchy has confined its raiding to settlements well outside the inner city area. However, the current Duke, His Ducal Highness William Bligh II, is planning the Duchy's comeback. He is intending to conquer all of the inner city communes and then expand outwards to eventually bringing the whole of Sydney under his sway (after, Sydney, who knows what else?!). His lesser Barons are quite prepared to support him as it means both glory and, more importantly, more land, for all of them, something they are not at all averse to!

Due to this project, raids outside the area have been stepped up, as have been purchases of weapons, ammunition, and all other types of military equipment.

POLITICAL ORGANIZATION: The Duchy is organized along classic medieval lines with the Duke basing his power on his military might and on his occupation of Mt. Steele Castle. The lesser nobles (the Barons) include Baron Eastmerch (Eastmarch Castle near the Eastern Suburbs Hospital), Baron McKay (McKay Castle in Centennial Park), Baron Lang (Lang Castle in the old RAS Showground area), Baron Randwick (Randwick Castle in the area of the old Randwick Racecourse), and Baron Kensington (Kensington Castle on the site of the old Kensington Golf Club Clubhouse). The Duke is the supreme ruler and his writ is enforced by the Ducal Guard's presence! He normally runs things through a Ducal Council which keeps the Baronage not too unhappy. The Council can only debate those issues brought before it by the Duke and its decision is subject to a Ducal veto. Of course, the the Duke had better not exercise this power too often (not if he wants to keep his head, that is!).

Duchy Precincts



- | | |
|---------------------------|--|
| A. The Domain Commune | M. County of La Perouse |
| B. Observatory Hill House | N. Rose Bay Enclave |
| C. Fort Denison | O. Kingsford Smith/Mascot/
Sydney Airport |
| D. Wentworth Village | P. Australia Square |
| E. Al's Brewery | Q. Central Police Courts |
| F. Jake's Brewery | R. Qantas Centre |
| G. Victoria Barracks | S. ABC Offices |
| H. Moore Park Barracks | T. Clarke Island |
| I. Goat Island | U. Shark Island |
| J. Garden Island Dockyard | V. CIB Building |
| K. County of Eastlakes | |
| L. County of Long Bay | |

Though it seems ossified, the system is not totally repressive. It is possible, though not at all easy, to rise through the ranks from serf to knight (not a landholding knight, but a military knight), or in the 'civil

service' (the local equivalent of the medieval church). It is even possible for such a person to be appointed to such important offices as that of Chancellor of the Duchy, or Grand Marshall (O.K. — it's only happened ONCE, but it IS POSSIBLE!).

The Duchy also theoretically controls the County of Eastlakes, the Counties of Long Bay and La Perouse, and the Barony of Maroubra. However, the rulers of these lordships are powerful enough to ignore the Duke's desires if they so wish it. They do, grudgingly, acknowledge his suzerainty and overlordship and are going along with him in his plans for conquest (to get in on the 'spoils!').

FOOD PRODUCTION: The Duchy has a great emphasis laid on agricultural production. Though they have very limited mechanization and relatively poor farming techniques, they still manage to grow a good sized 'normal' crop. This is supplemented by greenhouse crops and fish farming (in the various Lakes in the Duchy area) as well as the use of surrounding land for grazing of the Duchies' livestock herds. The average yearly production is:

'Normal' Farming	=	100,000 Bushels
Greenhouse Farming	=	25,000 Bushels
Fish Farming	=	50,000 Bushels
HerdinG/Grazing	=	75,000 Bushels
Orchards	=	50,000
TOTAL	=	300,000 Bushels

INDUSTRY: There is some industry in the Duchy (mainly involved in the 'war effort') and thus not able to earn too much in the way of cash from outside sales. If they were aiming at this, the profits listed here would be 5-10 times greater. Of course, a lot of this potential 'extra' profit is used to buy military equipment from all over (much of it on the sly and hence costing much more than normal). Average yearly income from the various enterprises are as follows:

Horse Breeding	=	\$25,000
Veterinarian Services	=	\$12,500
Textiles Production	=	\$12,500
Armor Sales	=	\$10,000
Raiding	=	\$50,000-200,000
TOTAL	=	\$110,000-260,000

POPULATION: The population of the Duchy is approximately 7500.

ARMED FORCES: The armed forces of the Duchy consist of the actual Ducal Guard (the personal armed forces of the Duke) and the individual personal guards of the Barons. The Ducal Guard consists of 250 full time guardsmen, plus a further 125 who are normally occupied in administrative duties. The five Barons have personal guard forces of 50 men each, with a further 25 involved in administrative duties. All these guardsmen may be classed as professionals even though they are not all occupied full time in soldiering. On top of these men (who are available on a moment's notice) the Duchy can call up about 500 'sergeants' (the Duchy's 'middle class', semi-professional at best), and a further 2000 peasant levies (with varying degrees of training). About half of these owe allegiance directly to the Duke. The remainder are divided equally amongst the five Barons. Organization and Armament of the various guards are detailed below:

THE DUCAL GUARD: The 375 men of the Guard are organized into three SQUADRONS (—) — each of four 32-man TROOPS (—). Two of these Squadrons are of CAVALRY — one Horse Cavalry and one Armored Cavalry; while the third is of Mechanized Infantry.

ARMORED CAVALRY SQUADRON: This squadron consists of an Armored Troop, an Armored Cavalry Troop, and two Mechanized Infantry Troops. The equipment of this squadron is kept carefully hidden from all outside eyes, and even from as many of the locals as possible.

The Armored Troops consists of 5 Centurion Tanks, 2 Leopard IIs, and a Kangaroo laser tank. The troopers are armed with Webley & Scott Mk.VI Revolvers and R-51s. Each tank carries 30+2d.10 rounds for its main guns, and 1000+(10d.100) rounds for each of its machine guns. The troopers carry 24 rounds for their pistols and 50 rounds for their R-51s. Each trooper is issued with a plastic flak jacket.

The Armored Cavalry Troop consists of 5 FSVs and 5 LSVs. The troopers are armed with the same weapons as the armored troopers. The FSVs carry 20+3d.6 rounds for their main guns, the LSVs carry 1000+(1d.6x100) rounds for their main guns; all carry 1000+(1d.6x100) rounds for each of their machine guns. Each trooper is issued with a plastic flak jacket.

The Mechanized Infantry Troops have an LSV for the commander (ammunition as above) plus 3 Wombat MICVs each carrying a squad of 8 infantrymen. Each of the Wombats carry the same amount of ammunition as the LSV. The crews of the MICVs and LSVs are armed as

the crews above; the infantry squads, however, are armed with 7 M-16 rifles, 8 Webley & Scott Mk.VI revolvers and 1 M-60 machine gun. Each trooper is issued with a plastic flak jacket, and each infantryman is issued with FEDPOL light patrol gear.

CAVALRY SQUADRON: This squadron consists of three cavalry troops and a mounted weapons troop. The equipment of this unit is quite open and known to all.

The cavalry troops are divided into four 'lances' of 8 men each. Each lance is armed with 7 Colt Commando carbines, a BREN LMG (7.62mm NATO version), 8 lances, 8 sabers and 2 Webley & Scott Mk.VI revolvers. The troopers are all provided with FEDPOL SWAT armor.

The mounted weapons troop is divided into a machinegun lance, a recoilless rifle lance, and two mortar lances. The machinegun lance is equipped with 2 .50 Cal HMGs, and 8 Colt Commando carbines; the recoilless rifle lance is armed with 2 Karl Gustav 88mm RRs and 8 Colt Commando carbines; the mortar lances are each equipped with 2 60mm mortars and 8 Colt Commando carbines; all troopers are equipped with sabers as well. The troopers are all equipped with FEDPOL heavy patrol gear.

MECHANIZED INFANTRY SQUADRON: This squadron consists of 4 mechanized infantry troops. The equipment of this squadron is kept secret in the same way that the equipment of the Armored Cavalry Squadron is.

The mechanized infantry troops each consist of 3 mech infantry squads and an APC squad. The mech infantry squads are equipped with 7 M-16 rifles, 2 Webley & Scott Mk.VI revolvers, and an M-60 machinegun. The APC squads consist of 3 APCs and an LSV — the crews and vehicles are equipped as in the armored cavalry troop. The infantrymen are equipped with FEDPOL heavy patrol gear and the crews with plastic flak jackets.

The BARONIAL GUARD units are all organized and equipped in the same way. They are organized into three 25-man troops of horse cavalry. Each troop is split into three 8-man lances. The extra man is the unit commander. They are armed with 7 Colt Commando carbines, 2 Webley & Scott Mk.VI revolvers, and a BREN LMG, and are provided with plastic flak jackets.

The SERGEANTRY are armed and armored as follows: 25% with R-52s, 25% with R-51s, and 50% with muzzle-loading rifled muskets (percussion); 25% with Webley & Scott Mk.VI revolvers, 25% with muzzle-loading rifled pistols (percussion) and 50% with smoothbore pistols; and all with spears and longswords. They fight as infantry and are issued with flak jackets.

The PEASANTRY are armed as follows: 25% with muskets (flintlock), and 75% with various muscle-powered missile weapons; all have daggers and short spears. They are not equipped with armor of any sort.

AMMUNITION: The Duchy has the following stocks of ammunition (about 70% is the Duke's and the rest is divided equally amongst the Barons): 750 105mm AT rounds, 300 120mm AT rounds, 500 76mm rounds, 6000 30mm AT rounds, 9000 20mm AT rounds, 1,000,000 rounds .50 Cal Link, 10,000,000 rounds of 5.56mm NATO, 7,000,000 rounds of 7.62mm NATO Link, 250,000 rounds of .455 SAA, 1800 60mm mortar rounds, 350 88mm RR rounds, 3,000,000 .30-40 Krag rounds, 3,000,000 .30-06 rounds. The Duke also possesses the following: 1760 grenades (assorted types), 1 Dragon launcher and 12 reloads, 12 flamethrowers with 43 reloads between them. Many soldiers will also have their own personal stocks (perhaps non-standard types such as Sabot, etc.).

The Ducal Guard consists of Superior men with Elite training (except that skills involved with the driving of vehicles and firing of their weapons is at Trained levels only — due to the need for secrecy). The Baronial Guardsmen are Average men with Veteran training; the Sergeanty are Average men with 75% Trained and 25% with Veteran training. The Peasantry are 25% Average men and 75% Average Rabble (25% with Trained and 75% with Novice training).

SPECIAL INSTALLATIONS: These are the castles belonging to the Duke and his Barons.

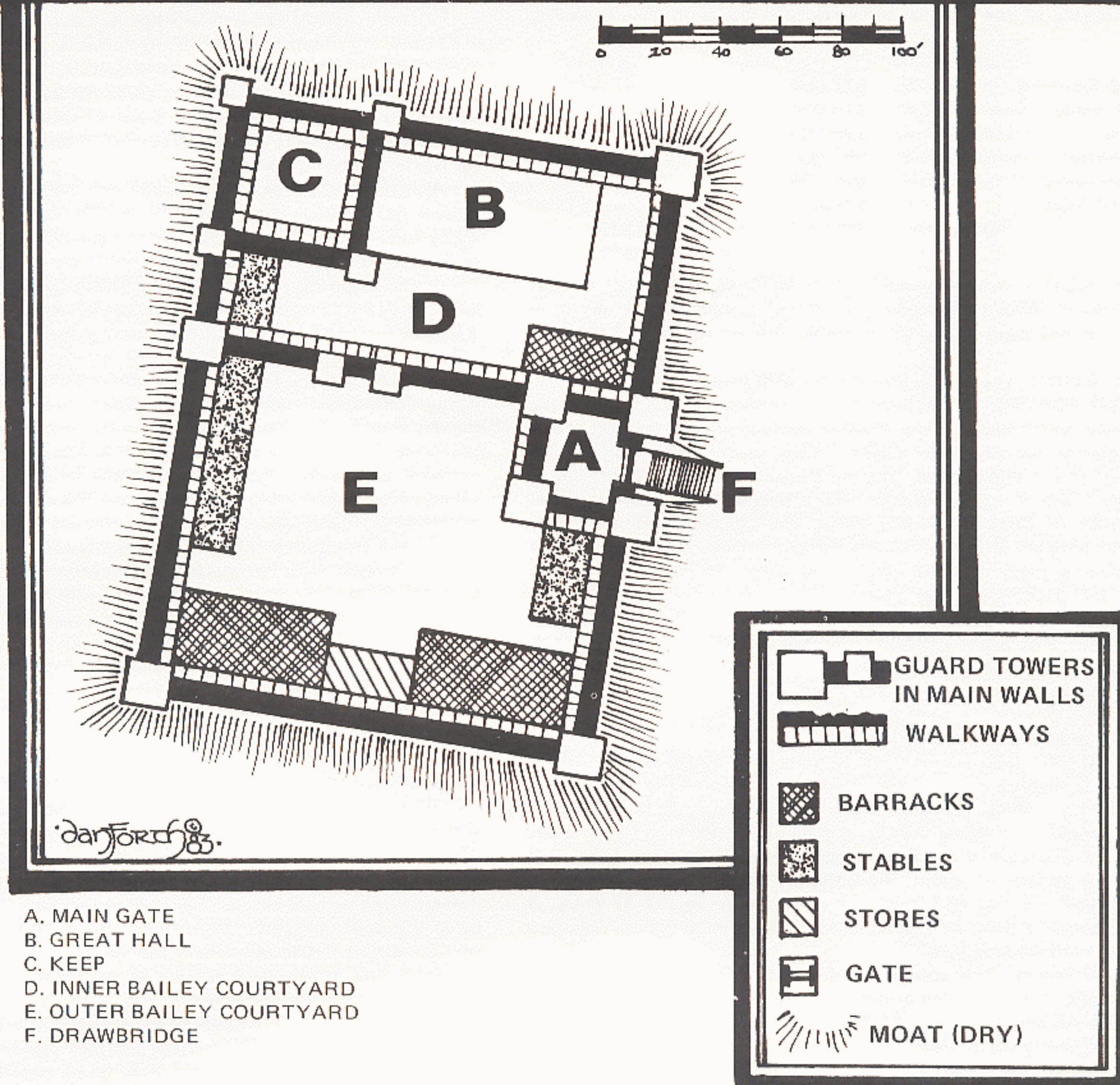
✧ **MT. STEELE CASTLE:** This is of pre-Ruin build. It consists of a keep and walled compound and was built by the Sydney 'Kingdom' of the Society for Creative Anachronism. The Duke has made it his seat of government, and has added extensive underground facilities.

The other castles are all of post-Ruin construction, and are 'shell keeps'.

Sydney Boys/Girls High School area: These buildings are fortified and the compound is walled. It serves as the barracks for those members of the Ducal Guard not on duty at the castle. It is also connected to the underground levels of the castle by a 'secret' passageway.

TECHNOLOGICAL LEVEL: The general level of technology of the Duchy is equivalent to that attained in the late medieval period (c. 1400 AD), except, of course, for the immediate Households of the var-

MOUNT STEELE CASTLE



ious nobles and their weapons. They are capable of producing weapons and ammunition for any projectile weapon not requiring electronics components but this can be done only on a handcraft industry level.

TRANSPORT: Apart from a few trailbikes and four-wheel drive vehicles owned by the nobles, the Duchy is completely in the 'horse and buggy' era.

REACTION MODIFIER: -10 towards those wishing entry to the Duchy; +10 to those offering items of military equipment for sale; and 0 for all others.

NEW MOSCOW BASE ☆

LOCATION: The Base is located in the old RAN Base of HMAS PLATYPUS (Submarines) and surrounding areas.

GENERAL HISTORY: The Base here is one of the remnants of the soviet invasion of 1999-2000, and is still populated by direct descendants of these forces. The soviet forces in Australia disintegrated due to strong resistance from the Royal Australian Army, lack of resupply from their bases in SE Asia, the rapid depletion of their numbers in the face of the 'Scourge', and their failure to discover the rumored source of the Plague Cure that the Australians supposedly had. The remnants numbered about 5000-15000 out of the original 200,000. This high survival rate was because many had been transferred from plague-decimated units in European Russia when it was discovered that those who were immune were not 'carriers'. They found themselves scattered all over the continent. Even in the aftermath of a disaster such as had hit, many Australians were not in the mood to tolerate the presence of these invaders, and so small bands of Russians found that they had to band together. The 167th Guards Motor Rifle Division and its attached

elements ('Task Force Simonov') was the force which had assaulted Sydney University unsuccessfully. The survivors found they they were in a similar position to most soviet units and pulled back over the Harbor Bridge to the captured Australian Navy Submarine base at HMAS PLATYPUS.

This was already heavily fortified. The Russians did their best to patch up, the damage they had caused in taking it. Thus provided with a safe home base, they set about the work of surviving in much the same way as the rest of Australia. Women were no problem, as the Russian invasion fleet had carried a large number of females in the event that they found the cure but too late to get it back to Russia. Over the years, the Base (named 'New Moscow' for sentimental reasons) has expanded into the Communes at Taronga and Balmoral ('Red Star' and 'Lenin' Communes respectively) and has become a prime threat to the rest of the area by virtue of their expansionistic policies. This is all in the name of 'freeing the oppressed from the Capitalist yoke' (and, incidentally, putting them under the communist yoke!).

POLITICAL ORGANIZATION: NMB is run by the 'Politburo' consisting of the Guard Commander, the Party Chief, the Head of the CHEKA (Security Police) and their Deputies. The system is entirely dictatorial. While not quite up to the worst excesses of the Stalinist period, it is not a government to be opposed or trifled with. It might be noted here that succession to the Politburo is almost always decided by the sharpening of knives in opponents backs (literally as well as figuratively!).

FOOD PRODUCTION: Food Production at NMB is minimal, as it is the headquarters of the Guard and Cheka, as well as the site of all of the combined Communes' industries. Even so, some food production is undertaken, and the following average annual production is made:

Farming	=	1000 Bushels
Fishing	=	1000 Bushels
TOTAL	=	2000 Bushels

INDUSTRY: As has been mentioned above, the Base is the site of all the industry of the Russian settlements in the area. Yearly profits are:

Weaving & Spinning	=	\$75,000
General Trading	=	\$10,000
Food Sales	=	\$250,000
Light Industry	=	\$50,000
Medium Industry	=	\$25,000
Scrap Metal Sales	=	\$75,000
TOTAL	=	\$485,000

'Light' industry includes general repair facilities appropriate to tech level. 'Medium' industry involves the limited production of anything not requiring precision or electronic parts, also appropriate to the tech level.

POPULATION: The population is some 600 people.

ARMED FORCES: As has been noted elsewhere, this is the military and security police base for the Russian settlements and so, 300 of the 500 population are Guard or Cheka troops, and a further 50 are the Red Guard of the Party Chief. The remainder are workers in the industries here. There is a great deal of rivalry between the Guard and the Cheka. Much of this is politically based. The Cheka and Guard Heads on the Politburo are always jockeying for supremacy. The Party Chief is always playing them off, one against the other, to ensure he retains total control! This means that cooperation between the two bodies can be nil at the most inopportune times! Because they also have slightly differing roles, they are armed and organized differently as well. On top of this, the Red Guard is disliked by both — and returns this feeling, as they are the personal Guard of the Party Chief. They also are armed and organized differently from the other two bodies. The organizations of these three bodies are detailed below.

RED GUARD (NM Base): This consists of a single platoon of 50 men which is divided into a Naval Squad, an Armored Squad and two Heavy Infantry Squads. These are organized and equipped as follows:

Naval Squad: The Naval Squad consists of 19 men who man a Shershen Class PT Boat. Since the Boat is not always in working order, it is DUR 10 due to lack of spares, the Crew are trained to act as naval infantry as well. To this end, they are armed with 16 AK-47 rifles, 4 Makarov pistols, 2 RPK 74 LMGs, and 2 PKS GPMGs. All are provided with soviet light body armor.

Armored Squad: This squad consists of 11 men, a T-72 MBT, and 2 T-62 MBTs. The crews are armed with 11 AK-74 rifles, and 3 Makarov pistols. All are equipped with soviet light body armor.

Heavy Infantry Squad: Both of these squads are organized identically — 10 infantrymen armed with 9 AKGM-93 gauss rifles, 1 RPKG-93 gauss LMG, and 2 Volga gauss pistols. They are provided with 6 sets of soviet medium body armor and 4 sets of soviet heavy body armor.

AMMUNITION SUPPLIES: The following stocks of ammunition are held by the Red Guard: 2500 rounds 30mm Soviet; 78 125mm rounds (45 APFSDS, 33 HEAT); 143 115mm rounds (67 APFSDS, 76 HEAT); 7298 12.7mm Soviet Link; 89120 rounds Soviet 5.45mm M74 Link; 821000 rounds Soviet 5.45mm M-74; 1090 rounds 9mm SSP; 904500 rounds Soviet 3mm M91. Also in the armory are 2 Sagger launchers and 18 reloads, 120 grenades, and an 82mm mortar with 109 rounds.

GUARD (NM Base): The Guard is divided into two companies, each of 100 men. Each company has a Mechanized Troop (30 men), a Cavalry Troop (30 men), an Infantry Platoon (30 men), and an HG/Political Squad (10 men). These are organized and armed as follows:

Mechanized Troop: This is equipped with 3 PT-76s (two with 3 crew, one with 4 acting as a troop HQ vehicle), and 2 BMP MICVs (each of the latter carrying crew of 2, the vehicle commander who also commands the infantry section, and a section of 8 infantrymen). Armament for the crews is an Makarov pistol (Pistolet Makarova), while the infantry sections are armed with 6 AK-47s, an RPK LMG, a PKS GPMG, and 2 Makarov pistols. The crew wear flak jackets, while the infantry wear soviet light body armor.

Cavalry Troop: This is divided into three identical 10-man sections. Each section is armed with 10 PPSH SMGs, 10 Tokarev pistols, 10 lances, 10 sabers and is provided with soviet light body armor.

Infantry Platoon: This is also divided into three 10-man sections. Each equipped with 7 AK-47s and an RPK LMG. The men wear soviet light body armor.

HQ/Political Squad: This 10-man unit is armed with 8 AK-47s, 5 Makarov pistols, 1 RPK LMG and an RPG-7 LAW, and wear soviet light body armor.

Ammunition Supplies: The Guard holds the following supplies of ammunition: 8210 76mm rounds; 712 73mm rounds; 290,910 rounds 7.62mm Soviet 54R; 2,109,181 rounds 7.62mm M43; 821,900 rounds 7.62mm Soviet M30; and 54 RPG-7 rounds. Also in the armory are 189 grenades.

CHEKA: The Cheka is organized into a 100-man company. This is divided into three Security Platoons, and a HQ Squad. Organization and equipment are as follows:

Security Platoons: Consist of three 10-man squads. All are armed identically with 6 PPD-40 SMGs, 2 AK-47 rifles, and 2 Stechkin pistols. No armor is normally provided, though stocks of flak jackets are held for use in combat situations.

HQ Squad: Consists of 10 men in two BMP MICVs. They are armed with 8 AK-47 rifles and 2 Stechkin pistols. As above, no armor is normally issued, though stocks of soviet light body armor are held in case of involvement in combat situations.

Ammunition Supplies: The following stocks of ammunition are held: 1,218,872 rounds 7.62mm Soviet M30 and 218990 rounds 7.62mm Soviet M-43. Also in the armory, but not on issue are 81 grenades.

OPERATIONAL ROLES: The above three bodies have widely differing operational roles within the framework of the combined settlements. Firstly, the Red Guard is purely and simply the Party Chief's anti-coup force with a secondary role as the emergency reserve and in extreme situations, it is a strike force of the settlements' military forces. The Guard units based here are the prime military arm of the settlements. These act as the raiding force and general reserve for them. The Cheka troops based here patrol the borders and areas nearby all of the settlements with the stated task of keeping out people attempting to enter them. This is only a secondary role as their primary role is to keep the 'happy proletariat' of the Communes IN!

TROOP TYPES: The Red Guard consists of Superior men and Heroic officers. The former have Veteran training, and the latter have Elite training. The Guard consists of Average men with Superior officers and NCOs. All have Veteran training. The Cheka consists of all Average men with Trained training.

SPECIAL INSTALLATIONS: The following installations within the boundaries of NMB fall into this classification:

HMAS PLATYPUS: The Soviets have occupied the barracks and stores buildings for a long time, but they do not know of the existence of 2 undamaged Oberon Class submarines in concealed underwater submarine pens. The entrances to these were concreted over by the last commanding officer before the Russians arrived. This information will be in the SUR computer. Both have been mothballed and are in excellent condition (DUR 20). There can be tanks containing 25000 gallons of diesel fuel in the pens as well as torpedoes and other appropriate supplies, at the GM's discretion.

AUSTRALIAN GASLIGHT GAS WORKS: This installation has been converted by the Russians to produce wood gas from various organic wastes with which to power their diesel electric generators.

TECHNOLOGICAL LEVEL: The tech level of the Base is about equal to the 1900's in maintainable technology. They do have the capability to repair higher tech items as long as they have spares.

TRANSPORT: Some electric and alcohol-powered trucks, but mainly horse-drawn transport.

REACTION MODIFIER: 0

GENERAL NOTES: Can only be trusted if dealt with from obvious position of strength; otherwise they are inclined to be untrustworthy.

RED STAR COMMUNE ☆

LOCATION: The Red Star Commune occupies the sites of the old Taronga Park Zoo, Bradley's Head Park, and Sirius Park.

GENERAL HISTORY: Settled by the expanding population from New Moscow Base as well as with 'POWs', (anyone unfortunate enough to get caught by the NMB forces and unable to fight them off). Otherwise, this is as per New Moscow Base.

POLITICAL ORGANIZATION: See New Moscow Base.

FOOD PRODUCTION: The Commune has few mechanized farming implements, so that they usually reap smaller crops than one would expect. To supplement this, they fish extensively. The average annual production is:

Farming	=	20,000 Bushels
Fishing	=	50,000 Bushels
Herding/Grazing	=	25,000 Bushels
Orchards	=	5,000 Bushels
TOTAL	=	100,000 Bushels

INDUSTRY: None (All at New Moscow Base).

POPULATION: Population is 2000.

ARMED FORCES: The armed forces here consist of 65 Guard and 35 Cheka. They will sometimes be stiffened by troops/security troops from NMB. Otherwise, they are armed and equipped quite differently.

GUARD: The Guard is organized as a company (—) with three 20-man Infantry Platoons and a 5-man HQ/Political Squad.

INFANTRY PLATOONS: These are divided into two 10-man squads, each of which is armed identically: 2 AK-47s, 2 Tokarev pistols, and 8 R-51s (chambered for 7.62mm Soviet M43). Flak jackets are provided as armor.

HQ/Political SQUAD: The five men of this squad are all armed with AK-47s.

Ammunition: The armory contains 25,000 9mm SSP rounds and 100,000 rounds of 7.62mm Soviet M43.

CHEKA: The Cheka unit is organized as a company (—). It consists of 3 Security Platoons (—) and a HQ Squad (—).

Security Platoon: Consists of 10 men armed with 8 Stechkin pistols and 2 PPD-40 SMGs. No armor is issued or available.

HQ Squad: Consists of 5 men, all armed with Stechkin pistols.

Ammunition: The Cheka have 10,000 7.62mm M30 rounds and 25,000 9mm SSP rounds available.

TROOP TYPES: The Guard are all Average men, 75% with Trained and 25% with Veteran training. The Cheka are all Average men with 50% Novice and 50% Trained training.

SPECIAL INSTALLATIONS: None.

TECHNOLOGICAL LEVEL: Locally it is equal to the late medieval period. The Commune relies on NM Base for anything more advanced.

TRANSPORT: Entirely horse-drawn.

NOTES: All other data as per NMB.

LENIN COMMUNE ☆

LOCATION: Lenin Commune encompasses Balmoral Park, Balmoral Navy Depot, Balmoral Point Military Reserve, George's Heights Military Reserve, and Rawson Park.

GENERAL HISTORY: See New Moscow Base and Red Star Commune.

POLITICAL ORGANIZATION: See New Moscow Base.

FOOD PRODUCTION: As with Red Star Commune, Lenin Commune is almost entirely unmechanized in its agricultural program. Average yearly production is:

Farming	=	40,000 Bushels
Fishing	=	75,000 Bushels
Herding/Grazing	=	25,000 Bushels
Orchards	=	20,000 Bushels
TOTAL	=	160,000 Bushels

INDUSTRY: None (see New Moscow Base).

POPULATION: The current total is 3000.

ARMED FORCES: As for Red Star Commune, but the Guard Company is full strength and the Cheka units have 15-man platoons. Armament is increased accordingly and ammunition supplies are increased by 50% over Red Star Commune totals.

SPECIAL INSTALLATIONS: The military installations that were originally here were destroyed in heavy fighting between the Russians and the Australian Army Garrisons.

NOTES: All other data is the same as per Red Star Commune.

NORTHBRIDGE ENCLAVE ☆

LOCATION: The Enclave covers Northbridge Park, Clive Park and residential areas between these two areas.

GENERAL HISTORY: No one is quite sure exactly how this Enclave developed, as there are no written records from the earliest days of the settlement. The current settlers believe that the Enclave was started by a small group of people who simply began farming in the area, and this attracted other survivors for various reasons ranging from the desire to learn farming themselves through to the simple desire for companionship. In any case, at some stage within the second decade after the Ruin, a small number of survivors from the ABC 2 TV station at Gore Hill joined the settlers already there. They brought along a large number of solar power screens and electrically-powered vehicles and other machinery. This proved to be a turning point, as the Enclave was able to use this power source as a means by which it could gradually boost its agricultural production through mechanization.

POLITICAL ORGANIZATION: The Enclave is run by an Assembly which consists of all adults. It meets regularly to discuss the policy issues involved in the administration of the Enclave. Actual administration is in the hands of a small number of public employees such as the Constable (police functions), the Militia Commander, the Mayor, etc. It

should be noted that none of these officials have any legislative or executive powers. They are elected merely to carry out the wishes of the Assembly.

FOOD PRODUCTION: As has been mentioned, the Enclave has made good use of the solar power cells to mechanize its agricultural and fishing programs. The average annual production is:

Farming	=	10,000 Bushels
Greenhouse Farming	=	10,000 Bushels
Orchards	=	10,000 Bushels
Herding/Grazing	=	25,000 Bushels
Fishing	=	25,000 Bushels
TOTAL	=	80,000 Bushels

INDUSTRY: This is limited, though very efficient. Average annual profits are:

Food Sales	=	\$50,000
General Repairs	=	\$25,000
Electricity	=	\$100,000
Livestock Sales	=	\$5,000
TOTAL	=	180,000

POPULATION: The population is 2000.

ARMED FORCES: These consist of two parts: the Police and the Militia. The Police number only 50 men, and are the only full time troops belonging to the Enclave. The Militia, however, numbers about 1000, of which 500 are available for 'active' operations and the rest for home defense only.

POLICE: The Police are organized into two 25-man platoons, each of an officer and three 8-man squads. They are all trained as cavalry although a small number of vehicles is also available for their use as well. Organization and armament is as follows: each platoon has 2 police infantry squads and a support squad. The infantry squads are armed with 7 FN/FAL rifles, a FN/FAR assault carbine, 8 Browning Hi-Power pistols, riot sticks and sabers. They carry only the pistols and riot batons inside the Enclave, and their other weapons outside. The support squad has a BREN LMG, a 40mm grenade launcher, a flame rifle, 5 FN/FAL rifles, 8 riot batons, 8 sabers and 8 Browning Hi-Power pistols. All Police are provided with plastic flak jackets and army helmets.

The Police have a LWB Landrover, a 20meter sailing yacht and 2 trailbikes at their disposal.

AMMUNITION: The Police armory contains 250,000 rounds of 7.62mm NATO; 50,000 rounds of 9mm Parabellum; 120 40mm grenades; and 85 reloads for the flame rifles. It also contains the following weapons not on normal issue: 23 LAWs, 34 grenades, and 18 claymore mines.

MILITIA: The Militia is organized into 100-man companies, each consisting of four 25-man platoons. The platoons consist of three 8-man squads and 1 officer. The Militiamen are required to attend one night-time training session every week, as well as a one day session (during the weekend) every month. Each of the 10 companies is required to provide guards for guard duty for one week in every ten. Thus, while not quite equal to professionals, the Militia are certainly not rank amateurs either. All Militia are required to provide their own weapons. These must be of the 'standard' calibers that the Enclave has officially adopted: 7.62mm NATO and 9mm Parabellum for modern rifles or .65 Cal for rifle-muskets (must be percussion) and .45 Cal for pistols (also must be percussion). All Militiamen are also required to have a short-sword (or better) as a sidearm. They are all also required to have at least a helmet for armor. Within these guidelines, the following breakdown applies: Rifles — 5% modern military, 15% modern civilian, 15% post-Ruin 'modern' (i.e. centerfire breechloaders), 65% rifle-muskets (percussion), and Pistols — 2% modern military, 3% modern civilian, 15% post-Ruin 'modern', 80% muzzle-loading pistols (percussion).

AMMUNITION: Each Militiaman is required to keep 50 rounds of rifle ammunition and 25 rounds of pistol ammunition on hand. The Enclave keeps a further stock of 100,000 rounds of 7.62mm NATO; 25,000 rounds of 9mm Parabellum; 250,000 .65 'cartridges'; and 50,000 .45 'cartridges'. It undertakes to replace any 'personal' ammunition used in defense of the Enclave or under orders from the Enclave Militia Captain.

TROOP TYPES: The Police are all Superior men with Heroic officers, all having Veteran training. The 'active' Militia are 75% Average and 25% Superior men with 75% Trained training and 25% Novice training. The home defense Militia are 75% Average Rabble and 25% Average men with 75% Trained and 25% Novice training.

SPECIAL INSTALLATIONS: There are no pre-Ruin structures left in the area.

GENERATING PLANT: This utilizes the solar power screens to



generate 100,000 Watts of electricity per day in conjunction with a 50,000 Watt accumulator. About 2500-5000 Watts per day is available for sale.

TECHNOLOGICAL LEVEL: The Enclave is at a level equivalent to the late 19th century except in its possession of electrical power. It cannot build anything requiring 20th century technology and can only repair such things as long as they can acquire spares.

TRANSPORT: The Enclave has a limited number of electrically-powered vehicles and a still smaller number of alcohol-powered vehicles but the great majority of her transport is horse-drawn.

REACTION MODIFIER: +5

GENERAL NOTES: A peaceful community of honest people with a good reputation as traders.

THE LOONIES ☆

LOCATION: This settlement is based in the grounds of the Rozelle Hospital and Broughton Hall Asylum for the Criminally Insane(!).

GENERAL HISTORY: Fragmentary records indicate that, for some unknown reason (perhaps a statistical quirk or some inbuilt resistance tied in with their condition), that the inmates of Broughton Hall were less affected by the Scourge than the more sane elements of society. Some 150 inmates of the Asylum survived the final collapse of civilization. Normally, one might have expected such deranged people to soon die of disease and/or starvation through a total inability to cope with the real world or would succumb to vicious infighting between their homicidal members. They were, after all, all certifiably criminally insane! However, this did not happen due to the efforts of one inmate, referred to today only as 'THE Boss'. He managed, by a cunning combination of brute force, persuasion, and an uncanny ability to charm even the most deranged of the inmates (and some of the more sane survivors of the Ruin) to not only avoid group extinction, but to actually expand. It has become the most feared enclave in the whole area, and possibly in the whole of Sydney!

In the early years after the collapse, this group lived primarily by looting the area around the hospital, as well as by violent crime (including murder, grand theft, rape, assault with intent, etc. — insofar as those terms had any meaning in a society where the means for the enforcement of law and order had broken down). Because of this, the whole area around the hospital became a 'no-go' area for any sane survivor, not because of the incidence of crime but, for the senseless violence and brutality with which it was being carried out by the 'Loonies'. Not only did they show an extremely cavalier attitude to the lives of their victims, but they showed that they were quite suicidal in the defense of their turf which a number of bandit gangs and vigilante groups found out to their cost! While the latter were not prepared to take much at all in the way of casualties with so few people being left at all, the Loonies were evidently quite prepared to suicidally attack and were seemingly unworried by casualties.

Since many of the inmates had hereditary defects and since their offspring, even if 'normal', grew up in a society where aberration was 'normal', the Hospital settlement has continued along its highly different path of development. Over the years since the Ruin, the other settlements in the Sydney area have become powerful enough to discourage the depredations of the Loonies. They have been forced to move from their previous tactics of large scale raiding to a more stealthy 'burglarising' approach. They can, however, be a problem to small parties or lone travellers moving through or near their turf. In such cases the horribly mutilated corpses of these unfortunates are often left in highly visible spots as a 'warning'. Yet, in an equal number of cases, the travellers have simply received a verbal warning to leave or have been hit for a 'travel tax' varying from the reasonable to the outrageous! The Loonies are nothing if not inconsistent! Even assuming the passage of a party or single traveller were not detected, the whole area within about a kilometer is a virtual death-trap of pitfalls, malayan gates, pongee sticks and other ingenious, and deadly, boobytraps. These guys are playing it for keeps and want their privacy undisturbed!

POLITICAL ORGANIZATION: As visitors are anything but welcome, little can be said for certain about the politics or government of this settlement. The little that is known indicates that the community is made up of a 'confederacy' (if that is not too pretentious a word for the seeming anarchy of the Loonies) of gangs. The female or female-led gangs are amongst the most feared, and hence the most powerful. The most powerful of these gangs runs things.

FOOD PRODUCTION: The gangs undertake a limited amount of farming, relying heavily on the use of 'wild' orchards scattered throughout their domain, they also undertake some fishing. They are, however, primarily a hunting and gathering economy with a sideline in raiding/burglary. Average annual production is thus:

Farming	=	1250 Bushels
Orchards	=	2500 Bushels
Fishing	=	2500 Bushels
Hunting & Gathering	=	2500 Bushels
Raiding/Burglary	=	5000 Bushels
TOTAL	=	13,750 Bushels

INDUSTRY: The settlement has some industry, but do not sell any of their products. The cash equivalents given are intended merely as a guideline as to the scale.

Blacksmithing	=	\$5000
Carpentry	=	\$5000
Horse Breeding	=	\$2500
TOTAL	=	\$12,500

POPULATION: The population is currently thought to be about 500.

ARMED FORCES: The Loonies do not have any formal armed

forces, but about 25% of the population is engaged full time, and another 50% in part time, crime or raiding. There is no set organization or armament. Most of the Loonies are armed with swords, spears, and various other melee weapons. They also are often found with bows or crossbows and a small number (about 50) have captured guns of various sorts. If attacked, the Loonies will not meet the invaders in a set-piece battle initially. They will use ambushes, snipers and booby traps, attempting to discourage trespassers. Ultimately the Loonies will fight with suicidal cunning if they see no other way of defending their homes.

Of the Loonies, some 5% are Heroic men, 10% Superior men, 15% Average men, 30% Average Rabble, and the rest Extras. Training varies widely but few have better than Veteran, and most are only Trained or Novice.

SPECIAL INSTALLATIONS: The Loonies themselves have one, though there are rumors of certain sites in the area that they evidently do not know of. For example, there are thought to be caches of medical supplies and drugs hidden in the ruins of Rozelle Hospital as well as caches of military equipment from the garrison, and vehicles (ambulances) and fuel in a hidden underground garage. Whether these exist or not, and their exact locations within the area controlled by the Loonies, is up to the individual GM.

TECHNOLOGICAL LEVEL: This is equal to that of the middle ages. What few anomalies there are cannot be maintained or repaired locally.

TRANSPORT: Entirely horse-drawn.

REACTION MODIFIER: -20 to 0 (I did say that they were unpredictable, didn't I!).

GENERAL NOTES: These are a nasty bunch and should be avoided at all costs. They also make a lovely source of random encounters for GMs who feel their party is getting too cocky.

NOTES ON THE INNER CITY ☆

These are areas or groups which will affect any characters travelling through the area at one stage or another, or a specific finds that they may stumble across. They are included here because they are either too small to include in the previous section on major settlements, or are significant caches otherwise undetailed which require GM discretion in their use. Since some of these caches are major military installations, the GM may feel that they are too potentially unbalancing — and is therefore encouraged to exercise his right to delete them completely or play them down. Once you buy this, it's your game. Modify it any way you see fit to!

ST. ANDREW'S CATHEDRAL ☆

LOCATION: Town Hall Square.

This area is still relatively untouched, as the collapse of civilization under the onslaught of the Scourge of God did not affect the general feeling of awe towards the trappings of established religion. The stained-glass windows, for example, are still relatively intact. The interior, taking into account a century of grime and refuse, is in relatively good condition. Part of the cathedral (the offices and the vestry) is being used as the HQ of a gang of 40 bandits (of whom 3d.10+10 will be present at any given time) who raid throughout the area. They do not operate against the large settlements but take on small and, therefore, presumably unwary, parties. The bandits are all Average Rabble except for 5 Average men and their leader, Blackie Perales, who is a Superior man. They have styled themselves Blackie's Blackguards.

The Rabble wear various rags of normal clothing, with their only significant armor being in the form of heavy padded jackets or heavy leather jackets. The leaders, on the other hand, have a mix of Streetsuits and bits and pieces of FEDPOL armor. Blackie himself has a Streetsuit with ballistic cloth padding. Armament varies. The Rabble all have knives of various sorts. Half have spears and the other half have assorted swords and missile weapons. The latter are mostly longbows (2d.6+3 arrows each) though 1d.6 have flintlock muskets (.70 cal) and powder horns containing 200 drams of powder and 25 .70 balls. The leaders have rifled muskets (.65 flintlock) and flintlock pistols (.40 cal), while Blackie has a P-17 (current DUR = 2) with 12 rounds as well. At least two of the gang will be on a permanent lookout at the top of the cathedral tower, watching for the approach of potential targets.

These bandits are normally satisfied with a bit of 'squeeze' (varying from nothing at all for large, well armed parties up to 100% for solo travellers). They mostly avoid taking too much from anyone known to be connected with the local settlements and so are tolerated as 'the devil you know' in return. Their 'treasure' consists of:

A pure water source (broken water main).

1d.3 Days of preserved natural foods per bandit.

1d.3+1 10 gallon kegs of beer.

A large store of dry firewood.

Several crowbars, axes, and hammers, all of post-Ruin manufacture.

1d.6+2 rolls of bandages.

1d.6x6 tallow candles.

2d.6x10 rushlights.

2d.6+12 'torches'.

Nothing else of interest is to be found. The Gang has had lean pickings lately! Of course, if a nice, juicy, PC wanders in here unexpectedly, well remember though, they generally won't kill deliberately. They prefer to save ammunition.

2SM RADIO STATION STUDIOS ☆

Currently uninhabited, but there are 1d.6+2 pre-Ruin boobytraps which were evidently left by the garrison as it departed in the last days. Most of the equipment in the building is pretty useless, but there are a good deal of electronics spare scattered around in several separate storage cabinets. On top of this, the emergency diesel generator (similar to the one at Observatory Hill House) in the sub-basement is in tip-top shape. It is mothballed in spray-on plastic covering. All it needs is some slight checking over (about 25 Task Points worth) plus some diesel fuel (the tanks are dry). Other stuff to be found in the building includes:

Records (1d.100x1000 titles)

Packing crate containing 'Plague Serum — Batch 104662 — Sydney University Serum Labs'. Note that a check on the batch number in the Uni computer will reveal it is for the bubonic, rather than the Scourge of God, plague.

1d.6 landrover tires (solid rubber)

2UW RADIO STATION STUDIO ☆

Also in reasonable condition and also with several caches of electronics spares. The building is, however, occupied by a group of ghouls! There are some 25 of which 2d.10+5 will be present at any one time. There are 23 Average Rabble armed with axes, meat cleavers, and knives, and 2 Average men armed with machetes and longbows (3d.6+6 arrows between them). None have any body armor. They have no possessions of any value.

MYERS STORE ☆

Although pretty well looted and burnt out during the chaotic period leading up to the collapse, the basement levels (which must be searched for) still contain a significant amount of goods. Most are consumer goods damaged by water seepage. There are some items which will probably be of use to any discoverers and these include:

- An auto repair kit (ARK) type I.
- Books (in sealed boxes) — 1d.100x1d.100 — mostly (but not all) Fiction.
- A portable leech transformer.
- A crate of 144 disposable batteries. (These are equivalent to E-1s, and still have a full charge, but cannot be recharged once drained!).
- 2d.6 leather jackets.
- 1d.3+1 crates each containing 24 freeze-dried ration packs.

NOTE: All entrances to the basement area are covered by piles of rubble, and are themselves partly collapsed (CLUE — try the Sewers!).

DYMOCK'S BUILDING ☆

Much the same as above, but similarly has a sub-basement which contain the following items:

- 2d.6 civilian bodies (pre-Ruin).
- Text — 'Motorcycle Repair Made Easy' (Skill 01-30)
- Text — 'SCUBA Diving Made Simple' (Skill 01-30)
- Text — 'Aeronautical Mechanics & Repair' (Skill 80+)
- Text — 'Handloading Made Simple' (Skill 01-30)

DAVID JONES ☆

One of the outer walls has collapsed onto a Saladin armored car. It is almost completely covered by the rubble. It is quite obviously destroyed but digging it out and searching the wreckage will reveal 3d.6 76mm Rounds, 1d.10x100 rounds 7.62mm NATO Link, a box of 50 9mm Parabellum rounds. A body is also present. It wears a tattered army uniform and a pistol belt containing a Browning Hi-Power pistol and 4 full magazines.

NRMA BUILDING ☆

(National Roads & Motorist's Association — the NSW version of the AA, RAC or AAA). The surface of the Building is badly damaged. The building is the lair of a whole tribe of ruin rats. All are armed with clubs and cudgels (plus whatever better weapons they pick up from the bodies of dead PCs!). Also in the building is an underground garage with a completely stocked Road Service landrover (equivalent of an ARK II). The tires on it are flat, and will not hold pressure, but there are four good tires on a rack nearby. No fuel is available. The vehicle has a military-style multi-fuel engine.

GENERAL POST OFFICE (GPO) ☆

The Post Office is the lair of a band of cut-throats. They have only recently moved into the area, and have been rubbing a lot of people the wrong way. The band consists of a Heroic man as leader, with 2 Superior men as his lieutenants, and the rest being Average men. These are as follows:

'SCAR' (called this for quite obvious reasons): Beast Riding (14), Modern Rifle (14), Single Weapon (11), Brawling (11), Archery (11), Tactics (10), Modern Pistol (8). Scar is armed with a C4 carbine (.358 Magnum, has 2x scopesights, 4 full Box (4) Mags and three boxes (25) of .358 Magnum ammunition), a P-59 (right-handed grips; a 'Tunable' gun; 34 loose rounds of .221 Fireball), a reproduction katana, and bowie knife. He also has a pair of 4x binoculars, a medikit I, 4 band-aids, 8 units of medical supplies, a 'light horse'-style saddle with rifle case attached and wears green fatigues and a plastic flak jacket.

CUTTER: Modern Rifle (14), Machete (18), Throwing Knife (18), Brawling (11), Archery (8), Beast Riding (14). Cutter is armed with an R-1 rifle (.300 Magnum, 3 Box (3) mags, 2 boxes of 25 rounds), a machete, and a pair of throwing knives. He has a 'light horse'-style saddle with attached rifle case and a camper's flashlight. He also wears green fatigues and a flak jacket.

JAP: Archery (11), Unarmed Combat (16), Knife (14), Shuriken (18), Sword (14), Beast Riding (14). Jap is armed with a 120 lb-pull bow (22 fiberglass shafted arrows with hunting heads), 10 shuriken, a pair of karatands, a ceremonial sword, and a mesh steel shirt (Locs 4-12, 21-24) under his fatigues. He also has a 'light horse'-style saddle with attached bow case.

RESERVE BANK ☆

The upper floors are inhabited by a number of drop bears. In the basement area is a large vault (10-digit combination lock — Difficulty Rating of 18). The vault contains 12 SecRobs (activated by the opening of the Door) who will request a signed authority to enter from the governor of the bank. They are guarding approximately A\$1.5 million in coins of various denominations.

MARITIME SERVICES BUILDING (MSB) ☆

The MSB is the Australian version of the various Port Authorities running UK and US Harbors. In the basement there is a concealed entrance to a tunnel leading to Sydney Cove. In this tunnel will be found:

- An AVON 6-seater inflatable runabout.
- Rubber patching kit (with 12 patches).
- Outboard motor, empty fuel tank.
- 44-Gallon (200 l.) tank of petrol.

CUSTOMS/BONDED STORES ☆

Though looking very dilapidated on the outside, the doors (steel) are still locked, and the windows are still shuttered! Inside are: 1d.20x10 crates of various electronic type luxuries; 1d.20x20 crates of (24 each) bottles of brandy/whiskey/gin/rum (all the very best); 1d.10x20 tires for sedan cars and compact cars; 1d.20x50 crates each of one gross of imported delicacies such as swiss cheese, caviare, canned meats, exotic foods, etc.; 1d.10x25 crates of lead crystal being mainly glasses and tumblers and 1d.6 diesel 10MW generators still in their original packing. The interior of the complex is still patrolled by 7 Secrobs, all fully armed and having the following special equipment: 4 teargas and 1 Sarin grenade each! The robots will only use the Sarin grenades if they can repel any intruders in no other way. The reason for these dire measures will become obvious after a more detailed search is made (after all the more obvious goodies listed above have been found).

This is a basement garage with entry via a steel door (BV = 75) with a KeyCard slot (INDIGO). It is unpowered meaning entry must be forced! It contains a Centurion Tank (with its engine pulled for maintenance — but otherwise fully equipped with ammunition, etc.); a SALADIN armored car (also fully armed), 2 landrovers (one SWB and one LWB) with Solid Rubber tires; 4 police motorcycles (all DUR 20). There are also fifteen 44-gallon drums of petrol, and a concealed in-ground tank containing 2000 gallons of diesel. The area is guarded by 12 SecRobs, fully armed and with orders to attack unauthorized intruders without warning. In one of the several side rooms off the garage proper are the bodies of 7 men in Regular Army uniforms scattered around the room in bunks or on chairs. At the back is a heavy vault door (BV = 250) with a 10-digit combination (Difficulty Rating 18) labelled 'Armory'. If the characters ever manage to get it open, they will find the following items: a single suit of Recon armor, 3 suits of field infantry armor, and a single suit of heavy infantry armor Mk. IIIb.

WATER POLICE ☆

This area seems to consist entirely of wrecked and half-collapsed buildings. It is unusual in that it is, unobtrusively, guarded by PolRobs (12 of them) who will attempt to repel any intruders. They can call on 3 SecRobs if they meet too much force for them to be able to handle. This seems, on the face of it, to be merely the aberration of a group of pre-programmed computer brains, but careful searching will reveal a reinforced concrete boat berth. Entry is via a padlocked steel door (BV = 75), which contains a 75 foot cabin cruiser (a police boat — equipped as you would expect it to be) with two full 250 gallon Diesel tanks.

AUSTRALIA SQUARE ☆☆☆

This is a small enclave of 'Technos' consisting of about 60 adults. They are systematically stripping the Australia Square Complex of everything useful, even the structural steel in the buildings. They do not, however, confine their efforts to just these buildings. They occasionally search nearby areas as well. Of the 60, about 50% are Average men, 45% Average Rabble, and 5% Superior men. All have Trained skill levels.

They are quite friendly to strangers being traders, after all. They also take precautions against bandits and raiders. These consist of some of their number always being on guard duty, day and night. Guards are armed with the group's 6 FN/FAL rifles (1500 rounds available). To back the guards up, if this should prove to be necessary, they have a further 15 .58 Cal rifled muskets (750 'cartridges'), and 39 bows. They also have about 20 black powder grenades (1/2kg.; Blast 3, Frag 3), and a box of 50 dynamite sticks. Often they attach the latter to their arrows and to fire at any attackers.

They also have a number of searchlights available to assist their guards at night (alcohol-powered). All of them carry belt knives and machetes in the course of their work. For the transporting of their wares to their customers, they have 2 ten-ton trucks, and four 4 horse-wagons, with 20 draught horses and 6 riding horses.

QANTAS CENTRE ☆☆☆

The lower levels of this building have been completely stripped. The upper levels may be relatively intact, but the stairwells are both blasted shut at the 4th floor level. On the roof is a hangar (not obvious as such from the air, however) which contains a mothballed utility helicopter (DUR 18) and 10 44-gallon drums of Avgas. The doors to the hangar are boobytrapped with fairly obvious grenade boobytraps (normal BCS to find) concealing a claymore boobytrap — and these require a Search BCS (i.e. at 50% ability) unless the PCs searching tell the GM that they are checking again after finding the initial boobytraps. The windows are not trapped but they are high up and difficult to get to. They are so dirty that the interior of the building is not visible through them. The boobytraps are so placed as to leave the Helicopter untouched if they are triggered.

The real 'trap' in the building is, however, concealed in the basement levels. Here is a secret outpost of the Brotherhood consisting of some 50 adults. They are all Average Rabble (50% Novice skill, 50% Trained skill) with 5 Average men as leaders (all Veteran Skill). They survive by infiltration raids on local communes, gathering food and destroying what 'evil technology' they can without being detected.

AMP CENTRE ☆

Hidden inside the building, sealed in several rooms in the central part, is a complete IBM computer in PERFECT condition. There is no power. Also in the rooms containing the computer are several bodies, mummified in fully sealed CBW Suits. They died of starvation, rather than the Scourge although a successful Pathology BCS at -5 will be needed to detect this. Nearby the bodies are some weapons: an American 180 machine pistol with a full magazine of .22 Stinger and two empty ones (2d.6 Boxes (50) of .22 Stinger ammunition are in a different room. The weapon itself has a FEDPOL stamp); an FN/FAL rifle with 2 full Box (20) mags; and 2 M-16s with 5 full Box (20) mags between them. The doors to these sealed rooms (all steel, BV = 125) have been barred from the inside. The connecting doors between the rooms of the computer complex are all open. The rest of the building contains large numbers of insurance records.

AMP BUILDING ☆

This is located in front of the AMP Centre, and is a multi-storey skyscraper. The ground and 1st floors are thoroughly looted, the sub-basement levels have two well preserved 50,000 Watt diesel electric generators with enough fuel to run them for a week. This will be enough time to restart the sealed 150,000 Watt fusion/conversion generators by electrolysis of seawater for hydrogen fuel to start it off. After it is started, it runs on piped in seawater. To find the conversion generators, however, requires about 250 Task Points worth of Urban Search. To determine that they may be restarted by the generators will require about 100 Task Points worth of Nuclear Power Generation Skill. The doors to the sub-basement levels are blast doors (BV = 250) and are electrically operated (which, of course, means that they are effectively jammed shut!).

The upper floors are also cut off. The fire stairs being cemented shut (BV = 500). Because of this, and because the great majority of the upper story windows are still intact as well, the contents of these floors are also in good to excellent condition. In fact, they are an incredible treasure trove of the pre-Ruin technology of the sort one would expect to find in a large self-contained office block of a national insurance company. There are, however, few weapons.

CUSTOMS HOUSE ☆

The building shows signs of extensive fortifications and of extensive combat. Inside, scattered in various amounts throughout the rooms, are large numbers of brass cartridge cases: mostly 5.56mm NATO, 7.62mm NATO, 9mm Parabellum, 7.62mm SOV, 5.45mm SOV and 9mm SSP with a few recoilless rifle cases. There may even be a few scattered live rounds of the above calibres. There are also scores of empty cartridge boxes and ammunition bandoliers. Similarly scattered are magazines for various weapons (again, mostly empty). Amongst the more impersonal litter of battle are a number of skeletons, wearing scraps of civilian clothing. The real treasure is in the basement: two vaults. One contains \$20 million in treasury notes, a magalock tuner (discarded in a cor-

ner), and 1d.20 crates of gold A\$200 coins (1000 per crate). The other contains: 11 crates (12) of bonded 120-year-old Irish whiskey; a Red Cross box containing: 2d.6+6 styrettes of Polycell 3, 1d.6+3 styrettes of Polycell 4, 1d.3 styrettes of Polycell 5, 2d.6 styrettes of Panomycin, 6d.6 styrettes of Painkill, 1d.6+3 styrettes of Cardiacine and 1d.6 styrettes of Superior Broad-Band Antibiotics; a small webbing pouch containing 2d.3 styrettes of 8-Gamma-PCP-III, and a heavy flashlight.

PREMIER'S DEPARTMENT ☆

Parts suffer from heavy combat damage, though the sub-basement levels (entrances to which are covered by rubble, and hence concealed) are still intact. These are 50 feet beneath the ground level and were set up as a nuclear shelter for the Premier and his senior assistants. They are fully operative, and have a fusion generator which is delivering 'housekeeping' power. This has the capability of delivering full power to the bunker when required for 4d.5 years without refuelling. The bunker is also connected, via a network of secret underground tunnels, to such secret installations as the sub dock under Red Star Commune, the South Head Navy Base, and other locations to be determined by the GM. The bunker is stocked to keep 100 people fed for 12 months. It has hydroponic facilities which can produce crops indefinitely, once started up if operated by someone with Advanced Farming Skill. The details of the supplies available and the layout of the bunker itself are left to the individual GM. The only problem, apart from finding the entrances, is the fact that there are 50+5d.10 SecRobs scattered throughout, and with the usual 'shoot to kill' orders for unauthorized intruders!

STATE OFFICE BLOCK ☆

Still in sound condition structurally, but stripped bare. The basement levels have some goodies, but are covered by all sorts of rubbish, including scores of full body bags. Easy access is only via a tunnel from the basement of the Australian Govt. Centre, opposite. The basement is a garage, with a lift to the rubble covered surface of the road outside but no power to run it! It contains 2 Highway Patrol 'Interceptors' (high-speed sedans), 1d.6 44-gallon drums of petrol, and 20 spare sedan tires on racks, and 27 units of spares for the vehicles.

AUSTRALIAN GOVERNMENT CENTRE ☆

Also still structurally sound, but stripped clean except that the basement contains a concealed tunnel to the State Office Block (see above). The building's lower floors are used by the Domain Commune as a transient's hostel for traders and others, offering a dry room and good stable facilities. The building is thus always occupied by at least a few traders. Those traders who are well known to the Commune, and who are trusted, are offered quarters inside the Commune.

HARBOUR CONTROL TOWER ☆

This tower contains lots of electronic goodies including radar units. The only way up is by elevator and these have no power since the stairs are blasted about a third of the way up, with a 60' gap in them.

ABC OFFICES ☆☆☆

This building is the permanent HQ of a group of mercenaries who are descendants of the Australian Army troops stationed in the area. They are for hire and are often to be found providing muscle for Communes throughout the Sydney area. They aim always to get the best deal possible with the least casualties (none, if possible). To provide a cushion against the 'off season', they have staked out an area of the surrounding rubble. This extends from near the Domain Commune to the King's Cross area. They charge for the 'protection' they provide to travelers through it. This may seem like thinly disguised extortion, but the mercenaries actually do keep the area well policed, and provide protection to those travelers who have paid the 'toll'. They get along well with all the enclaves, except that they actively hate the Rushcutter's Bay mob who welshed on a deal some several decades ago, and which the mercs have never forgotten.

The commander of the mercs is 'Captain' Dirk Mor, a Heroic leader. He is armed with an EM-2 carbine (3 full mags, 38 loose rounds; BCS 20/1), an FN/XLW/lb laser pistol (3 Spare E-1s; BCS 20/5), a Browning Hi-Power pistol (4 full Box (13) mags, 20 loose 9mm Parabellum rounds; BCS 20/1), a saber (BCS 20), and 5 throwing knives (concealed on various parts of his person; BCS 20). He wears a set of FEDPOL SWAT armor with the ballistic cloth coverall. He also has the following skills: Tech Use (14); Unarmed Combat (17); Crossbow (20/1); Beast Riding (20); Literacy (16); Auto-Driving (12); Motorcycle (8); Black-

smithing (12); Demolitions (12); Firearms Repair, Modern (11); Firearms Repair, Ancient (5); Tactics (20); Operational Command (17). Any appropriate Skills not listed here will be held at Trained skill levels 50% of the time, Novice levels 25% of the time, and Green 25% of the time.

He is assisted by 'Lieutenants' Wilf Greysson and Georg Baxter. The first is a Heroic man also, and is armed with an M-22 rifle (4 Box (30) mags, 20 loose rounds; BCS 20), two P-27's (.45 Long Colt, 67 loose rounds; BCS 18), a saber (BCS 20/2) and a longbow (90 lb; BCS 20/5). He wears a set of FEDPOL light patrol armor. He also has the following skills: Literacy (12), Beast Riding (19), Tech Use (14), Armorer (14), Blacksmithing (14), Tactics (11), and Operational Command (12). Georg is also a Heroic man and is armed with an R-20 (.30-06; 2x scopesights and 75 loose rounds; BCS 18), a saber (BCS 16), and lance (BCS 16). He wears a Streetsuit with a ballistic cloth oversuit. He also has the following skills: Beast Riding (18), Unarmed Combat (20/5), Motorcycle (20), Auto Mechanic (14), Literacy (12), Tactics (12), Operational Command (8), and Tech Use (8). Any appropriate Skills not listed here for these two will be held at Trained Levels 40% of the time, Novice Levels 35% of the time, and Green Levels 25% of the time.

The Mercs are organized into a 'Squadron' of cavalry. This is further divided into 3 'Troops' of some 25 men each. Of these 75 men, some 10-60% will be present at any given time, the rest being out on 'contract'. Their wives and families number a further 150-odd people. Each of the merc troops is commanded by one of the above leaders. Each leader is assisted by a Superior man as a 'Sergeant'. The troopers are Average men. The Sergeants and troopers are all armed with R-52s, sabers, lances, combat knives, and 10% have pistols of various types, mostly chambered for 9mm Parabellum. They all wear bandoliers containing 100 rounds for their rifles, and those with pistols carry at least 10 rounds each. They are all equipped with steel 'pot' helmets and chainmail Shirts. About 25% have plastic flak jackets as well. Each Squadron has a FEDPOL walkie-talkie to enable them to keep in contact during combat, if it proves necessary for them to separate.

In the mercs' stables are 120 horses of which some 100 are cavalry horses or remounts and 20 draught or pack horses. They also have two 4 horse wagons, 12 packsaddles, 2 trailbikes and 26 gallons of alcohol fuel. They also have an armory which contains the following stores: 20,000 rounds of .30-06, 300 rounds of 9mm Parabellum, 500 rounds of 5.56mm NATO, an FN 'MINIMI' LMG with 5 Box (30) mags, and an Atchisson assault shotgun with 2 mags and 168 rounds of 12g. Shells (67 00 Buckshot, the rest 4-9 Buckshot).

As well as the above, the following stores are held on hand: natural foods for 120 man-days, preserved natural foods for 380 man-days, 1d.6+1 E-1 batteries, blacksmithing tools with non-electric forge, Chemlab Mk.2 for making Black Powder, handloading equipment for .30-06 with 22 units of primers, 80 units of smokeless powder, 150 units of black powder, and 250 .30-06 bullets, 100 bandages, 80 units of medical supplies, 6 Medikit Mk.I, 1 Medikit Mk.II, 83 gallons of kerosine and several score kerosine lanterns.

CENTRAL POLICE COURTS ☆☆☆

Living here are some dozen descendants of NSW and FEDERAL Police who were stationed here before the collapse. They have under their control some 14 operable PolRobs. They have managed to maintain them over the years by cannibalizing some scores of robots that were originally based here. Batteries are recharged from the solar power panels they have mounted on the roof. The robots and the 'police' are all armed as stated for the PolRobs in the appendix. The Police are all equipped with FEDPOL SWAT armor.

The Police are all Average men with Trained training. Their aim is to re-establish the 'rule of law' beginning with the immediate vicinity. To this end they are often found 'on patrol'. They will answer calls for help from their vicinity, after taking sensible precautions. In return for 'services rendered' they will confiscate all useful items from the 'criminals' they kill or capture. If the return from this source is not enough, they will request that those they assisted help if they can.

They have a fairly large supply of .38 Special ammunition and are also equipped with a number of SG-10s, and have similarly large stocks of ammunition for those weapons. In their armory they have a number of teargas grenades as well. They even have a number of still operable police motorcycles and several hundred gallons of alcohol fuel.

NEW CREST HOTEL ☆

A well known, and generally respected, local tavern and brothel. Though possibly a tempting target for would-be criminals, the local inhabitants have been known to deal harshly with attempts to attack



or steal from the Hotel. In fact, the last raiders' skeletons are still suspended in iron cages from the walls of the Hotel! The proprietors are generally honest. They wouldn't still be here if they weren't. They cheat a little, but that's expected. No-one, however, gets 'rolled' — and the management maintain a staff of burly 'bouncers' (armed with a miscellany of weapons) to keep order. All sorts of alcohol, the drinkable sort only, and foods are available here. Also available is 'female companionship'. All are at reasonable prices.

SEBEL TOWNHOUSE HOTEL ☆

A similarly well-known establishment offering hotel facilities (not brothel facilities) such as accommodation and bar/restaurant facilities. The difference is that this Hotel is also a well known trading post. It can offer just about any sort of normal supplies being available from stock. More importantly, every Saturday and Sunday, a 'fair' is held in the Hotel where traders can hire a stall, or simply browse.

UNION CARBINE BUILDING ☆

In the basement parking station are several cartons containing 100 E-1, 76 E-5, 45 E-10, and 25 EV-25 batteries. The basement is, however, under tons of rubble from the heavily damaged and partly collapsed upper levels of the building.

REMINGTON CENTRE ☆

This building is adjacent to the Union-Carbide Building. It is in a similar semi-wrecked state. There was a DOD Office in the upper levels. Again, the basement garage was also covered in rubble but is otherwise intact. It contains a number of crates holding: 24 electric shavers, an SG-14, and SG-24, and SG-16 and an SG-15. There are also 1d.6 boxes (25) of 12g. slug cartridges, 1d.6 Boxes (25) of 12g. 00 Buckshot, 2d.6 boxes of 4-BB 12g. Shot. All these shotguns are 'brand new'. That is, they are still in their original packing and cosmoline.

CENTRAL FIRE STATION ☆☆

This building seems to be so badly damaged, from the outside, that there would be nothing of value left on the inside. This appearance is quite deceptive. The interior is almost completely undamaged. Scattered throughout will be found various items of firefighting equipment in varying stages of preservation including a fully equipped paramedic truck in the central courtyard (under a plastic tarpaulin) as well as an in-ground petrol tank still containing 2000 gallons.

CIB BUILDING ☆☆

This building is heavily fortified with automated defenses along the lines of those surrounding Sydney University. It has a SecRob garrison of 60 and a PolRob garrison of 80 (armed as in the appendix). The building contains no weapons but 20+2d.10 units of spares for each of the following types: EM-2s, P-45s, and SG-10s. It also contains 200,000 rounds of 5.56mm NATO; 50,000 rounds of .44 Magnum AMP; 25,000 rounds of 10g ammunition of varying sorts (mostly 00 Buckshot and 4-9 Buckshot); 5000 5.56mm Sabot rounds; 5000 5.56mm explosive rounds; 5000 .44 AMP explosive rounds; 1500 teargas rounds; 1000 22mm rifle grenades (teargas); 2000 concussion grenades; 100 claymore mines; 50 mines; 20 sets of SWAT armor; 30 sets of heavy patrol gear, and 70 sets of light patrolman's armor. In the basement garage is an in-ground tank containing 5000 gallons of petrol and 2 police cars.

The defenses include: 'pop-up' claymore mine dispensers; electronically-controlled mines; computer-controlled laser rifle emplacements; barbed wire, and electrified doors and fences. Scattered through the defense zone are 20+2d.20 easily-seen corpses in various stages of decomposition. The remnants (mostly bones) of a further 60+6d.20 may be detected on a closer visual search. The only entry is via three 'clear zones' which may have their normal defenses de-activated by a Civilian KeyCard of BLUE or higher. Lower ones will work if the correct 10 digit code can be entered. The SecRob and PolRob garrison was programmed by the last police alive to 'shoot on sight' anyone without correct police ID displayed on their clothing.

Further details, such as Floorplans and further contents, are up to individual GMs. Keep in mind all those corpses. This place is not a pushover!

POLICE ACADEMY ☆

This building is heavily fortified along the same lines as the CIB Building but approximately three times as strongly. For example, the guard force consists of about 200 SecRobs and 100 PolRobs. It has extensive armories but, again, no weapons, although hundreds of thousands of rounds of small arms ammunition are here. The defense ring is similarly equipped to the CIB, but also has computer/radar-controlled 81mm mortars to attack even fleeing attackers or any attackers beyond the range of the other weapons. The defenses include flamethrowers, and Redeye AAMs to repel air attack.

Again, as with the CIB, details of the building are up to individual GMs. It is even less of a pushover than the CIB.

VICTORIA BARRACKS ☆☆

The barracks were built in colonial times, and are therefore provided with thick stone walls (complete with loopholes) for defense. They were used as a barracks by units of the Regular Army stationed in Sydney prior to the Ruin. They were used for the same purpose during the chaos leading up to the final collapse of civilization in Australia. For this reason, the Barracks were provided with automated defense systems along the same lines as Sydney Uni, the CIB, and the Police Academy. These are still active! During the chaos, elements of the 2nd RAR (Royal Australian Regiment) and RAAC (Royal Australian Armored Corps) were stationed here as part of the Sydney Garrison. As has been mentioned elsewhere (see 'The Duchy of Sydney') there were some survivors. These seem to have no access to the Barracks. There seems to be a very good chance of stockpiles of all sorts of equipment being found here. This is up to the GM. Note: The RAAC units stationed here were equipped with Saladin Armored Cars ONLY.

NSW INSTITUTE OF TECHNOLOGY ☆☆

The Institute is a multi-storey building. Though the UPPER floors have been extensively (though not completely) looted, there are extensive basement laboratories still sealed off by an active security system based on KeyCard security. These labs were being used primarily for physics research in the immediate pre-collapse period. Other details are up to individual GMs.

MOORE PARK BARRACKS ☆☆

These Barracks were the HQ and stores depot of the Divisional Engineers of 2 Division. They were regarded as being worthy of automated defenses. They should therefore be treated in a similar fashion to Victoria Barracks.

GOAT ISLAND ☆☆

Before the Ruin, this island was the main MSB (Maritime Services Board) depot and warehouse facility. It was not slated to be fortified, as its facilities were not regarded as being vital since no civilian merchant vessels being likely to enter the harbor for some decades (if that soon). However, the commissioners were farseeing men, and decided that, at some time in the distant future, the supplies and equipment here would be of great use to the survivors. The only thing they miscalculated on was the virulence of the plague and the time it would take for civilization to recover. In any case, they went to a great deal of trouble to mothball and cache all sorts of appropriate supplies on around the island including a number of boats of various types. They also decided that these had to be hidden so that casual looters would not be able to find them and only a detailed search by relatively well educated men would turn up the caches. They left a number of 'obvious' clues but ones which require various 'civilized' skills such as Literacy, Tech Use, and High Tech Use to be correctly interpreted. The actual distribution, type, and amount of material to be found here is, however, up to individual GMs.

COCKATOO ISLAND NAVAL DOCKYARD ☆

Cockatoo Island was a major pre-Ruin naval maintenance and stores depot. Because of this, was given extensive automated defenses and these are still active. Apart from naval and marine infantry stores held here (amount, distribution, and defenses are up to the individual GM), there is also a DDG, the D.41 — HMAS BRISBANE. This is a US built vessel of the Charles F. Adams Class. It is in one of the drydocks and has an intact hull. The missile and gun armament of this vessel form part of the island's defenses (Oh, you think this is too gross — OK, where are you going to get the 354 trained sailors to operate her effectively? Also in drydock is a PT Boat (similar to the US Pegasus Class Hydrofoil. It is also in good condition and with its armament under the control of the island's defense computer. It requires a crew of 27.

SPECTACLE ISLAND ☆

Also a naval base and similarly defended to Cockatoo Island. Distribution of stores and their amount is up to the GM.

GARDEN ISLAND DOCKYARD ☆☆☆

Garden Island is THE major base of the Royal Australian Navy. It has the largest drydock in the southern hemisphere. It is therefore as heavily defended as Sydney University. The amount, type, and distribution of stores are, of course, up to the GM. As a suggestion, in the actual Sydney Campaign, the Drydock contains the CVN 83 USS CORAL SEA, a Nimitz class Carrier though powered by fusion/conversion reactors, not nuclear ones. Crew is 3300, plus 3000 air group personnel. Forget about running this one yourself! The computer of the ship runs the whole complex's defenses. The full aircraft complement is carried but the DUR of these is not necessarily high overall. The Coral Sea was the flagship of the US Pacific Fleet, which removed itself to Australia after Hawaii and the mainland US were destroyed by 'World War Three' (the nuclear exchange brought about by the Russian bombing of Plague spots in the UK).

GAZETEER OF THE OUTER SUBURBS

The locations dealt with here are in the outer suburbs of the Sydney metropolitan area. This is not to say that they are far removed from the settlements in the Inner City Gazetteer. It is merely a convenience as they do not appear on the Inner City map provided. Some of the settlements are, indeed, closely related to those in the Inner City area such as the Counties of Eastlakes, La Perouse, and Long Bay and the Barony of Maroubra which are 'part' of the Duchy of Sydney.

The settlements listed here are the largest and most important ones in the outer suburban area but they are by no means the only ones. As with the Inner City, they are presented to make them easily fleshed out by the GM.

COUNTY OF EASTLAKES ☆

LOCATION: The County includes the Eastlakes and Bonnie Doon Golf Courses, as well as surrounding Parkland.

GENERAL HISTORY: The County is closely linked with the Duchy of Sydney in its historical development, though, for various political reasons, it is semi-independent. This is to say that the Count could badly damage the Duke if things came to an all-out fight!

POLITICAL ORGANIZATION: The County is organized along the same lines as the Duchy, with the Count having only two Barons to deal with: the Baron of Pagewood (Bonnie Doon Castle on the site of the Bonnie Doon Golf Club Clubhouse) and the Baron of Botany (Botany Castle on the site of the Eastlakes Golf Club Clubhouse). The Count's castle and seat of government, Eastlakes Castle, is on the island in the middle of the Eastlakes Lakes. It is between Botany Castle and Bonnie Doon Castle. The Count has a very close relationship with his Barons, much closer than the Duke has with his, and neither the Count nor his Barons overly like the Duke. They are, however, supporting his drive for the conquest of the Sydney area, for their own reasons which are basically to ensure that the Duke doesn't get too powerful and decide he can safely take on the County.

FOOD PRODUCTION: The County is slightly more efficient in producing food than the Duchy. This is mainly because they have concentrated heavily on fish-farming in the lakes. The average yearly production is:

Farming	=	50,000 Bushels
Fish Farming	=	75,000 Bushels
Greenhouse Farming	=	20,000 Bushels
Grazing/Herding	=	25,000 Bushels
Orchards	=	5,000 Bushels
TOTAL	=	175,000 Bushels

NOTE — Much of the surplus goes to the Duke as tithes.

INDUSTRY: As with the Duchy, the little industry that there is is firmly on a war footing. Profits listed would be 5-10 times higher if this were not the case. The average yearly profits are:

Horse Breeding	=	\$15,000
Metal Salvaging	=	\$25,000
Food Sales	=	\$50,000
Armor Making	=	\$10,000
Arms Repair	=	\$10,000
TOTAL	=	\$110,000

POPULATION: The population of the County is about 2500.

ARMED FORCES: The Count's Guard consists of 75 troops on a full time basis and 50 further on a part time basis. All are 'professionals' but the latter are normally involved in administrative duties. The Baronial Guards consist of 40 on a full time basis and a further 20 normally on administrative duties. On top of these there are 150 Sergeants and 600 Peasant Levies who may be called up as well.

The Counts' Guard is organized into a mixed squadron consisting of an Mechanized Infantry Troop, an Armored Cavalry Troop, and a Horse Cavalry Troop. These are armed/armored exactly like the Ducal Guard forces.

The Baronial Guards are organized into two troops of cavalry and are armed/armored in exactly the same manner as the Baronial Guards in the Duchy.

The Sergeantry and Peasant Levies are also armed/armored in the same way as their counterparts in the Duchy.

Troop ratings and levels of training are also a duplicate of the Duchy.

AMMUNITION: This is about 35% of the amount available to the Duchy (for the appropriate weapons).

NOTE: All other data is as per the Duchy of Sydney.

COUNTY OF LONG BAY ☆

LOCATION: The County covers Maroubra Park, the Anzac Rifle Range, Prince Henry Hospital, and Long Bay Gaol.

GENERAL HISTORY: The County of Long Bay is linked with the Duchy of Sydney in its historical development, though it is semi-independent for various reasons (much the same ones as for the County of Eastlakes).

POLITICAL ORGANIZATION: The County is organized along similar lines to the Duchy, the major difference being that the Count has only two subordinates: the Baron of Maroubra and the Regent of Little Bay. The reason for this strange title is that the Regent is a hereditary descendant of the last surviving Regent of Prince Henry Hospital. The

title is passed to the first born, regardless of sex. The Count gets on fairly well with his Barons although the Regent is often at loggerheads with the Count. The Regent does not keep serfs (all his tenants being freeholders). This is something the Count doesn't like.

FOOD PRODUCTION: Average annual figures are:

Farming	=	25,000 Bushels
Fishing	=	75,000 Bushels
Greenhouse Farming	=	15,000 Bushels
Orchards	=	10,000 Bushels
Herding/Grazing	=	15,000 Bushels
TOTAL	=	140,000

NOTE: The Count also doesn't like the fact that the Regency of Little Bay, with only about 20% of the area, produces about half the farm and greenhouse crops!

INDUSTRY: As with the Duchy, the majority of the County's Industry is directed towards the 'war effort' — and profits would be 5-10 times higher if this were not so. Average Annual Profits are:

Medical Services	=	\$5000
Food Sales	=	\$40,000
Mechanical Repairs	=	\$25,000
Boatbuilding	=	\$10,000
TOTAL	=	\$80,000

POPULATION: The population of the County is about 2200.

ARMED FORCES: These are the same as for the County of Eastlakes.

SPECIAL INSTALLATIONS: The Castles of the County.

LONG BAY CASTLE — This has several buildings and a curtain wall. It incorporates parts of the old Long Bay Gaol, as well as new works.

MAROUBRA & LITTLE BAY Castles are both post-Ruin, and are shell keeps.

NOTE: All other data is as for the Duchy of Sydney.

COUNTY OF LA PEROUSE ☆

LOCATION: The County covers St. Michaels' Golf Course, the NSW Golf Course, and the Bare Island Park.

GENERAL HISTORY: The County is linked historically with the Duchy of Sydney.

POLITICAL ORGANIZATION: The County is unusual in that the Count has no subordinate Barons, and holds the hold fief himself, assisted by his military knights.

FOOD PRODUCTION: Average annual production is as follows:

Farming	=	15,000 Bushels
Greenhouse Farming	=	5000 Bushels
Fishing	=	55,000 Bushels
Grazing/Herding	=	15,000 Bushels
Orchards	=	5000 Bushels
TOTAL	=	95,000 Bushels

INDUSTRY: This is mainly directed towards the war effort, and could be 5-10 times higher otherwise.

Food Sales	=	\$25,000
Horse Breeding	=	\$12,000
Scrap Metal Sales	=	\$23,000
TOTAL	=	\$60,000

POPULATION: The population is about 1250.

ARMED FORCES: The Count's Guard is the same size as that of the County of Eastlake (as there are no Baronial Forces) and is organized similarly. All other forces are at 50% of the strength of the Eastlakes Forces. Other data is reduced proportionally or remains the same, as appropriate.

SPECIAL INSTALLATION: Bare Island Fort is an 18th century fortress. It still has its original muzzle-loading cannon (36 and 48 pdrs) which are in working order.

NOTE: Other data is as for the Duchy of Sydney.

ROSE BAY ENCLAVE ☆

LOCATION: The Rose Bay Enclave is situated on the site of the Royal Sydney Golf Club course.

GENERAL HISTORY: The Enclave was originally settled by sur-

vivors from the 'silvertail' suburbs of Rose Bay, Dover Heights, Vaucluse, and Watsons Bay. Though there were no more survivors from these areas than one would have statistically expected, they were able to prosper in a small way in the immediate post-Ruin years simply because the inhabitants had been so rich. They had all (or so it seemed) been stockpiling food and other survival goods. Of course, even with the relatively tiny number of survivors, the supplies available weren't going to last forever, so a number of the more enterprising ones began to farm the Golf Course in, at first, a small way. As it became obvious that this was a viable proposition, more and more of the locals moved in. Raids from the Rushcutter's Bay mob and the Duchy became more and more threatening. The Enclave, it was decided by the earliest settlers, was to be run along the lines of an Israeli-style Kibbutz with the land being owned in common. This proved quite successful, and this success attracted even more survivors eventually causing the 'original' ones to 'close membership' to all further newcomers. This has resulted in the growth of an 'Upper Class' descended from the original Kibbutz members and a 'Working Class', consisting of everyone else. Needless to say, this situation has caused a great deal of unrest as the 'rich get richer and the poor get poorer', or so some believe.

POLITICAL ORGANIZATION: The Enclave is governed by the Co-operative Council which consists of all descendants of the original Kibbutzniks (both male and female), as well as a small number of elected representatives of the non-owners. This is, of course, stacked against the non-owning class and even some of the Owners see this as a bad thing. However, no-one believes that the vote should be extended on a one man/one vote basis except on the basis of land ownership. This seems anomalous, but those owners who wish to extend full political rights wish to do so by helping the workers to clear and put under cultivation surrounding rubble ex-residential areas by loaning them the equipment and seed necessary to do so. On the other hand, many of the non-owners want a 'free ride' and simply wish to get an equal vote so they can 'nationalize' all the Enclave property to and ('mis') use it for their own benefit. At the present time, it seems as if the moderates on both sides are in danger of losing out to the excesses of the extremists on both sides. For example, the extremists amongst the owners are known to have links with the Duchy. Those amongst the workers have similar links with the Communists of New Moscow Base. While it is obvious to the outside observer that if either were to win by calling in their outside friends they would all lose, it is not seen this way by the extremists. Further developments will decide the course the Enclave is going to take.

FOOD PRODUCTION: The Enclave is not mechanized, but one of the first members was an agricultural scientist. He put the Enclave's agricultural program on the right track, so that crop yields have always been relatively good. Average annual production is:

Farming	=	25,000 Bushels
Fishing	=	15,000 Bushels
Herding/Grazing	=	15,000 Bushels
Greenhouse Farming	=	5000 Bushels
Orchards	=	5000 Bushels
TOTAL	=	65,000 Bushels

INDUSTRY: The Enclave does not have anything much in the way of industry, beyond some general maintenance and repair of agricultural machinery and food sales.

Machinery Repairs	=	\$25,000
Food Sales	=	\$50,000
TOTAL	=	\$75,000

POPULATION: The Population of the Enclave is about 800.

ARMED FORCES: The Enclave runs a Swiss-style militia system with every adult (male or female) being expected to be ready to defend the Enclave should the need arise. To this end, every adult is expected to have some sort of rifle or other missile weapon and at least 50 'rounds' for it. The Enclave supplies a limited amount of heavy weapons to support these citizen-soldiers. There is, to keep the Militia in top training, a Cadre of Regulars which has been given the title of one of the local pre-Ruin CMF detachments, '79th Lancers'. These act as a permanent guard force. The great majority of the Lancers are 'owners', another sore point with the 'workers'.

The LANCERS consist of 24 men who are organized as cavalry. They are officially armed with crossbows, lances, and swords but often possess, and are encouraged to use, their own personal weapons (varying from muskets to modern rifles). They are also entrusted with the Enclaves only machinegun (a BREN LMG) which has 6 Box (30) mags, and 200 loose 7.62mm rounds available for it. The Enclave also has about 6 LAWs and 21 grenades for emergency use.

The MILITIA is about 400-500 strong. Members are expected to be armed with a bow or crossbow, a sword, and any other personal weapons they can get a hold of. About 50% will have some sort of gun, either pre- or post-Ruin.

The LANCERS are all Heroic men with Veteran training, while the Militia are 25% Average Rabble, 50% Average men, and 25% Superior men (75% with Trained and 25% with Novice training).

SPECIAL INSTALLATIONS: None.

TECHNOLOGICAL LEVEL: The level the Enclave can maintain is at about 18th century levels, though they can repair higher tech equipment, to a limited extent, as long as they can get parts.

TRANSPORT: Is all at the 'horse and buggy' stage, though the Enclave has a number of sailing craft as well.

REACTION MODIFIER: +15

GENERAL NOTES: The political problems here provide untold opportunities for cloak and dagger work and backstabbing, both figurative and literal, for PCs and a creative GM.

THE ORDER OF THE KNIGHTS OF ST. JOHN ☆

LOCATION: North Head including the Cardinal's Palace, the Quarantine Station, and the North Head Park. The Order also controls the surface installations of the old Artillery School (they do not know of the underground installations).

GENERAL HISTORY: The Order of the Knights of St. John of Malta have a long history which goes back to the Crusades. However, their more recent history is all that concerns use here. Evidently, amongst the few survivors of the Manly area were members of the staff of the seminary and the Bishops' Palace. These included a significant number of Brothers of the Order, probably due to their increased likelihood of resistance to the disease due to the CBW protective injections they received as part of their medical role. As they all had some training in medical skills, they soon rose to prominence in the wake of the catastrophe which had killed off so much of the old civilization and its associated medical technology. In such a situation, even a knowledge of first aid was a highly desirable skill and one which the survivors were willing to pay highly for.

As well as their medical knowledge, the Brothers found that they had a similarly great need for the traditional military skills of the Order, especially in the face of the increasing banditry that followed in the wake of the Ruin. They proved very successful in both these areas and have prospered greatly because of it. Of course, in the face of such a total collapse of civilization, the Brothers, few in number as they were, had to make a momentous theological decision. With the drastically reduced population of Sydney (and, indeed, all of Australia and the rest of the world) it was impossible to maintain the Order by the use of celibate Brothers only. To allay this problem, the Grand Master first allowed Lay Brothers to be admitted and required no vow of celibacy from them. At first these Lay Brothers were only allowed to hold minor administrative and military posts. The important ones were reserved for the Brothers themselves. However, as the years passed, the number of celibate Brothers declined through natural wastage and they were not being replaced. The number of Lay Brothers and their families were steadily increasing. In the face of these developments, the Grand Master Sean O'Grady (d. 2078 AD) changed the rules of the order still further allowing Lay Brothers to hold any position within the Order! This was roundly condemned as heresy by some of the other priests in the Sydney area but the Grand Master persisted in his reforms. They have proved to be successful, with the Order going from strength to strength.

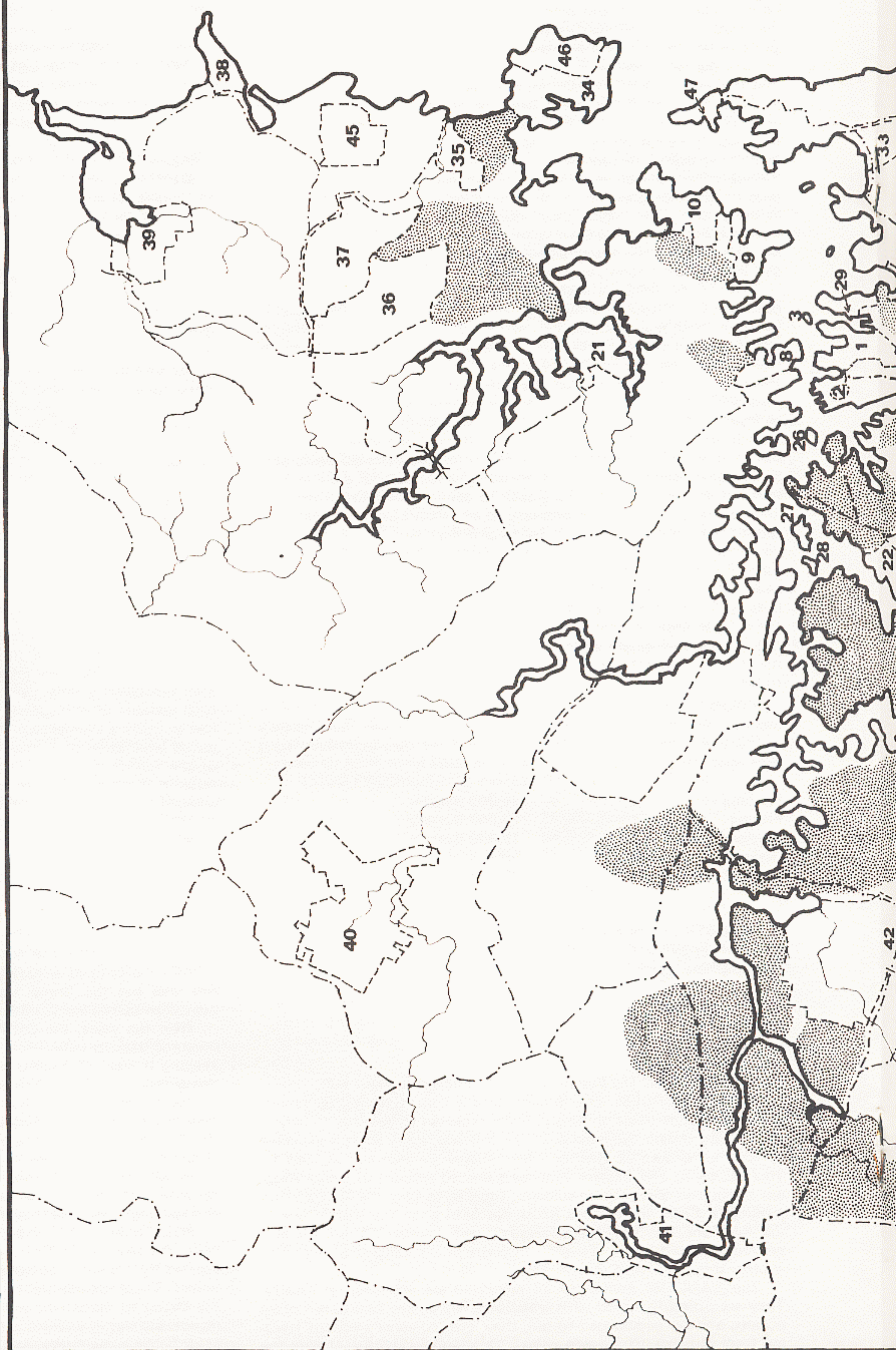
Over the years, the Order has fortified the North Head area, put much of it under cultivation, and has acted as a peacemaker in the area, keeping it clear of bandits and barbarians. Though quite successful in doing this, they have been less successful in preserving the old technology except in the medical area. In fact, the hospital of the Order is regarded as the best in Sydney equalled only by the Treaty Hospital in the Domain Commune. The fact that St. John's Hospital and the Treaty Hospital are the only such facilities left in Sydney MAY have something to do with their reputations. The hospital offers both medical services (at reasonable fees though pre-Ruin medicines, if available cost extra) and training in medical skills (also at reasonable fees).

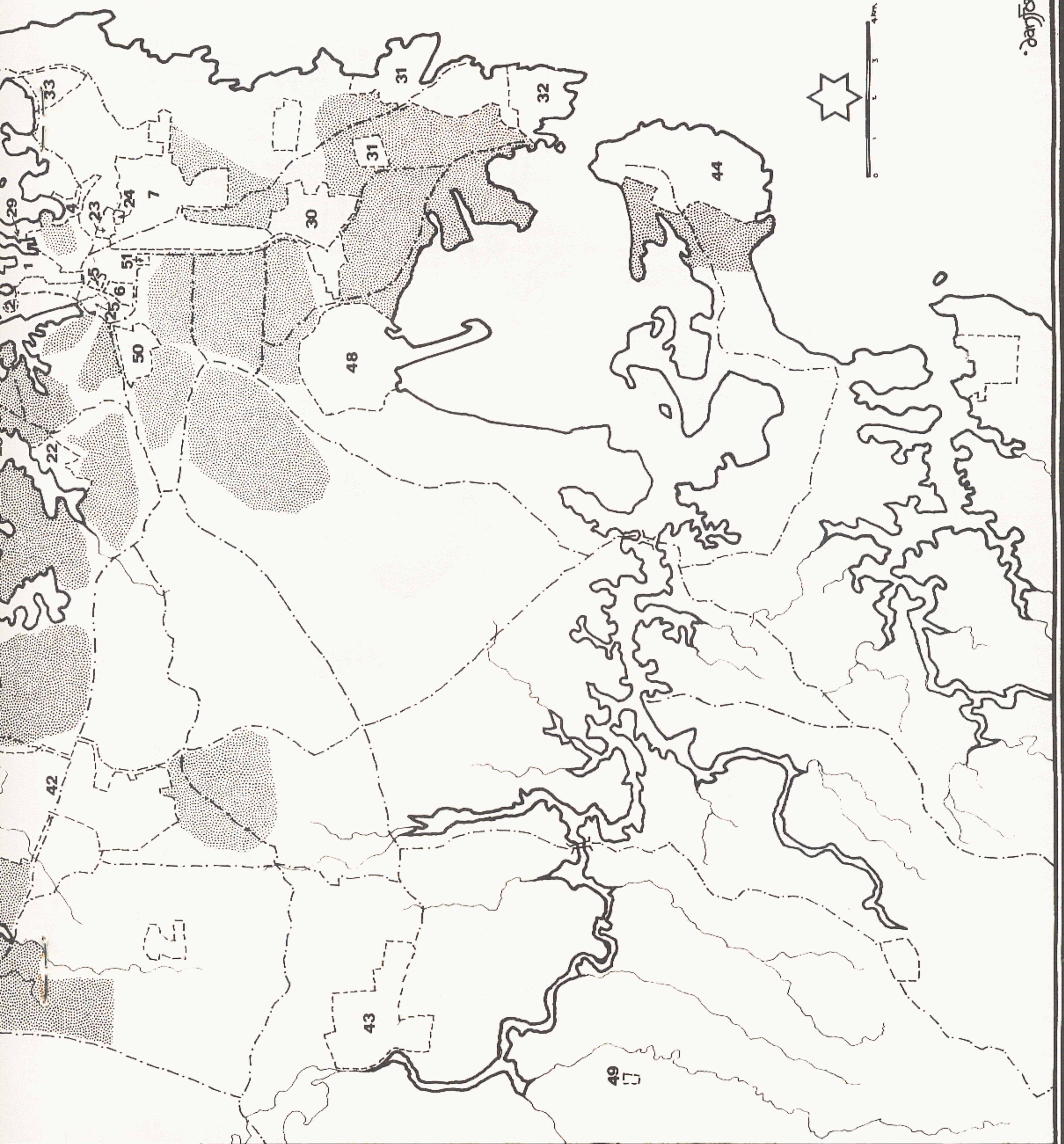
POLITICAL ORGANIZATION: The Order is run along monastic lines. The head is the Grand Master who is elected for a life term. He is assisted by a number of other officers and administrators which he appoints. These include the Regent of the Hospital, the Grand Marshall, the Master of Barbarians and others. As you can see, the Order is not a democracy but, it was and is not intended to be, either. It only runs the lands held by the Order, and does not (theoretically) interfere with the temporal rulers in the area outside its walls.

FOOD PRODUCTION: The Order produces as much of its own food as possible, but, due to the sandy soil, this is not much. They have

1.....	The Domain Commune	25.....	NSW Institute of Technology	39.....	Warrabeen Enclave
2.....	Observatory Hill House	26.....	Goat Island	40.....	Scouts Commune
3.....	Fort Denison	27.....	Cockatoo Island Naval Dockyard	41.....	Parramatta Enclave
4.....	Wentworth Village	28.....	Spectacle Island	42.....	Rancher's Commune
5.....	Al's Brewery	29.....	Garden Island Dockyard	43.....	The Skinheads
6.....	Jake's Brewery	30.....	County of Eastlakes	44.....	Cook Commune
7.....	The Duchy of Sydney	31.....	County of Long Bay	45.....	Phoenix Base
8.....	New Moscow Base	32.....	County of La Perouse	46.....	North Head Artillery School
9.....	Red Star Commune	33.....	Rose Bay Enclave	47.....	South Head Naval HQ
10.....	Lenin Commune	34.....	The Order of the Knights of St. John	48.....	Kingsford Smith/Mascot/Sydney Airport
21.....	Northbridge Enclave	35.....	Manly Co-op (Farmers Cooperatives)	49.....	Operation Lazarus HQ
22.....	The Loomies	36.....	Allambie Co-op (Farmers Cooperatives)	50.....	The University (see Operation Morpheus)
23.....	Victoria Barracks	37.....	Beacon Hill Co-op (Farmers Cooperatives)	51.....	Police Academy
24.....	Moore Park Barracks	38.....	Dee Why Village		

-----	INSTALLATION/DOMAIN BOUNDARIES
.....	PREVIOUS INDUSTRIAL AREA
-----	MAJOR ROAD
=====	BRIDGE
~~~~~	RIVER
~~~~~	COASTLINE





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therefore concentrated on the production of fruits and fruit-based liquors, which they use, along with payments to the Hospital and 'donations' from surrounding settlements in return for 'protection', to trade for their food requirements. Average annual production is:

Farming	=	2500 Bushels
Orchards	=	7500 Bushels
Fishing	=	5000 Bushels
TOTAL	=	15,000 Bushels

INDUSTRY: As mentioned above, the prime industries of the Order are medical and wine production. These give an annual profit of:

Medical Services	=	\$100,000
Wine Sales	=	\$50,000
TOTAL	=	\$150,000

POPULATION: The population is currently about 1500.

ARMED FORCES: The Order, as has been mentioned, is both a medical and a military order. Thus, it has a significant military wing. All Brothers are given military training. The Order does, however, recognize that there should be a fully trained, and as professional as possible, component to their forces as well as the general mass of Militia. For this reason, they have a squadron of cavalry who are full time soldiers and scouts, as well as three companies of Militia which normally exist in cadre only. Organization and armament is as follows:

CAVALRY SQUADRON: This unit is 100 strong, being organized into four troops, each of three 8-man Lances and 1 officer. Each troop is armed with lances, swords, maces, crossbows and each trooper has 4 flintlock pistols each, two in saddle holsters and two in his boot tops. The Squadron has a limited number of pre-Ruin firearms which are normally used only in dire emergencies. These include a number of FN/FAL, M-16, and EM-2 rifles (probably no more than a dozen, and with only 500-1000 rounds for them), as well as a number of muzzle-loading cannon (about 2-3) on horse artillery mounts. Such are reserved for the defense of the enclave. Numbers are vague as the Order keeps such information strictly to itself. The cavalry are all equipped with steel helmets, breastplates, and greaves.

INFANTRY COMPANIES — These are also 100 strong, and are organized similarly to the cavalry. There is always one platoon of 25 on duty from each company. This gives the Order a standing military force of 175 men. The infantry are armed with crossbows or longbows, pikes, swords. One platoon in each company (i.e. 8 men per Company) is provided with flintlock muskets in lieu of crossbows. The normal mix is 16 pikemen to 8 missilemen. The infantry are all equipped with helmets and leather breastplates.

The CAVALRY are 25% Heroic men, 25% Superior men, and 50% Average men, with 25% Elite and 75% Veteran training. The INFANTRY are 25% Superior men, 25% Average men, and 50% Average Rabble, with 25% Veteran, 50% Trained, and 25% Novice training.

SPECIAL INSTALLATIONS: These are of pre-Ruin construction except for some of the defenses which are partly pre- and partly post-Ruin.

CARDINAL'S PALACE/SEMINARY: An old building which serves as the administrative and military HQ of the Order, as well as the personal quarters of the Grand Master.

MANLY HOSPITAL: Renamed 'St. John's Hospital' by the Order. It is one of only two hospitals in Sydney.

DEFENSE WALL: This is a thick curtain wall with strong towers running across the narrowest point of the isthmus.

COASTAL DEFENSES: Most of these are either of the Victorian, First World War, or Second World War vintage. Though they no longer hold the artillery they were designed for, they are still formidable defenses.

ROYAL ARTILLERY SCHOOL: This is currently all being used as orchards. The Order does not realize that there are still surviving underground bunkers (perhaps with supplies and weapons?) still to be found here.

TECHNOLOGICAL LEVEL: The Order has maintained a relatively high level in medical skills (given that they do not have the capability to replace their drug supplies except from newly discovered stockpiles) and these are at approximately 1950s levels. Other technology, however, is less well served being at about the level of the year 1900 as far as repair is concerned. Maintenance of higher level equipment is, however, possible. As far as production is concerned, this is at a level equivalent to c. 1700 AD.

TRANSPORTATION: The Order is entirely dependent on horse-drawn transportation while on land and sail-powered while on sea.

REACTION MODIFIER: +15



GENERAL NOTES: Friendly, but they can be dogmatic, and a little overbearing. For example, the 'donations' they receive from surrounding communities in return for 'protection' are rigidly enforced by the Order, regardless of whether the community would rather look out for itself or not. In fact, the Farmers' Communes at Manly, Allambie and Beacon Hill would probably be willing to do without this aspect of the Orders' operations completely, while being still interested in their medical facilities.

THE FARMERS CO-OPERATIVES ☆

LOCATION: There are three settlements belonging to this organization: the Manly Co-op, the Allambie Co-op, and the Beacon Hill Co-op. They are separated by stretches of suburban ruins.

The Manly Co-op is situated in the Manly Golf Course and adjacent parklands.

The Allambie Co-op covers the Allambie Heights bushland area, as well as the Manly Reservoir Park.

The Beacon Hill Co-op covers the bushland and parkland in this area.

GENERAL HISTORY: These three enclaves grew up in the post-Ruin period, as stocks of supplies were exhausted and farming became a necessity. Of course, there were gangs of bandits who were quite willing to let other people do the work of growing food, and extort it out of them (or just plain steal it). These enclaves started up as small groups of farmers banding together for mutual defense. They soon came to realize that they couldn't solve the problem of banditry by themselves, but could do so if they pooled their resources. To this end, they formed the Farmers' Co-Operative some 53 years ago. Thereafter proved too nasty a target for all but the largest bandit groups to attack. Since the rise of the Order of St. John, they have been even less tempting a target but at a cost in 'donations' of food and other supplies 'requested' by the Order. Many of the farmers believe that they are now strong enough to protect themselves, but they lack the professional (and relatively well equipped) military that the Order have. It is only this reason that has stopped them from seceding from the benevolent protection of the Order. This does not mean that they have given up hope of ever doing so. In fact, they are always looking around for a source of cheap arms (preferably modern style ones) which would give even their ill-trained Militia enough of an edge that the Order's teeth would be pulled once and for all.

POLITICAL ORGANIZATION: All three Co-ops are run along similar lines. The population meet regularly, normally once a month, to talk over problems and policy in a town meeting arrangement. Their decisions are implemented by elected Mayors who have fairly wide executive and judicial powers. The Mayors meet together regularly to discuss intercommune business, and, on the rare occasions where total impartiality is required, they travel to other Co-ops to act as judges. Women, while they do have a vote, are not encouraged to take an active voice in public life.

FOOD PRODUCTION: This varies so three figures are given (if applicable) in each category — the first referring to Manly, the second to Allambie, and the third to Beacon Hill Co-op. The average annual production figures are:

Farming	=	2000/15,000/10,000 Bushels
Orchards	=	250/7500/5000 Bushels
Greenhouse Farming	=	500/5000/3000 Bushels
Grazing/Herding	=	1000/7500/7500 Bushels
Hunting	=	150/500/500
TOTALS	=	3900/35,500/26,000 Bushels

INDUSTRY: None of the Co-ops have much in this area, figures are broken up as before.

Textiles	=	\$2000/\$1000/\$2500
Scrap Metal Sales	=	\$500/\$5000/\$1500
Food Sales	=	\$5000/\$25,000/\$15,000
Livestock Breeding	=	\$2500/\$2000/\$3000
Misc Sources	=	\$500/\$2500/\$3000
TOTAL	=	\$10,500/\$35,500/\$25,000

POPULATION: The population of the Co-ops is as follows: Manly = 100; Allambie = 800; Beacon Hill = 600.

ARMED FORCES: The Co-ops are defended primarily (at the moment) by the Order of the Knights of St. John but they do have a Militia consisting of every able-bodied man in each settlement. They can turn out about 50% of their population in this way. Most are equipped with only spears, swords, and bows or crossbows. Only a tiny proportion (less than 1%) have firearms of any sort.

SPECIAL INSTALLATIONS: None.

TECHNOLOGICAL LEVEL: This is approximately equal to that of the late medieval period, with the usual anomalies.

TRANSPORT: Entirely dependent on horses or other draught animals.

REACTION MODIFIER: +5

DEE WHY VILLAGE ☆

LOCATION: Long Reef Golf course.

GENERAL HISTORY: This settlement is a collection of tradesmen and traders serving the small farming communities in the area, and has only really sprung up in the last ten years. The area was originally deserted second-growth scrubland on the site of the Golf Course mentioned above.

POLITICAL ORGANIZATION: The traders and tradesmen elect a Town Council of 5 members. The Council sets the levies and taxes necessary to hire the Village's guard force, and to maintain the fortified warehouse and shell keep where they retire to in the event of bandit or barbarian raids.

FOOD PRODUCTION: This is limited, as the Village makes its living by selling its services to the surrounding area in return for food. The little that is produced locally amounts to:

Farming/Herding/Orchards = 250 Bushels

INDUSTRY: This, along with trading, is the reason for the town being here. The average annual profit is:

General Trading	=	\$12,500
Repairs & Maintenance	=	\$7500
Metalworking	=	\$5000
Lumber Milling	=	\$2500
Food Processing (Milling)	=	\$7500
Food Processing (Smoking)	=	\$3500
TOTAL	=	\$33,500

POPULATION: The permanent population is about 120, with up to another 80 in the summer trading season.

ARMED FORCES: The Council hires 25 guardsmen who provide police and patrol functions for the town. They are expected to provide their own mount and equipment and are paid accordingly. They are normally expected to have a missile weapon of some sort and a sword or similar melee weapon. They guard the fortified warehouse and shell keep as well. If a full scale attack is mounted by bandits or whoever, the traders are all expected to fight as well, and would be at least as well equipped as their hired guards.

The force composition is as follows: 25% Superior men, 50% Average men, and 25% Average Rabble with 25% Veteran, 60% Trained and 15% Novice training.

SPECIAL INSTALLATIONS: A combined fortified warehouse and shell keep of post-Ruin construction.

TECHNOLOGICAL LEVEL: The locals can support a handicrafts level equivalent of 18th-19th century technology with the usual anomalies.

TRANSPORT: Varies greatly according to the various traders' means but is mostly horse-drawn on land or wind-powered at sea.

REACTION MODIFIER: +15

GENERAL NOTES: These people welcome new business, but are quite prepared to make an example of thieves or bandits who threaten them.

NARRABEEN ENCLAVE ☆

LOCATION: This small settlement is located in the area formerly occupied by the National Fitness Camp and the Cromer Golf course.

GENERAL HISTORY: The Enclave is simply a small ad hoc settlement that has grown up over the years since the Ruin. More and more settlers were attracted by the security offered simply by the number of settlers. It is almost totally involved in farming, with little other activity being undertaken.

POLITICAL ORGANIZATION: The settlement is organized and run along very patriarchal lines, with women regarded as being of use for only two things: cooking and making babies. The community is run by the Elders, a group of self-appointed, self-perpetuating, and ultra-conservative geriatrics who rule with an iron fist. They don't bother with any velvet glove nonsense! They are, to put it mildly, further to the right than Attila the Hun and believe, amongst other things, that 'Lernin' should be restricted to what they decide is acceptable to their narrow-minded ways. Of course, only males are given any education at

all. Females are taught such essentials as cooking and sewing. Only those males who seem to be of similar conservative beliefs to the Elders are given any instruction in literacy skills. The whole situation is 'justified' by a set of crackpot religious tenets of the worst 'born again' type. This makes the whole setup a nasty case of a theocracy (the worst sort of government possible for anyone unfortunate to be one of its citizens!). This rigid and restrictive way of life is, needless to say, enforced harshly. To this end, unauthorized contacts with the outside are severely punished and the Elders deliberately discourage all but the absolute minimum of trade.

FOOD PRODUCTION: The average annual crop is:

Farming	=	5000 Bushels
Orchards	=	2500 Bushels
Fish Farming	=	5000 Bushels
Herding/Grazing	=	3500 Bushels
Hunting/Gathering	=	1500 Bushels
TOTAL	=	16,500 Bushels

INDUSTRY: As has been mentioned, the enclave has little in the way of industry. What little there is produces the following profits:

Food Sales	=	\$8500
Lumber Sales	=	\$5000
TOTAL	=	\$13,500

POPULATION: This is currently about 1250.

ARMED FORCES: The Elders maintain a guard force, called (quite inappropriately) the Guardian Angels. It is 120 strong and combines guard with internal security duties. It is armed with the best armament the Elders can obtain to ensure that no one amongst the community will be able to oppose their wishes. In fact, this means that the GA's (as they are referred to) have a platoon of 30 men armed with R-51s. Two of the others is armed with rifled muskets and pistols of similar make the fourth platoon is armed with crossbows. All the GAs carry rubber truncheons, which they use freely, and swords as well as the above armament. The GAs are supplemented, in extreme emergencies only by the Militia, a further 300 men with pitchforks and other hastily-gathered farming implements, and a small number of bows (intended for hunting) and clubs as well.

The GAs consist of 35% Heroic men, 30% Superior men, and 35% Average men (with 25% Veteran and 75% Trained training). The Militia consists of 5% Heroic men, 10% Superior men, 10% Average men, and 75% Average Rabble (with 75% Novice and 25% Green training). The GAs are all issued with leather breastplates and helmets, while the Militia are not issued with any armor.

SPECIAL INSTALLATIONS: None.

TECHNOLOGICAL LEVEL: This is equal to that of the late middle ages, with some high tech equipment reserved for use by the Elders and Guardian Angels.

TRANSPORT: is entirely animal powered.

REACTION MODIFIER: -5

GENERAL NOTES: This bunch of religious fanatics are not anyone you would want to cross. In fact, though they are relatively harmless at the present, all it would take would be the rise of a charismatic leader and they would rise in a 'Jihad' to convert the 'infidel' or kill him if he refuses to 'hear the word of God'. A nasty bunch indeed.

SCOUTS COMMUNE ☆

LOCATION: this settlement covers the Pennant Hills Park and surrounding reserves.

GENERAL HISTORY: This settlement was founded by a number of survivors who had been members of the Boy Scout and Girl Guide organizations. They realized early on, due to their Scout/Guide training that survival would require that they began to plan immediately for the time when their stocks of pre-Ruin supplies would be exhausted. As it happened, a number of them got the idea of beginning a farm at the Boy Scouts Camp at Pennant Hills. Others heard of this project and came along to join. Because they started early, their community prospered. When the bandit raids began on the other embryonic farming communities that sprang up years later as the stored food supplies began to run out, they found themselves in such an obviously strong position that they were only attacked once. They left the corpses of the attackers (who had been wiped out to a man) hanging from trees around the outskirts of the settlement. They were never bothered again! Despite this, the community has proved to be a good friend to any wanderer who is passing through for they offer bed and board at least in return for news of far off places. They are also often involved in the send-

ing out of trading and exploration parties to all parts of Australia, both to turn a profit as well as to satisfy their members' wanderlust.

POLITICAL ORGANIZATION: The Commune is run by a Council elected by all those Commune members who have passed their Second Class Scouting Tests, regardless of age. Election from amongst those who have passed their First Class Scouting Tests. This Council is chaired by the Chief Scout, who is elected from amongst those few who have managed to pass their King's Scout/Guide Test. Within this framework, all decisions are made democratically, and a surprisingly small number of the population have proved unable to qualify as voters. The organization has in fact seemed to result in a much smoother running government than one would have expected. The citizens of the Commune are very sensible and well informed on all matters regarding their administration.

FOOD PRODUCTION: The Commune runs a very efficient agricultural operation, even though it is almost entirely non-mechanized. The average annual crop is:

Farming	=	125,000 Bushels
Herding/Grazing	=	50,000 Bushels
Orchards	=	50,000 Bushels
Greenhouse Farming	=	25,000 Bushels
TOTAL	=	250,000 Bushels

INDUSTRY: The Scouts were very lucky in the early years. One of their members convinced them to salvage a nearby food packing and preserving plant, which they did, along with the solar power panels to operate it. It has proved to be their most important industry along with the sale of power during the off-canning season. The profits from these industries are:

Food Canning & Sales	=	\$250,000
Power Sales (part of year)	=	\$100,000
TOTAL	=	\$350,000

NOTE: The Commune may have a small number of power bows available for sale (10% chance of 1d.3), which will be offered at a price of 200 Barter Points.

POPULATION: The population of the Commune is about 3500. Only about 200 will be at the Commune at any given time, the rest being scattered throughout Sydney (about 750), the rest of the State (another 500), and throughout Australia (the remaining 250).

ARMED FORCES: Every adult has, as part of his/her Scout training received extensive combat training and can be ready to fight anywhere for the Commune at a moment's notice. The force that can be turned out in this fashion numbers about 2000 (assuming everyone is present), or about 60% of the total population! In addition to these, a further 1000 will be ready to defend the Commune itself. All these Militia are trained woodsmen. The preferred tactics of the Commune are to skirmish with any attacker (picking off any stragglers, and sniping at the leaders with the main body).

The Militia is almost entirely armed with power bows — a late development of pre-Ruin technology. These bows act as if 200 lb-pull bows without adversely affecting their user for BCS Mods or reloading time and triple the actual Strength Factor of their user! They also have such a flat trajectory that they have an inherent modifier of +2 regardless of the firer's skill. These weapons enable the Scouts to kill silently, and, along with their expert woodsmen's abilities, have made them feared warriors. They do not disdain firearms, and many communards will also be armed with R-51s, R-52s or similar rifles but with the price of ammunition what it is, they just prefer to use the power bows.

The Militia consists of 5% Heroic, 10% Superior and 75% Average men (all the Heroic and Superior types being in the 2000 available for service 'anywhere'), with 25% Elite, 50% Veteran, and 25% Trained training.

SPECIAL INSTALLATIONS: The food canning plant.

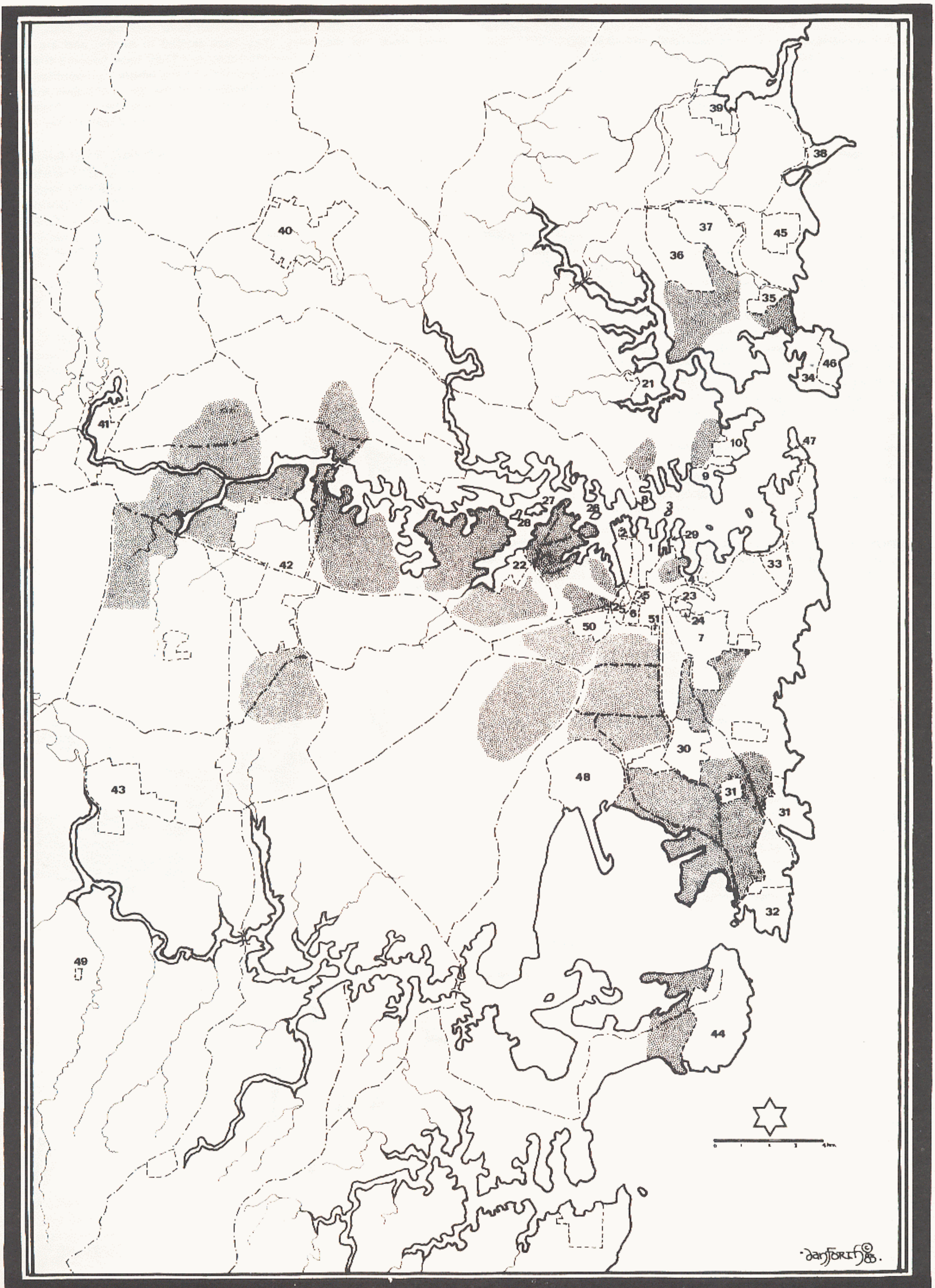
TECHNOLOGICAL LEVEL: This is equal to that reached in the 19th century, but with many anomalies. The Scouts have taken their limits and have bent them using the best modern scientific theories available, hence the power bows.

TRANSPORT: This is mainly by animal power, but the various commune members privately own a small number of trailbikes and dune buggies.

REACTION MODIFIER: +15

PARRAMATTA ENCLAVE ☆

LOCATION: The Enclave covers the area of Lake Parramatta Reserve, the State Penitentiary, the Psychiatric Center, and Parramatta Park.



GENERAL HISTORY: The Parramatta Enclave's story goes back to the days immediately following the Ruin. As the few survivors began to search for supplies, they naturally gravitated towards the larger urban centers amongst Sydney's suburban sprawl meaning, amongst other places, Parramatta. Probably while doing so, a small number realized the potential of the area for farming. 'After all', they must have reasoned, 'wasn't Australia's first successful farm in the Parramatta area?!' With this in mind, they set about putting the land of Parramatta Park under cultivation, quite successfully as it turned out. Of course, they were the targets for gangs of bandits in the early days, but they had the equipment left at the Parramatta Lancer Barracks by the CMF garrison to use in their defense. Most of this equipment was used up in the early days, when anti-armor weapons were much more plentiful than they are now.

Since then, the enclave has developed peacefully, though their overall tech level has dropped as equipment from the pre-Ruin period has worn out and spares have proved unobtainable. They are, at present, a peaceful community of farmers with a number of tradesmen who offer their services to other smaller communities in the area.

POLITICAL ORGANIZATION: The Enclave is run by the Governor who has his HQ in the 'Old Government House' buildings in Parramatta Park. A Governor is elected by the people for a ten year term, during which time he exercises supreme military and civil power. While thus not the most democratic of regimes, the Governors do not usually push their luck, and really do govern with the consent of the people.

FOOD PRODUCTION: The average annual crop produces:

Farming	=	12,500 Bushels
Herding/Grazing	=	7500 Bushels
Orchards	=	2500 Bushels
Fish Farming	=	2500 Bushels
TOTAL	=	25,000 Bushels

INDUSTRY: The Enclave has little industry, though what they do have is good enough to attract custom from many of the smaller settlements in the area. The average profits are:

Repairs	=	\$15,000
Metalworking	=	\$25,000
Lumber	=	\$10,000
Food Sales	=	\$25,000
TOTAL	=	\$75,000

POPULATION: this is currently about 500.

ARMED FORCES: The Enclave has a small regular force in the Governor's Guard consisting of 25 full time professionals. These are backed up by a Militia of another 200. The GG is organized as a troop of cavalry consisting of four 8-man lances. Each Lance trooper is armed as follows: sword, lance, longbow, and two Webley & Scott Mk. VI revolvers with 50 rounds in belt. The Militia is similarly armed, though officially without the firearms. Many own and will use either modern or primitive firearms in the defense of their homes.

The GG is made up of 5% Heroic, 20% Superior, and 75% Average men all with Veteran training. The Militia consists of 5% Superior, 30% Average, and 65% Average Rabble men, 25% with trained, 50% with Novice and 25% with Green training.

SPECIAL INSTALLATIONS: None.

TECHNOLOGICAL LEVEL: The Enclave currently maintains a tech level equivalent to that of the late middle ages, with the usual anomalies.

TRANSPORT: This is entirely animal-drawn on land and wind-powered on water.

REACTION MODIFIER: +5

RANCHER'S COMMUNE ☆

LOCATION: The Commune is situated on the site of the State Brickworks, State Abbatoirs, Flemington Markets, and Rookwood Cemetery.

GENERAL HISTORY: The Rancher's Commune is really fairly recent. About fifteen to twenty years ago, one of the barbarian tribes living in the areas around Sydney evidently managed to get itself into a position where every other Tribe was after their guts! Rather than simply be exterminated, they fled (along with their herds and flocks) into the metropolitan area. Since they needed a large area in which to graze their livestock, they were at first forced to wander from area to area. All the larger open sites were already occupied and under cultivation. Finally, the tribesmen came across the area that is described above, and found it unoccupied. The farmers in the area regarded it as

little better than wasteland, as all it seemed to grow was grass. This, of course, was exactly what the tribe had been looking for. Thus, in the years since the discovery, they have settled in nicely, and are doing much better than they ever did 'outside'. They have become the main suppliers of meat and animal products to the whole metropolitan area! Though some of the older members talk of the 'good old days', no one, is really interested in leaving the settled comforts that they have built and bought for themselves and returning to the uncertainties of the nomadic life in the bush.

POLITICAL ORGANIZATION: This is definitely male dominated, though the women are agitating for some political rights. The tribe has a hereditary Captain. This hints that the tribe was originally descended from a military unit. He is assisted by a Lieutenant. The position of Captain is hereditary within a single family, though the tribe can choose if their are a number of possibilities. The post is held for a period of 3 years. Re-election is allowed and is quite normal. The post of Lieutenant is entirely elective, and is open to all.

FOOD PRODUCTION: This is mainly based on the production of meat, though some limited farming is undertaken as well. Average annual production is:

Herding/Grazing	=	120,000 Bushels
Farming	=	2500 Bushels
Hunting and Gathering	=	2500 Bushels
TOTAL	=	125,000 Bushels



INDUSTRY: This is mainly concerned with the byproducts of their main interest, the production of meat. The average annual profits are:

Food Sales	=	\$200,000
Wool Sales	=	\$75,000
Leather & Hides	=	\$50,000
Livestock	=	\$50,000
TOTAL	=	\$375,000

POPULATION: This is currently about 1500.

ARMED FORCES: There are no regulars, but the tribesmen are traditionally stockmen first and warriors second. Thus the tribe has a fighting force of approximately 500 warriors, with a further 750 women, children, and old men who can act as a Home Guard. Prior to their entry onto the Sydney scene, the traditional arms of the tribe were lances, swords, and bows with a few pre-Ruin firearms and precious little ammunition for them. With their growth to prosperity, the tribesmen have had the wherewithal to buy some of the rifled muskets and even some of the 'Modern'-style rifles being produced by such places as the Domain Commune. This has meant that, along with their more traditional weapons, the tribesmen will now be found armed with a mix of firearms. The warriors are thus armed as follows: 75% with rifled muskets, 25% with R-51s and R-52s; all have at least one pistol as well. The Home Guard will have some 10% of its number armed in this manner (the old men), and the rest will be armed with the traditional melee and missile weapons.

The warriors are 10% Heroic, 25% Superior and 65% Average men with 25% Veteran and 75% Trained training. The Home Guards are 5% Superior, 15% Average and 80% Average Rabble men, with 5% Veteran, 10% Trained and 85% Novice training.

SPECIAL INSTALLATIONS: None.

TECHNOLOGICAL LEVEL: This is about equal to that of the dark ages, though is gradually improving through contact with the more sophisticated cultures around. There are, of course, the usual anomalies.

TRANSPORT: This is entirely horse-drawn.

REACTION MODIFIER: 0

GENERAL NOTES: The culture of the tribesmen is a strange mix of nomad tribesmen (similar to the Mongols and American Indians) with more modern elements.

THE SKINHEADS ☆

LOCATION: This community covers the area of Bankstown Airport, Riverwood and Bankstown Golf courses.

GENERAL HISTORY: This community was originally drawn from local survivors. Unfortunately, many of these were, to put it mildly, 'undesirables'. In fact, the settlers were the lineal descendants of the 'Razor Gangs', 'Bodgies', 'Widgies', and 'Yobbos' (all anti-social gang-societies). The settlers themselves were mostly 'Skinheads', easily recognized by their cleanly shaved heads (a few have strips of hair down the center of the heads). Being a decidedly lazy bunch, they have preferred to raid other communities for both supplies and slaves and are thus much feared. They have become slightly more reasonable over the years and now prefer to extort protection money from these settlements. They have avoided the problem of mass resistance by an effective divide-and-conquer mode combined with plain terror tactics. The fact they they are much larger in number than the similarly run 'Rushcutters Bay' mob and the much sparser settlement of the outer suburban areas have contributed as well.

POLITICAL ORGANIZATION: The 'government' of the settlement is by the Boss who is chosen for life by a system of 'to the death' combats with all challengers held every year. Beyond this, little is known, as the settlers do not welcome visitors except as 'permanent residents' (i.e. — as slaves!).

FOOD PRODUCTION: There are extensive agricultural concerns run by the Skinheads. These are worked by slaves under Skinhead overseers. The average annual production is:

Farming	=	65,000 Bushels
HerdinG/Grazing	=	15,000 Bushels
Orchards	=	15,000 Bushels
TOTAL	=	95,000 Bushels

INDUSTRY: The only 'industry' that the Skinheads have is that of raiding, and anything related to this occupation such as arms repair. These latter activities are obviously not of much use for profit, after all, who'd risk dealing with the settlement. Average annual profits are:

Raiding	=	\$250,000+
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POPULATION: This is about 2000 Skinheads and about 1000 Slaves.

ARMED FORCES: The Skinheads are a warrior culture, and thus all the Skinheads have some military training, even the women. Of the 2000 Skinheads, some 500 are involved full time in raiding activities, and the rest are involved in the supervision of the slaves. The Skinheads are organized into companies of 100 men, each of 10 squads of 10 men each. The Skinheads involved in raiding are mostly armed with melee weapons, backed up with bows or crossbows and a few captured modern and primitive firearms (on one is silly enough to sell them any).

SPECIAL INSTALLATIONS: The control tower and airport fire service buildings are used as a combined armory and HQ for the Boss.

TECHNOLOGICAL LEVEL: The local tech level is irrelevant, as the Skinheads simply raid for what they need. They can mostly repair what they own. They simply steal the spares!

TRANSPORT: Almost entirely horse-drawn, with a few stolen trail-bikes and dune buggies.

REACTION MODIFIER: -20 (Don't say you're surprised).

COOK COMMUNE ☆

LOCATION: The Commune occupies the old Kurnell Reserve.

GENERAL HISTORY: The Commune was set up by survivors from the oil refinery and industrial area. They could do nothing with those areas, as they had mostly been destroyed by the Russian invasion force in the late pre-collapse period. The survivors had a number of technical skills and began to use them in the salvage, smelting, and working of metal scrap from the surrounding areas. This has proved to be quite profitable.

POLITICAL ORGANIZATION: The Commune is run by a council which is in turn is elected by the Master Tradesmen. The whole organization is along 'Trade Union' lines (Australian TUs are on British, rather than U.S. lines).

FOOD PRODUCTION: The soil of the Commune is rather sandy, so production is lower than would be otherwise expected, much of the settlement's food is bought with the proceeds of the metal trade.

Farming	=	12,500 Bushels
HerdinG/Grazing	=	2500 Bushels
Fishing	=	2500 Bushels
TOTAL	=	17,500 Bushels

INDUSTRY: The annual profits are as follows:

Scrap Metal	=	\$50,000
Processed Metal	=	\$150,000
Metal Goods	=	\$100,000
TOTAL	=	\$300,000

POPULATION: This is currently about 800.

ARMED FORCES: The council has a full time force of Stewards (35 strong) armed with standard cavalry equipment (sword, lance, and bow). They can raise an emergency Militia similarly armed (and about 25% mounted) of 300.

SPECIAL INSTALLATIONS: Metalworking and smelting facilities of post-Ruin make at the end of Sir Joseph Banks Drive.

TECHNOLOGICAL LEVEL: This is quite advanced (c. 1900) in the areas of metalworking, but less advanced elsewhere (c. 1400). There are the usual anomalies.

TRANSPORT: This is almost entirely horse-drawn.

REACTION MODIFIER: +5

PHOENIX BASE ☆

LOCATION: This installation covers parts of the suburbs of Harbord and South Curl Curl.

GENERAL HISTORY: The origin of this settlement (if that is the correct word for it) is uncertain. The local communes (such as the Farmers Co-Op, the Narrabeen Enclave, the Knights of St. John, and smaller settlements) only have confusing stories of how it was set up. As far as anyone can decipher, the settlement was completed in a few weeks work, during which there was extensive use of construction robotics. This evidently occurred some time in the first few months after what little there was left of civilization in Sydney had collapsed. The few survivors who went to investigate the goings on there either disappeared (and were presumed dead) or awoke days later, on the borders of the settlement. The strange thing about the latter survivors is that they always found a backpack full of supplies and the sort of weapon they were most skilled in using beside them.

The actual settlement is in the form of an artificial hill several hun-

dred feet high. It is surrounded by extensive remotely-controlled bunkers. The whole installation looks rather like old pictures of the Maginot Line fortresses from the WWII period. There have been a number of attempts to contact the inhabitants of the fortress, but mostly these have gone un-noticed, or so one would suppose, as those attempting to penetrate the perimeter have been told to 'sheer off' by computer-generated voices over loudspeakers. The few sightings of humans within the confines of the fortress have been from a distance only. The ABOVE INFORMATION IS ALL THE PLAYERS WILL BE ABLE TO GLEAN FROM THE SURROUNDING COMMUNES, THE INFORMATION GIVEN BELOW IS FOR THE GM ONLY.

In fact, the fortress was constructed by the sole survivor of the Sydney University Garrison, someone known to the garrison of the base only as the Major. He gathered together the military engineering robotics equipment from various sites around Sydney and set in motion a plan that was intended to take decades to ripen. The Major evidently was naturally immune to the disease, but also managed to liberate some doses of the Immortality Alpha Drug from the research program at the University as well. He decided that there was little he could do to help salvage society until the worst of the 'dark years' he saw as facing Australia (and, presumably, the world) were over. He reasoned that any attempts he could make to assist would require a much larger population base than was left in the wake of the Scourge. So, he gathered up large amounts of supplies and equipment from all over Sydney, and had it stockpiled and/or installed in the fortress he was having constructed.

The early 'disappearances' were the result of his recruiting drive. Only those survivors who were gutsy enough to investigate the happenings at Harbord Lagoon were considered. They were carefully examined by various psychological screening methods. Those that were unsuitable were left on the borders with some small payment for their troubles, while the suitable ones were offered the choice to join such an organization as the Major was creating. In return for their help in his project, he offered the trappings of the technological lifestyle that was rapidly collapsing on the 'outside', as well as supplies of anagathics (only Anagathon and CPC in any large amount, a few Score doses of Immortality Beta, and a handful of doses of Immortality-Alpha) and Memory RNA drugs. He also offered the use of some 'Operation Morpheus' cryosleep capsules to help supplement the anagathics.

What he intended to do was twofold. Firstly, he proposed to secretly give a limited amount of support to the survivor communities in the way of providing technical aid by Phoenix operatives who would also operate as an intelligence gathering service for the second part of the plan. The second part of the plan depended on the re-establishment of 'adequate' population levels, at which point the Major and his Phoenix teams would begin to operate in the open, offering the full range of technical and industrial facilities that they have at their disposal. The most important part of the operation was that it had to be carried out in total secrecy for the Major realized that to operate openly would be to offer too tempting a target for such types as eventually set up the Duchy, the Skinheads, the Loonies and other similar organizations. Thus, the Phoenix teams of Phase One operate in secret, with no obvious support from 'Prime Base'.

At the current time, the Major and his Phoenix teams are considering that they may have to change their timetable, in the face of the twin threats of the Duchy and the Brotherhood. Some worrying events in the Melbourne/Victoria area are also concerning them. They are still attempting to head off the Duke and the Brotherhood by covert means, but are prepared to come out into the open if necessary. If they do, they will institute Phase Two as best they can though the current population is probably only marginal.

POLITICAL ORGANIZATION: The Phoenix Organization is a paramilitary one. The Major is definitely in command and appoints all 'officers' and 'NCO' ranks. He does utilize these men and women in staff functions.

FOOD PRODUCTION: The Base is provided with more than enough food. This comes primarily from a spaceship-style hydroponics system, but 'fresh' foodstuffs are purchased openly outside by Phoenix agents and secretly transported to the Base. They also have large stocks of preserved foods, and facilities for canning or freeze-drying the food they produce themselves.

INDUSTRY: The Phoenix organization has well equipped electronics, computer, machining, and engineering workshops where they can repair and maintain any sort of equipment, no matter what its tech level. They can even produce components and spares from scratch, and use these (or parts from stock) to build just about anything within reason. The only problem is that these facilities are not intended for mass production, and so have limited capacity.

POPULATION: The current population is about 1200, of which some 200-300 are out on missions for the organization.

ARMED FORCES: As has been mentioned, the Phoenix organization is paramilitary. Since the Phoenix organization consists almost entirely of adults, they form a formidable military force. This is especially so since the Major had access to some of the most advanced military hardware still left in Sydney after the destruction of the Ruin and the Russian assaults.

The Phoenix military is organized as a Mechanized Battalion (+) with attached naval and air units. The Battalion consists of five 136-man companies: one ARMORED SQUADRON, three MECHANIZED COMPANIES, and a HQ/SUPPORT COMPANY. It is supported by a provisional AEROSPACE SQUADRON, and NAVAL TASK FORCE. Organization and equipment of these units will be detailed below.

The ARMORED SQUADRON: This consists of four 32-man Troops and an 8-man HQ Squad. Three of them are actually armored, and one of them is mech infantry.

Armored Troop: The two Armored Troops are organized in the same manner. They each consist of four 8-man sections, each of two tanks. One section acts as the Troop HQ. Two of the sections are equipped with Kangaroo MBTs. The other two are equipped with Leopard II MBTs. The crew are all provided with Intruder LRU Armor, and are armed with Mk. I electroneedlers.

Mechanized Infantry Troop: The Mech Infantry Troop also consists of four 8-man sections, but one is split up to provide the crews for the MICVs. The unit is equipped with four Wombat MICVs. Three of these carry the infantry squads, and the fourth carries 6000 rounds for the 20mm autocannon (instead of the normal 2000) and acts as fire support. The crews are armed and armored as above, while the infantry are issued with field infantry armor Mk. I. A squad is issued with the following weapons: 6 Lee Enfield Mk. 12 gauss rifles, a Lee Enfield Mk. 20 support weapon, 8 Lee Enfield Mk. 1 electroneedlers, and a Lee Enfield Mk. 1a autoneedler. Also, carried inside the MICVs, for use as needed, is a Dragon ATGM with 4 reloads, a number of LAWs, and a Stinger AAM, also with 4 reloads.

HQ Section: This consists of a specially-outfitted Leopard MBT and 2 M-577 Command Vehicles (based on M-113 Chassis). The personnel are issued with light recon armor, Mk. 1 electroneedlers, and Mk. 12 gauss rifles.

The MECHANIZED INFANTRY COMPANIES: These are organized in reverse to the above with three Mech Infantry Troops, and one Armored Troop. The organization of the Troops are, however, the same as above. The HQ Section is organized similarly as well.

The HQ/SUPPORT COMPANY: This consists of four 32-man Platoons: one HQ Platoon, one MORTAR Platoon, one AA Platoon, and an AT Platoon.

HQ Platoon & HQ Section: The HQ Section is organized as the Mech and Armored Companies but is supported by the HQ Platoon. This consists of a Defense Squad (8 men with Mk. IIIb powered armor, Mk. 1 electroneedler pistols and Mk. 15 defeater gauss rifles), an Electronic Warfare & Intelligence Squad, and two squads acting as the Major's 'staff'. The Platoon is provided with 2 M-577s, 2 Wombats, 2 Landrovers, and 2 Trailbikes.

Mortar Platoon: This unit is equipped with three 81mm mortars on M-113 chassis, three M-113 based ammunition vehicles, and a counter-battery radar M-113 and fire acquisition M-113. The crews are armed and armored as are the tank crews above.

Anti-Aircraft Platoon: This unit is equipped with two Wombat-mounted Vulcan AA Gatling systems. Each carries a radar acquisition system and 6000 rounds of 20mm ammunition. The Platoon also has four ammo resupply vehicles for these (each carries 12,000 rounds of 20mm, and is based on M-113 Chassis).

Anti-Tank Platoon: This unit is equipped with four TOW-armed Wombats. Each carries two Improved TOW launchers with 12 reloads. There are also two resupply vehicles (also based on Wombat chassis) each carrying 36 TOW.

The AEROSPACE SQUADRON is 120 strong. About 50 men are actually pilots while the rest are technicians or 'Drop Troops'. The Squadron is equipped with 6 attack helicopters, 4 Harrier fighters, 3 Kookaburra transports, 8 medium transport helicopters and 2 MHD SAUCER/SHUTTLES. It also has a Platoon of 'Drop Troops'. These are paratroops equipped with Mk. IIIb armor. The Platoon is divided into four Squads, each armed identically as follows: 8 Mk. 1 electroneedlers, 7 Mk. 12 gauss rifles, and 1 Mk. 20 support weapon.

The NAVAL TASK FORCE consist of around 100 men. It possesses the following equipment: 3 Porpoise Triphibians, 2 Pegasus Class Patrol Hydrofoils, and a number of smaller vessels, including some of one- and two-man submersibles.

AMMUNITION: The Phoenix Base has massive stockpiles of all sorts of munitions (both those mentioned in this book or in the original *Aftermath!* Books). Just because it is not mentioned above does not mean that they don't have it! They also have a number of 'spare' com-

bat vehicles including 3 Centurion MBTs, 12 Saladin armored cars, 23 M-113 APCs of various sorts and a number of armored recovery vehicles.

SPECIAL INSTALLATIONS: The whole fortress/base must be classed as a special installation. It includes such things, not already mentioned above, as:

AAM Defenses plus the radar necessary to aim them.
Computer Nets

A complete fusion/conversion power plant plus backup solar panels, fuel cells, and diesel generators.

An alcohol fuel refinery (utilizing both algae, 'local' hydroponics and outside sources).

TECHNOLOGICAL LEVEL: This is equal to c. 1990-2000, though, of course, some areas will be at variance due to personnel and plant limitations.

TRANSPORT: Almost entirely motorized, though horses are available for Phoenix operatives.

OTHER SUBURBS NOTES

Even more so than for the inner city encounters, these are mere guidelines covering the more important areas the PCs are likely to come across in their travels. They are mostly installations of some military significance that may well have survived the Ruin at least partially intact. As always, it is up to the GM whether he accepts the guidelines offered here.

THE BROTHERHOOD

During recent years, rumors have surfaced to the effect that the Scourge of God plague is still in existence. These rumors may all be traced back to raids on small technologically-oriented enclaves by groups of black-robed fanatics. These raiders, from examination of the few corpses they leave behind and from limited interrogation of any captured, have shown the classic physical signs of the Scourge: lesions (or, to be more accurate, scars where they were), pallid skintones, and (most obvious of all) evidence of paranoia. Yet, strangely enough, these raiders do not either die from the disease, nor are they carriers!

It was originally thought, at the time of the plague that anyone with any immunity at all never caught the plague and that those without immunity died. There were no 'carriers' in the normal sense of someone or something having the disease but remaining unaffected, while infecting others. It was proven that the only animal affected by it was good old Homo Sapiens Sapiens, 'Man'. The disease was the most virulent ever known — as the data below shows:

SCOURGE OF GOD: A-S-G-D/(-)/HLH/1d.3 Hours/10/10 Minutes/Lesions, Pain, Rheumatoid Joints, Sensitivity to Light, Paranoid Rage (in that order)

The evidence provided by these fanatical raiders has provided new food for thought. The revised theory is that a small number of people (perhaps unborn children with immune mothers and non-immune fathers) were affected by the disease without being killed by it. It seems that, whatever their origin, these unfortunates still carry a form of the disease of much reduced virulence. It seems to be passed on from generation to generation at birth.

Normally, such a discovery would be of only academic interest, as almost all of the population still alive today are descended from immune parents. Even those few characters who have managed to 'skip' the plague years by various means seem to be unaffected by the new form of the disease. The real problem is caused by the psychological effects the disease has on the individuals who carry it. As you will note, the Scourge did have some psychological effect originally, but it occurred at such a late stage of the disease that it was of little importance. The derangement it caused occurred only in the final few minutes, when the patient was incapable of harming anyone, not even himself. However, new developments have made this facet of the disease highly significant.

The disease seems to cause (as far as can be determined from the few raiders captured in the limited time they were available for interrogation before they suicided or 'willed' themselves to death) a monomaniacal delusion that the Scourge was sent to 'Cleanse the Earth of Sinners'. The raiders further believe that the Scourge was specifically sent to warn man of the 'Blasphemy of his Technology' and that the

NORTH HEAD ARTILLERY SCHOOL ☆

The installations here include extensive underground bunkers left over from WWII which are still closed (1982) to the public. Let your imagination run riot. Just remember that they are on the turf of the Knights of St. John (who do not suspect their existence).

SOUTH HEAD NAVAL HQ ☆

As with North Head, there are extensive underground areas originally excavated during WWII, but still in use, and still closed to the public (1982). They are presumably involved in naval communications, as there are above-ground radio masts, but may have other uses (possibly a 'war room' or something similar).

KINGSFORD SMITH/MASCOT/SYDNEY AIRPORT ☆☆☆

Though the main civilian airport for Sydney, it was fortified and used as an airforce station during the last days. Some of the defenses are still active. These are still controlled by the central computer. Most of the interesting gear and supplies will be in underground Bunkers.

OPERATION LAZARUS HQ ☆

You may have noted that several crates labelled 'Operation Lazarus' are to be found scattered throughout the Uni. Well, Operation Lazarus was based on the idea that civilization would not survive, and that later survivors should be left something that might make the struggle to rebuild it easier. Thus, individual caches on the lines of those found in the Uni, as well as larger ones, were secreted all over Australia. The idea was that they would not all be found at once, and would provide valuable survival material for later generations to build on. The local dispersing station that was in Holsworthy Army Camp. It may still contain some supplies never distributed.

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raiders or, as they style themselves, the Brotherhood, were 'chosen' to ensure compliance with this command! As proof of their chosen status, they offer the fact that they have all obviously been spared 'personally' by God from death by the disease! They believe that any technology that existed at a period later than about the 1400s (late middle ages) is a sign of mankind's 'blasphemy'. It is their duty to destroy it, and to cleanse those who use such sinful items. Such cleansing is preferably by fire. Prolonged torture is regarded as a poor second best. The reason the raiders and their disease have remained undiscovered so long is thought to be a combination of two things: their secretiveness and the marked sensitivity to light which causes them to operate almost entirely nocturnally (and in subterranean or otherwise artificially darkened areas on the rare daylight encounters that have been reported).

This fanatical attitude of theirs is, however, not as consistent as it might first seem. For example, they do not object to items made of the products of a modern technology as long as they are in acceptably 'ancient' forms. This means that they are quite prepared to wear plastic armor but equally prepared to destroy the factory that manufactured the plastics! They will similarly use the best quality steel in their melee weapons, fiberglass bows, and pulley bows but will refuse to use any sort of firearm. They are not to be taken lightly, for within their self-imposed technological limitations, they have come up with some surprisingly nasty weapons and techniques (some of which will be detailed below)!

ORGANIZATION & LEADERSHIP

The Brotherhood are organized similarly to medieval monasteries with the exception that women are treated as full members. Each separate group of the Brothers is called a Lodge. The Lodges are governed by a Scourge who has absolute power in all matters of theology or civil administration. The military arm of the Brotherhood is led by the Deathmaster who has absolute power over all military decisions. He is subordinate only to the Scourge of his Lodge. Under these two major offices there are a varying number (according to the size of the Lodge) of minor and not-so-minor officials who are responsible for typical paper pushing and other subordinate roles.

Each Lodge is completely independent of any other Lodge, though they all send delegates (usually their Scourge) to a body known only as the Council of the 'Cats'. The significance of the name is not understood, but is thought to refer to the sensitivity of the Brothers to light. This Council meets in a Grand Lodge at an as yet unidentified place. There are a few mentions of a Master Scourge and Supreme Deathmaster which are thought to refer to the leaders of this Grand Lodge. The Council does seem to owe some allegiance and loyalty to the Grand Lodge and its leaders. Currently there seems to be a charismatic leader in the position of Master Scourge who has decided, and has convinced

his fellows, that the time for a 'Great Cleansing' is approaching. This should offer plenty of scope for a creative GM.

BROTHERHOOD WEAPONS

As has been mentioned, simply because the Brotherhood seemingly refuses the benefits of modern technology does not mean that they are a walkover or a joke. Many groups of settlers and travelers have found otherwise while screaming out their lives on a stake, being burnt to death!

REPEATING CROSSBOW: This is a modified crossbow evidently developed by the Brotherhood themselves. It is unusual in that it has a six-round cylindrical magazine. This magazine has six individual springs

(one for each 'round' or crossbow bolt). These springs both recock the mechanism and rotate the cylinder for the next shot. The cylinder may have each spring reset individually once 'fired' (takes two Actions per spring). Brotherhood members often take spare cylinders to negate this problem, as they may be exchanged in only two Actions. A crossbow has a Range Factor of 12, and acts as if it has a Strength Factor of 3 (giving an Extreme Range, for example, of 720 meters). It has a DUR of 4, and an Encumbrance of 1.8-2.4 (depending on the weight of the materials used). The bolts hit with a Strength Factor of 3 also. Some bows have been equipped with 'peep' sights which add +1 to the BCS.

GREEK FIRE: This is a homemade version of napalm, rather along the lines of a 'Molotov Cocktail'.

FLORA & FAUNA OF AUSTRALIA – 2100AD

During the period of the Ruin (with the exchange of nuclear, chemical and biological weapons between the major powers) the rate of mutation increases dramatically. While Australia was not initially affected by such things, the radiation and some of the CBW weapons did eventually reach Australia, borne by the winds. While these circumstances would no doubt have caused some mutations to arise, the great changes that have been noted in some species, as well as the discovery of some seemingly new ones, are not explainable by simply referring to them. The people who survived the Ruin had several theories as to why these great changes have taken place.

While the devastating Scourge of God plague wiped out the great majority of the human race, it had no lethal effect on any other animal (as far as the fragmentary evidence that has survived the Ruin shows us). However, some of the survivors believed that it had some mutating effect on some quite ordinary creatures. Other survivors claimed that at least some of the changes were the result of deliberate genetic engineering for various scientific or commercial reasons. Still others claim that their appearance is the result of 'magic' and have claimed to have seen some beasts 'appear out of thin air'.

The most likely explanation is, of course, a combination of all three. Some are quite obviously the result of some quickened mutational process. Whether this is plague/nuclear/CBW-induced or the result of deliberate genetic 'fiddling' is unsure, and not wholly relevant. Others are so bizarre or unrelated to current species that 'magic' seems an almost reasonable explanation!

(GM's NOTE — Some of the 'mutant' animals are the result of genetic engineering. Others are the result of a combination of radiation/plague and CBW effects. Still others are of 'unknown' origin.)

KILLER KANGAROOS

These are the result of a deliberate genetic engineering experiment by pre-Ruin scientists. This manipulation resulted in the greater development of the kangaroo's forepaws. No one is quite sure exactly why this was done, but it is thought that it was part of a new evolutionary theory that stated that the development of specialized manipulatory limbs was directly related to the development of intelligence. If this was the reason, then the theory may now be regarded as at least partially proved. The modified Kangaroos have developed levels of Intelligence similar to that reached by master rats. In other words, they are the equal of humans in concrete areas of reasoning, but suffer some significant impediments in the area of abstract thought.

They are unable (at present) to communicate verbally with humans, but there is a large (and continually growing) body of evidence to show that they are able to communicate between themselves. This makes them particularly dangerous as, due to their close resemblance to their less-intelligent cousins, they were (and still are) often hunted by humans for food. In fact, some humans believe that 'the only good 'roo is a dead 'roo'! This has made them bitter enemies of man. They will, in fact, attempt to kill all humans they see although only if the odds are 'right'. They are not suicidal. There is, however, no reason why, under the right circumstances, an individual killer kangaroo might not become friendly with an individual human.

The development of their forelimbs enable KK's to use bows and similar muscle-powered missile weapons, though their shoulder structure is such that they cannot use any weapon with a stock. This means that Pistols & SMG's are easily useable by them without any problems (if they find such, and learn how to use them). It also means that rifles, carbines and shotguns cannot be used effectively if they have Stocks. In such a case, a KK attempting to use them has a -2d.6+2 BCS penalty. If the weapon has a Folding Stock or a Wire Stock, it may be used without penalty.

Fortunately for man, there seem to have been few of these creatures

at the time of the Ruin. The relative inefficiency of the marsupial reproductive system has meant that, while they are fairly common today, they have been easily outbred by mankind.

BAP: 12
MNA: 2
PCA: 2
BMA: 1 (3 Hopping)
WDA: varies by skill
CDA: 3
DRT: (3d.6+10)x2
Bite BCS: 12
Bite Dam: 1d.3
Kick BCS: 15
Kick Dam: 1d.10+1
Skill Use: variable
Mass: 10-12
Strength Factor: 20

WILD WOMBATS

These are almost as nasty as the drop bear on an individual basis. Considering that they hunt in packs, they are probably far worse when encountered in significant numbers. They are known to be carnivorous and hunt in packs of 6-12. When they encounter potential prey, they attack immediately and without warning. If they draw blood or if one of their number is wounded, there is a 10% (cumulative) chance per turn that they will go berserk, attacking till either their prey or they themselves are dead. There is no way that they will be driven off once they go into such a killing frenzy. Note — The second number refers to the 'berserk' state.

BAP: 8/12
MNA: 2/3
PCA: 4
BMA: 1/1.5
AV: 1/2
CDA: 1/3
DRT: 3d.6+6
Strength Factor: 8
Bite BCS: 12/15
Bite Dam: 1d.6/1d.6+1
Claw BCS: 10/12
Claw Dam: 1d.6+1/1d.6+2
WDM: 1.5/1.7
Mass: 1-3

GIANT KANGAROOS

While the origin of this species of kangaroo is uncertain, there are rumors that they, like the killer kangaroos, were a genetic engineering experiment. The theory is that they were an attempted genetic reconstruction of the prehistoric giant kangaroo that inhabited Australia. This is a reasonable enough theory and has therefore received wide acceptance. The kangaroos are about 10-12' tall and correspondingly massive. They have long, powerful tails to balance themselves while in 'flight'. In any case, the origin is not so important as the use to which they are being put by some of the nomadic barbarian tribes living in the outer areas of Sydney. It is claimed that they learned the technique from other tribes from deeper in the interior of NSW.

These kangaroos are being used as riding animals! The reasons for this are simple. There were a lot more wild giant kangaroos in the western parts of NSW than there were horses, more importantly, they were adopted as riding animals because of their speed and obstacle crossing

capabilities. It is claimed that a good 'roo can easily outdistance even the fastest thoroughbred racehorse and is a good fighting steed as well. Though it might seem that the riding of an animal which hops might be difficult, experience has shown that, with the right sort of saddle, it is no problem at all.

The statistics for an average 'roo are as follows:

BAP: 12
MNA: 3
PCA: 4
BMA: var*
AV: 2
CDA: 3
DRT: (4d,10+20)x2
Bite BCS: 12
Bite Dam: 2d,3
Kick BCS: 14
Kick Dam: 2d,6
Tail BCS: 14
Tail Dam: 3d,6
Strength Factor: 25

The 'roo has three methods of moving, a 'walk' (where it moves slowly, almost on all fours, without hopping), a 'slow' and a 'fast' hop. These each have a different BMA, as detailed here:

WALK: BMA 1
SLOW HOP: BMA 3
FAST HOP: BMA 6

NOTE: The 'roo is capable of jumping objects equal in height to $\{(BMA \times 2)/3\}$ meters (i.e. 1/3m at BMA 1, 1m at BMA 3, and 2m at BMA 6) without any undue difficulty. Jumps of up to twice these heights have been recorded (BCS = Beast Riding/2 of rider). Its hops cover a distance equal to the BMA in meters!

DROP BEARS (CARNIVOROUS KOALAS)

These nasty creatures vary in size from the young ones which are about the size of a 'normal' adult koala to the adults, which are the size of a large wolf. Externally, except for their size, they seem identical to their innocuous cousins. The major differences are in their dentition and diet. The former is different from that of a normal koala in that the teeth are definitely carnivorous, designed for the ripping and tearing of meat rather than for the grinding up of leaves. This change goes along with their change in diet. They eat almost nothing but meat! Their favorite way of hunting is to climb a tree over a well-used track and wait till some unsuspecting prey happens along underneath. They then drop on it, hoping that the force of this blow will be enough to stun their 'dinner' if not enough to kill it outright. If they do not succeed, they will often pursue and attempt to catch their chosen prey with a combination of their sharp claws and their teeth. It should be noted that, unlike their less dangerous relations, they can put on a quite significant turn of speed on the ground.

BAP: 18 (Drop)
12 (Bite/Claw)
MNA: 2
PCA: 8/6
BMA: 1.5
AV: 1
CDA: 3
Strength Factor: 12
Bite BCS: 12
Bite Dam: 1d,6+1
Claw BCS: 10
Claw Dam: 1d,6
Drop BCS: 15
Drop Dam: 2d,6+1 (Lethal) plus 2d,6+1 Subdual
DRT: 3d,6+15
Mass: 1-5

GIANT PLATYPUS

The platypus is one of Australia's most unusual marsupials seeming to combine the characteristics of birds and reptiles as well as mammals! It has a furry body, webbed feet, a flat beaver-like tail, a duck-like bill (this is not, a horny substance as in ducks but is alive and quite sensitive), and reproduces by laying eggs! While both males and females have



sharp claws, the male is the most dangerous of the two, being provided with extra armament in the form of a 'spur' on its hind feet. This spur is used to inject any animal it attacks with the poisonous secretion of glands at its base. This makes the platypus the only known poisonous mammal! The giant platypus differs from its smaller cousin in that it varies in length from 3-5' (the larger ones being the males) instead of 18-24" for the smaller ones.

BAP: 8/10
MNA: 2/3
PCA: 4/3
BMA: 1/2
AV: 1
CDA: 1/2
DRT: 4d.5+6
Claw BCS: 12
Claw Dam: 2d.5
Spur BCS: 12
Spur Dam: 1d.6 + POISON
WDM: 1.2

POISON = S/L/SPD-DFT/1d.6 Minutes/2/1 Minute/causes weakness, which is manifested in Fainting Fits.

TASMANIAN DEVIL

The Tasmanian devil is a carnivorous marsupial which grows up to about 3' in length (with the tail an extra 1' long). Despite the tail, it is bearlike in its appearance, having a large, broad head on a strong and muscular neck. The jaws are extremely powerful and are filled with massive teeth. Both these features enable it to keep a vice-like grip on animals much larger than itself. In fact, it normally crushes the bones of its prey to get the last skerrick of meat virtually demolishing the remains! It has a thick coat of coarse black hair and has a cry that consists of a low growl followed by a snarly cough.

BAP: 12
MNA: 2
PCA: 6
BMA: 1.5
AV: 1
CDA: 2
DRT: 4d.6+8
Claw BCS: 12
Claw Dam: 2d.3
Bite BCS: 14
Bite Dam: 1d.10
WDM: 1.7

GIANT DEVILS

These are larger versions of the Tasmanian devils, growing up to 6' in length. They have the following stats:

BAP: 12
MNA: 2
PCA: 6
BMA: 2
AV: 2
CDA: 3
DRT: 4d.5+20
Claw BCS: 14
Claw Dam: 2d.3+3
Bite BCS: 16
Bite Dam: 2d.5+1
WDM: 1.7

TASMANIAN TIGER

The thylacine (Tasmanian tiger) is a large dog-like carnivorous marsupial. It is in most respects similar to a wolf, but is slower. It has zebra-like black stripes over the top of its back, extending from the shoulders (where they are so short as to be almost non-existent) to the rump and on down the top part of the tail, where they gradually disappear. Otherwise its go is brownish colored. When moving at normal speed, it lopes along like a dog or wolf, but at full speed it bounds like a kangaroo! All data is as per a Dog Type VI, except that the BMA is 1.5. Also, the thylacine is a nocturnal creature and, when leaping, covers the ground in bounds of up to 2 meters, and can leap similar distances.

GIANT ANTS

No-one knows how these monstrosities developed, or from whence they came. The only thing that is certain about them is that they are NOT 'ants'. They superficially resemble ants, but breathe through Lungs. They have both an 'exoskeleton' of a chitinlike material and internal skeletal structure which actually supports the animal's body. As far as their habits are concerned, they are scavengers but are not averse to taking on live prey if the odds are right. There seem to be several classes although the ones commonly seen seem to belong to only two: the 'worker' class and the 'soldier' class. Only a character who makes his Zoology roll will be able to tell the difference, though a character with Urban/Rural Survival can be taught by one who knows to recognize them in (25-BCS) days. For this learning add a +1 bonus for to this aspect of his Skill ONLY per day (instead of a week). His score to identify may only reach a maximum equal to his current Zoology score.

BAP: 10/12
MNA: 2/3
PCA: 5/4
BMA: 2/3
AV: 3/4
CDA: 1/2
Bite BCS: 10/12
Claw BCS: 12/14
Dam Die: 3d.6+2
WDM: 1.5
DRT: 12+1d.6/25+2d.6
Strength Factor: 40
Stat Mods: worker/soldier

DISEASES AND MEDICAL DEVELOPMENTS

The following data is offered on some of the more common diseases likely to be encountered at one time or another in the aftermath:

BOTULISM

G or S/(-)/DFT and HLH/1d.3 Hours/10/10-60 Minutes/Pain, Vomiting, Dizziness, and Paralysis

Botulism is contracted from eating contaminated food or drinking contaminated water. Boiling or cooking these things thoroughly before consumption destroys the disease. The bacteria is not in itself poisonous, but it produces an extremely strong neuro-toxin. Even application of the serum only reduces the Virulence of the disease to 5.

BRUCELLOSIS

G or S/(0)/STR/1d.3 Weeks/2/1d.3 Weeks/Nausea, Weakness

Once this disease is 'thrown off' by a HLH AST, a second AST is required or it recurs in 1d.6 days! This applies any time the disease is supposedly 'recovered from'.

DIPHTHERIA

G/(-)/HLH/1d.6+1 Days/3/1 day/Nausea, Pain, Ulceration in Throat

AMOEBIC DYSENTRY

G/(+)/HLH/1d.6 Days to 1d.6 Years/2/1 Day/Diarrhoea

BACILLARY DYSENTRY

G/(+)/HLH/1d.6 Days/3/1 Day/Nausea, Diarrhoea, Rheumatoid Pain in Arms & Legs

NOTE: Dysentery acts as Cholera (by fluid loss).

GLANDERS

G or A/(+)/HLH/3d.6 Days/4/2 Days/Rheumatoid Pain in Joints, Ulcers

NOTE: Material from ulcers can infect dermally!

SMALLPOX

A or G/(+)/HLH/2d.6 Days/4/1 Day/Pain, Nausea, Lesions

The disease is often accompanied by ravings and fits. The Lesions often leave unsightly Scarring.

TYPHOID

G/(+)/HLH/4d.6 Days/2/1 Week/Weakness, Diarrhoea, Pain

TYPHUS

S/(+)/HLH/3d.6 Days/4/2d.3 Days/Pain, Weakness

To add some spice (and a great deal of uncertainty) to the treatment of diseases, roll on each of the following tables:

VIRULENCE MODIFIERS

Die Roll	Result
1	-2
2-3	-1
4-7	0
8-9	+1
10	+2

ANTIBIOTIC MODIFIERS

Die Roll	Result
1	+1 per 3 doses
2-3	+1 per 2 doses
4-7	+0
8-9	+2 per 3 doses
10	+2 per dose

This represents a possible mutation of the disease resulting in an increase or decrease in its Virulence (add or subtract the modifier from the Virulence Modifiers Table) or in its resistance to antibiotics (the data is for general antibiotics, Tailored antibiotics suffer/benefit from only half this effect).

MEDICAL 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.

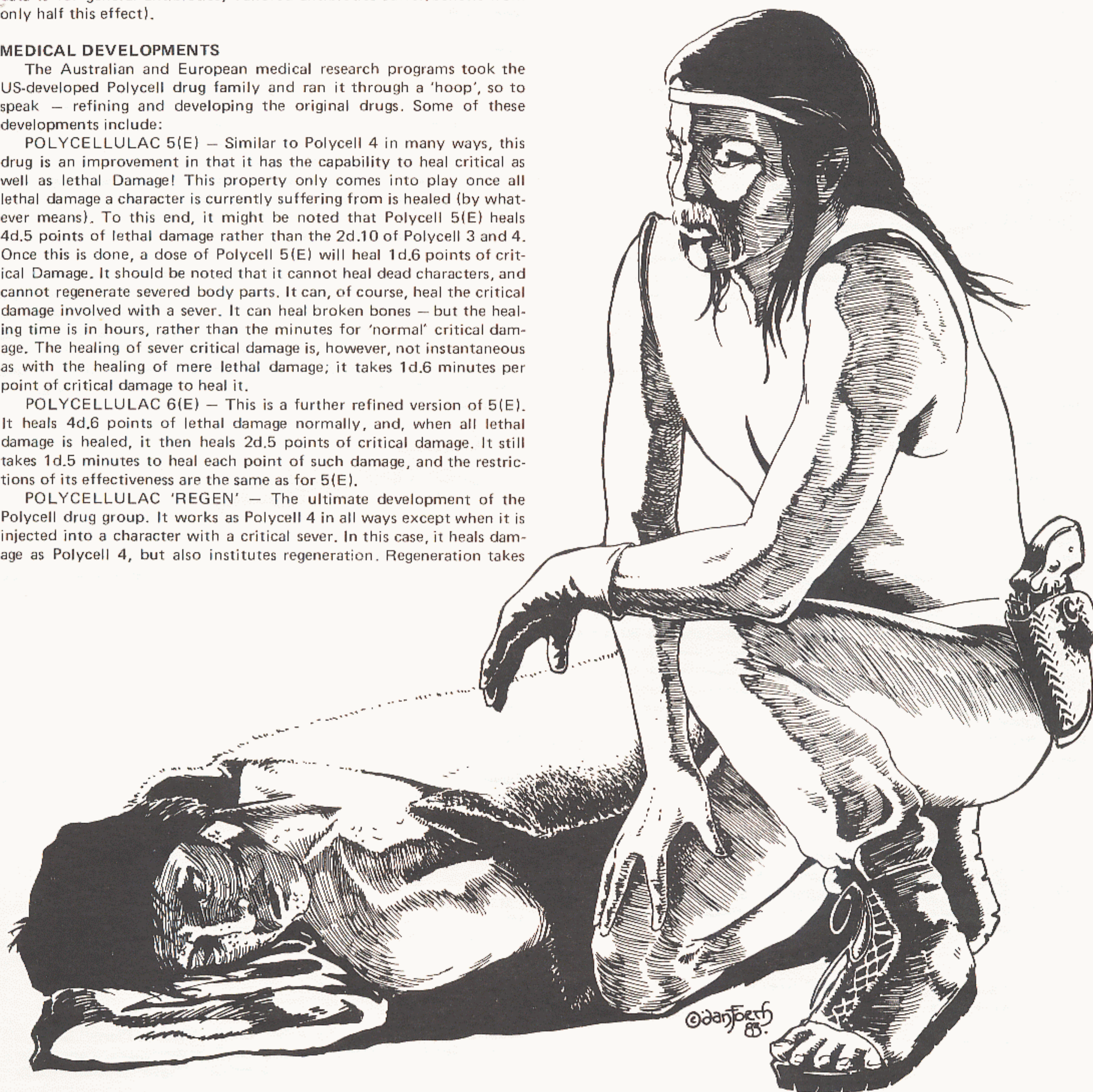
POLYCELLULAC 6(E) — This is a further refined version of 5(E). It heals 4d.6 points of lethal damage normally, and, when all lethal damage is healed, it then heals 2d.5 points of critical damage. It still takes 1d.5 minutes to heal each point of such damage, and the restrictions of its effectiveness 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 a 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 Locs to be regenerated. If they are all on the same limb, the first Loc 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.

WEAPONS**3**

The weapons listed here are not all 'new' in the sense that they are only just entering service now, or just before the Ruin although, of course, some of them ARE new in this sense. They are simply weapons not previously listed in AFTERMATH! They may be divided into three groups — OBSOLETE weapons of which there are stocks (and would thus be pressed into service in such a disaster as is projected here); MODERN weapons entering service at the present (or which are already in service, but were not previously mentioned) and which are likely to be available for use by the army reserve AND the regulars in 1999; and



ULTRA—MODERN weapons which are not in service now and, if they are ever invented, are only likely to just entering service with select units of the regular army in 1999.

OBSOLETE WEAPONS

OWEN MACHINE CARBINE

Action — FA
Cal — 9mm Parabellum
Mag — Box 33
Dur — 4
Enc — 1.12

Features — Painted in Jungle Camouflage all over (withdrawn 1966); top mounted Magazine resists jamming.

WEBLEY & SCOTT Mk.VI REVOLVER

BBL — XLNG
Mag — Swing-Cyl 6
Action — DA
Cal — .455 SAA
Dur — 4
Enc — .609

Features — will accept .45 Long Colt ammunition.

MODERN WEAPONS

FN CAL

Action — FA/AL
Cal — 5.56mm NATO
Mag — Box 30
Dur — 5
Enc — 1.38

Features — Folding Stock is standard, Auto extractor, Bayonet Lug.

FN MAG

Action — AL/FA
Cal — 7.62mm NATO
Mag — Belt
Dur — 5
Rate Factor — 1d.10x.5
Enc — 4.01

Features — none

FN 'MINIMI'

Action — AL/FA
Cal — 5.56mm NATO
Mag — Belt, or Box 30
Dur — 5
Rate Factor — 1d.10x.5 OR 2d.5x.5
Enc — 3.65

Features — Rate Factor is changeable, takes 1 Action; Box 30 is from FN CAL.

EM-2 LIGHT SUPPORT WEAPON

Action — AL/FA
Cal — 5.56mm NATO
Mag — Box 30
Dur — 4
Rate Factor — 2d.3x.5
Enc — 3.49

Features — This is simply a heavy barreled version of the EM-2 with a Bipod mount (NB — 'EM-2' is INCORRECT — these weapons are really the NEW British 'Individual Weapons' originally chambered for 4.85mm; the 'real' EM-2 was experimental ONLY, not enough were produced to be realistically available in AFTERMATH). Bayonet Lug, Auto Extractor.

HECKLER & KOCH G-11 CASELESS RIFLE

Action — AL/FA/AB
Cal — 4.7mm
Mag — 2xBox 50
Dur — 4
Enc — 1.36

Features — Autoburst ROF is MUCH higher than AL/FA and thus the three rounds are fired BEFORE the recoil penalty begins to affect 'aim'. The Rifle takes TWO Box 50 disposable Magazines at once. Bayonet Lug, Auto Extractor.

HK-69A1 GRENADE LAUNCHER

BBL — —
Mag — Break 1
Action — SS
Cal — 40mm
Dur — 4
Enc — .5

Features — This is a pistol-grenade launcher and follows the rules for such on page 41 of Book 2. It is designed to fit the H&K Assault Rifle but adapters have been developed for other front-line NATO weapons.

ATCHISSON ASSAULT SHOTGUN

Action — AL/FA
Cal — 12g. Magnum
Mag — Drum 20
Dur — 3
Enc — 1.9

Features — A fully automatic shotgun — normally fires 12g. 00 Buckshot.

NOTE — FN/FAL Rifles and FN/FAR Assault Carbines used by the Australian & British Armies are locally produced using NON-METRIC measurements. While this has no effect on size of ammunition used, it means that spares designed for the STANDARD FN rifles are NOT interchangeable with those used by Australia and Britain (different Screw Threads, for instance).

ULTRA MODERN WEAPONS

FABRIQUE NATIONALE/MAUSER LASER WEAPONS

The US Government was not the only one involved in the development of advanced Personal Weapons Systems — and, in fact, lagged behind in R&D compared to some of her European allies. In fact, the West European Companies of Mauser and Fabrique Nationale were world leaders in the design and construction of Laser weaponry — and the 'FM' Model Lasers were entering TRIAL service with elements of the Royal Australian Army just prior to the 'Ruin'.

FM XLW-1a

MCS — 1
Collimation — 1.5
Action — SS
Dur — 2
Enc — 0.5

Features — The XLW (Experimental Laser Pistol) Mk.1a is powered by ONE E-5 Eternabattery in the Pistol handgrip; it is a Police version of the Military Mk.1b.

FM XLW-1b

MCS — 2
Collimation — 2
Action — SS
Dur — 3
Enc — 0.7

Features — The Military Pistol — contains TWO E-5 Batteries in the Pistol Handgrip.

FM XLW-2a

MCS — 3
Collimation — 2
Action — SS
Dur — 3
Enc — 1.6

Features — A Carbine — has either 'solid' (Wood or Plastic) Stock OR Folding Stock and a longer 'Barrel' with better optics. Power is provided by THREE E-5 Batteries in a Tubular Magazine beneath the Barrel.

FM XLW-2b
MCS — 3
Collimation — 2
Action — DA
Dur — 2
Enc — 1.8

Features — An improved version of the 2a, this model carries an extra Capacitor — allowing TWO shots per Action.

FM XLW-2c
MCS — 2
Collimation — 1.5
Action — AL/AB
Dur — 2
Enc — 2.5

Features — This is an AUTOMATIC version of the above weapons. It has a 'gatling' arrangement of three barrels EACH of which may be fired and recharged in a given Action. Power is from a Beltpack or Backpack containing 3 E-10 Batteries. The Backpack/Beltpack has an Enc by itself of 1.25.

FM XLW-3a
MCS — 4
Collimation — 3
Action — AL/AB
Dur — 3
Enc — 2.75

Features — This is the 'Rifle' version of the Laser. It also has THREE barrels in a 'gatling' arrangement. The actual Rifle weighs in at 1.5, with the EV-50 Backpack Power Unit weighing in at 1.25.

FM XLW-3b
MCS — 5
Collimation — 3
Action — AL/AB
Dur — 2
Enc — 2.8

Features — The Snipers' version of the above. Enc of Rifle is 1.55.

FM XLAR-4
MCS — 5
Collimation — 2
Action — AL/AB/FA
Dur — 2
Enc — 7
Rate Factor — 2d.3x.5

Features — This is a Tripod mounted, 6 barreled Support version of the Model 3. The Weapon weighs 4, the Power Backpack 3 (contains an EV-100, 2 EV-50s, or 10 E-10s).

LEE ENFIELD GAUSS WEAPONS

Another development in immediate pre-'Ruin' weapons technology was closely linked with the development of a reliable, lightweight, highly energy-efficient power storage system — the Eternabattery; this was the introduction of 'Gauss' weapons, which used electromagnetic Linear acceleration to achieve very high 'muzzle velocities'. The leader in this field was the British firm of Lee-Enfield, and, in the immediate pre-ruin period the Australian Army was changing over from 'conventional' weapons (mainly EM-2s) to the new Gauss weapons, which were intended to become 'standard issue' until Laser weaponry became less bulky, more reliable, and generally more effective.

LEE ENFIELD ELECTRONEEDLER Mk.1
BBL — STD
Mag — Box '10'
Action — AL
Cal — 0.01mm
Dur — 3
Enc — 0.5

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
BBL — Pistol Carbine
Mag — Box '30'
Action — AL/FA
Cal — 0.01mm
Dur — 3
Enc — 0.7

Features — Folding stock standard, fires three 'rounds' per minute on Full Auto. BDG is as for the Electroneedler, above, though ranges are increased by 10%. NOTE — The Magazines on both these models are interchangeable.

LEE ENFIELD Mk.12 GAUSS RIFLE
Action — AL/AB
Cal — 2mm NATO
Mag — Box 25 or 50
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.

LEE ENFIELD Mk.15 DEFEATER
Action — AL
Cal — 5mm NATO
Mag — Box 10 or 20
Dur — 3
Enc — 2.25

Features — Bayonet Lug; integral Laser Sights; 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 1d.6 (roll for each shot).

LEE ENFIELD Mk.20 SUPPORT WEAPON
Action — AL/FA
Cal — 2mm NATO
Mag — Box 50 or Belt
Dur — 3
Rate Factor — 1d.10x.5
Enc — 3.8

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.

NOTE — ALL Gauss weapons have SUPERMACHINEGUN ROF.

POWER REQUIREMENTS — As all these weapons fire their rounds by the use of Magnetic Linear Accelerators, they require a Power unit to operate. The Mk.1-1A 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 which probably no longer exists.

M-202A1 FLASH ROCKET FLAMER
Action — SS
Cal — special
Mag — NA
Dur — 3
Enc — 2.7

Features — Recoil suppressor (2); Iron sights, Indirect fire sights, good to 150 meters; will accept IR nightsights. Shells spread napalm for 2D3 meter radius from impact.

SOVIET WEAPONS

OBSOLETE WEAPONS

PISTOLET TOKAREV

BBL — STD
Mag — Box 8
Action — AL
Cal — 7.62mm M30
Dur — 4
Enc — 0.38

Features — The 7.62mm M-1930 round is non-compatible with standard Soviet and NATO ammunition. The Tokarev can take 7.63mm Mauser rounds.

AUTOMATICHEVSKY PISTOLET STECHKIN

BBL — LNG
Mag — Box 20
Action — AL/FA
Cal — 9mm SSP
Dur — 4
Enc — 0.376

Features — Fires 9mm Soviet Special Pistol — non-compatible with Western 9mm rounds. Has optional wooden Shoulder Stock for use with FA mode.

PISTOLET PULEMYOT DEGTARYOVA 40 (PPD/40 SMG)

Action — FA
Cal — 7.62mm M30
Mag — Box 25; Drum 71
Dur — 4
Enc — 1.07

Features — Soviet WW2 SMG — fires Soviet M-1930 Pistol ammunition; Box 25 Mag is relatively uncommon.

PISTOLET PULEMYOT SHPAGINA 41 (PPSh-41 SMG)

Action — FA
Cal — 7.62mm M30
Mag — Box 35; Drum 71
Dur — 4
Enc — 1.06

Features — Fires Soviet M-1930 ammunition; Box 35 Mag is relatively rare.

MODERN WEAPONS

AUTOMAT KALASHNIKOVA (AK/AKM/AKMS) 47

Action — AL/FA
Cal — 7.62mm M43
Mag — Box 30
Dur — 5
Enc — 1.43

Features — Optional Folding Stock; Bayonet Lug (some have permanently attached Bayonet); some models have GL attachment; will accept IR Nightsights.

SNAYPERSKAYA VINTOVKA DRAGUNOVA (SVD)

Action — AL
Cal — 7.62mm 54R
Mag — Box 10
Dur — 4
Enc — 1.43

Features — Standard Soviet Sniper rifle. Integral 4x Scopesights (with Rangefinder & Battery powered Target Reticle — +2); Recoil Compensator (+1); Flash Suppressor; Iron Sights; Bayonet Lug. Will accept IR Nightsights. Note — 7.62mm 54R is NOT compatible with 7.62 M43!

AUTOMAT KALASHNIKOVA — 74 (AK/AKS-74)

Action — AL/FA
Cal — 5.45mm M74
Mag — Box 40
Dur — 4
Enc — 1.43

Features — Folding Stock is standard; Bayonet Lug; some Models have GL attachment; will accept IR Nightsights; Recoil Compensator (+1).

RUCHNOY PULEMYOT KALASHNIKOVA (PKS GPMG)

Action — AL/FA
Cal — 7.62mm M43
Mag — Box 30, 40, or Drum 75
Dur — 5
Rate Factor — 2d.3x.5
Enc — 3.2

Features — This is a heavy barreled version of the AK-47 optimized for FA fire; accepts AK-47 mags; Integral Bipod mount; takes AK Night-sights.

PULEMYOT KALASHNIKOVA (PKS)

Action — AL/FA
Cal — 7.62mm 54R
Mag — Belt
Dur — 4
Rate Factor — 2d.3x.5
Enc — 3.8 (Bipod); 5.3 (Tripod)

Features — A true GPMG ('General Purpose Machine Gun').

RUCHNOY PULEMYOT KALASHNIKOVA-74 (RPK-74 LMG)

Action — AL/FA
Cal — 5.45mm M74
Mag — Box 40, 60 or Drum 100
Dur — 5
Rate Factor — 2d.3x.5
Enc — 3.2

Features — A heavy barreled version of the AK-74; accepts AK-74 mags; integral Bipod; accepts AK Nightsights.

PISTOLET MAKAROVA

BBL — STD
Cal — 9mm SSP
Action — AL
Mag — Box 8
Dur — 4
Enc — 0.38

Features — 9mm SSP is incompatible with Western 9mm rounds.

ULTRA-MODERN WEAPONS

AKGM-93

Action — AL/AB
Cal — 3mm M91
Mag — Box 50 or 75
Dur — 4
Enc — 1.55

Features — Auto Extractor; Bayonet Lug; Bipod option; GL attachment on some models; LED Sights; can take IR or Laser Sights; Folding Stock option; powered by a NON-STANDARD E-1 for 1 day.

RPKG-93

Action — AL/FA/AB
Cal — 3mm M91
Mag — Box 75 or 125
Dur — 3
Rate Factor — 2d.3x.5
Enc — 3.5

Features — A heavier version of the AKGM-93 optimized for Full Automatic fire; integral Bipod; no Folding Stock; requires NON-STANDARD E-5 for 1 Days' operation, otherwise as above.

AUTOMATICHEVSKY PISTOLET — VOLGA (APG)

BBL — STD
Cal — 3mm M91
Action — AL/AB
Dur — 4
Mag — Box 20
Enc — 0.5

Features — Wire folding stock available (but rare); Autoburst ROF is at SUPERMACHINEGUN ROF — and ROF is so high that there is NO Recoil penalty; Powered by a NON-STANDARD E-1 for a day.

AMMUNITION DATA

4

AMMUNITION TYPE	BDG
4.7mm H&K	20
0.455 Webley	12
0.01mm Gauss	30
2mm NATO	20
5mm NATO	30
5mm NATO APNC	41
7.62mm M43 (*)	19
7.62mm 54R (*)	35
7.62mm M30 (*)	5
9mm SSP (**)	3
5.45mm M74	21
3mm M-93 Gauss	19

NOTE — The 7.62mm Rounds asterisked (*) are for SOVIET weapons ONLY — they are incompatible with NATO 7.62mm — and, indeed, even with each other. The 9mm SSP round is also Soviet — and is similarly incompatible with Western 9mm rounds.

POST-RUIN WEAPONS

These weapons are of post-Ruin manufacture, though this does not mean that they are poorly made. They are, in fact, mostly very carefully made with the best materials available.

R-51
ACTION — SS
DUR — 4
MAG — Fall Block 1
CAL — .30-40 Krag
ENC — 1.5

FEATURES — Sling Swivel, Bayonet Lug, Iron Sights.

R-52
ACTION — BA
DUR — 4
MAG — Tub Mag 5
CAL — .30-06
ENC — 1.5

FEATURES — Iron Sights, Bayonet Lug, Swivel Sling, Tapped for Scopesights.

R-53
ACTION — SS
DUR — 3
MAG — Fall Block 1
CAL — .44-40
ENC — 1.45

FEATURES — Swivel Sling, Bayonet Lug.

P-61
BBL — STD
CAL — .455 SAA
ACTION — DA
DUR — 3
MAG — Swing Cyl 6
ENC — 0.65

FEATURES — Can accept .45 Long Colt as well.

RUSSIAN BODY ARMOR

5

Just as the US and NATO armies developed body armor to protect their numerically inferior but technologically advanced and highly trained armies, the Russians also developed personal armor for their troops. However, they did not have the same requirements as the Western allies. They had large numbers of troops, and relied on mass and overwhelming force rather than finesse or technical sophistication. So they only needed armor that was cheap and easy to mass produce while providing improved protection to the wearer. Keeping this in mind, it is easy to see why Russian body armor is relatively less effective and provides less protection than its Western equivalents.

LIGHT BODY ARMOR

This was issued to Class III divisions, where its relative cheapness was a plus (why waste first-rate armor on third-rate troops?), 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 (Plated Macroplast)
Coveralls	3-18; 21-27	4	0.046	PH (Plasthide)
Gloves	29-30	4	0.004	PH (Plasthide)
Boots	19-20	4	0.016	HL (Heavy Leather)

AVERAGE AV = 5 Total ENC = 0.398

FEATURES: When gasmask (issued separately) is worn, the suit offers relatively complete CBW protection. All parts are Russian Uniform matte green.

NOTE: Bracketed AVs are used when the Optional 'Enhanced Armor Values' rule is used.

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.

ITEM	LOCS COVERED	AV	ENC	MATERIAL
Helmet	1-2	12	0.14	MS (Macrosteel)
Gorget	3	9(10)	0.024	MP (Macroplast)
Breastplate	4-9	11(12)	0.18	DP (Denisplast)
Skirt	10-12	6(7)	0.06	PX (Plastex)
Shoulder Guards	21-22	6(7)	0.04	PX (Plastex)
Elbow Guards	25-26	6(7)	0.04	PX (Plastex)
Knee Guards	15-16	6(7)	0.04	PX (Plastex)
Coveralls	3-18; 21-27	4	0.046	PH (Plastihide)
Boots	19-20	4	0.016	HL (Heavy Leather)
Gloves	29-30	4	0.004	PH (Plastihide)

AVERAGE AV = 7

Total ENC = 0.59

FEATURES: Helmet contains military radio 10% of the time, facemask may be 'snugged down' into gorget to provide full CBW protection.

HEAVY BODY ARMOR

This was issued only to Guards and shock units.

ITEM	LOCS COVERED	AV	ENC	MATERIAL
Helmet/Upper	1-2	14	0.144	CA (Carballoy)
Helmet/Lower	3	11(12)	0.3	DP (Denisplast)
Breastplate	4-9	11(12)	0.18	DP (Denisplast)
Skirt	10-12	11(12)	0.09	DP (Denisplast)
Thigh Guards	13-14	11(12)	0.06	DP (Denisplast)
Upper Arm Guards	21-24	11(12)	0.12	DP (Denisplast)
Joint Guards	15-16; 25-26	13(14)	0.208	LP-PS (Plated Plasteel)
Greaves	17-18	11(12)	0.06	DP (Denisplast)
Forearm Guards	27-28	11(12)	0.06	DP (Denisplast)
Gauntlets	29-30	6(7)	0.04	PX (Plastex)
Boots	19-20	5	0.02	SY (Synthiplast)
Coverall	3-18; 21-27	4	0.046	PH (Plastihide)

AVERAGE AV = 11

Total ENC = 1.328

FEATURES: The suit is designed with sealed joints, so when the upper helmet is fitted into the lower, the whole unit is sealed against CBW agents. In fact, with a pressure coverall (Covers Locs 3-20 and 21-30; Plastihide), 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 — non-Standard Russian ones — and it draws 3 Charges per Hour, thus having an operating life of 5 Hours on one set of Batteries). The Helmet is equipped with a Military Radio, and a flip-down Polarized screen (for use in space), and an I-R Viewscreen for use in reduced visibility conditions).

VEHICLES

6

KANGAROO MBT/L

Classification — Heavy Combat; Hard Target

Base Safe Speed — 120kph

Fuel System — Military Multi-Fuel

Mileage — .5km/liter

Fuel Capacity — 2000 liter

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, 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.

LEOPARD 3 MBT

Classification — Heavy Combat; Hard Target

Base Safe Speed — 120kph

Fuel System — Military Multi-Fuel

Mileage — 0.3km/liter

Fuel Capacity — 1500 liter

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/combatt 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 — 960 liter

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 (2000 rounds); accurate to 2000m.

CENTURION MBT

Treat as M-60 MBT in main **Aftermath!** Rules, Book 2.

SALADIN ARMORED CAR

Treat as a wheeled version of the M-113 FSV (in fact, the FSV uses the Saladin turret!).

M-113 LSV (Light Support Vehicle)

Details as above, except as noted herein.

Armament — 30mm Autocannon (2000 rounds); Co-ax .50 cal MG (2000 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 liter

Structure — 4

Area — $3 \times 4 = 12$

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.

TEN TON TRUCK

Classification — Off-road Medium Truck; Soft Target

Base Safe Speed — 90kph

Fuel System — Military Multi-Fuel

Mileage — 15km/liter

Fuel Capacity — 250 liter

Structure — 2

Area — $3 \times 5 = 15$

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.

LWB LANDROVER (Long Wheelbase)

Classification — Off-road Light Truck; Soft Target

Base Safe Speed — 80kph

Fuel System — Military Multi-fuel

Mileage — 15-20km/liter

Fuel Capacity — 100 liter

Structure — 2

Area — $2 \times 4 = 8$

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.

SWB LANDROVER (Short Wheelbase)

As above, except where noted below.

Fuel Capacity — 60 liter

Area — $2 \times 3 = 6$

Damage Resistance — 6

Special Features — Crew of 2 and up to 6 Passengers or Cargo.

SHORLAND ARMORED CAR

This is a conversion based on a LWB Landrover, 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. Otherwise as per LWB Landrover.

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 liter

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 liter

Structure — 2.5

Area — $1 \times 4 = 4$

Damage Resistance — 5

Maximum Speed — 200kph

Barrier Value — Body = 15

Special Features — FedPol Radio; side panniers.

TRAILBIKE

Classification — Off-road Motorcycle; Soft Target

Base Safe Speed — 80kph

Fuel System — Gas

Mileage — 22km/liter

Fuel Capacity — 10 liter

Structure — 2

Area — $1 \times 1 = 1$

Damage Resistance — 1

Maximum Speed — 45kph

Safety Devices — None

Notes on Barrier Effects — None

Special Features — Carries driver only.

DUNEBUGGY

Treat as a 'Jeep' in the basic rules.

HOVERJEEP

Classification — Limited Off-Road Vehicle; Soft Target

Base Safe Speed — 180kph

Fuel System — AvGas

Mileage — 5km/liter

Fuel Capacity — 60 liter

Structure — 2

Area — $6 \times 5 = 30$

Damage Resistance — 30

Maximum Speed — 240kph

Barrier Effects — Window = 10

Body = 25

Special Features — Crew of 2 and up to 4 Passengers or Cargo. Sharp Braking at -5 to Driving BCS, as the Hoverjeep has no wheels, and relies entirely on reverse thrust braking.

TWIN ENGINE LIGHT PLANE

Classification — Aircraft; Soft Target

Base Safe Speed (Taxi) — 100kph

Fuel System — AvGas

Mileage — 3km/liter

Fuel Capacity — 1500 liter

Structure — 4

Area — $(1 \times 10) + (1 \times 11) = 21$

Damage Resistance — 42

Maximum Speed (Air) — 400kph

Minimum Speed (Air) — 100kph

Barrier Value — Window = 12

Fuselage = 18

Special Features — Pilot, Co-Pilot, and up to 8 Passengers; Seat Belts; Crash Bags; Baggage Capacity of up to 60 (LARGE) with Passengers, or 120 (LARGE) without them; Civ Radio.
Armament (OPTIONAL) — COIN (COunter INsurgency) Package — 2x36 Rocket Pods and 2 Minigun Pods; OR 2x250kg Cluster Bomb Racks and 2 Minigun Pods; OR 4x250kg Cluster Bomb Racks.

ATTACK HELICOPTER

Classification — VTOL Aircraft; Intermediate Target

Fuel System — AvGas

Mileage — 0.5km/liter

Takeoff/Hover Consumption — 5 liter/minute

Fuel Capacity — 400 liter

Structure — 4

Area — $(1 \times 10) + (1 \times 3) = 13$

Damage Resistance — 26

Maximum Speed — 300kph

Barrier Value — Window = 15

Fuselage = 20

Special Features — Crew of 2 (Pilot and Co-Pilot/Gunner); Military Radio; can be sealed vs. CBW agents.

Armament — Chin Mount 40mm Autoloading GL (36 rounds); underbelly 30mm Autocannon (250 rounds AP or APNC); plus the following options — 2x3 TOW Launchers; OR FOUR 2x36 Rocket Pods; OR TWO 2x36 Rocket Pods AND 2 Minigun Pods.

MEDIUM HELICOPTER

Classification — Aircraft; Soft Target

Fuel System — Aviation Fuel

Mileage — 1km/liter at full load

Fuel Capacity — 1000 liter

Structure — 3

Area — $14 \times 2 = 28$

Damage Resistance — 42

Cruise Speed — 193kph

Maximum Speed — 260kph

Safety Devices — Seatbelts

Notes on Barrier Effects —

Special Features — Crew of 2. Can carry 25 troops or 1800kg of Cargo.

HARRIER V/STOL FIGHTER

Classification — VTOL Aircraft; Intermediate Target

Base Safe Speed (Taxi) — 100kph

Fuel System — AvGas

Mileage — 0.5km/liter

Fuel Capacity — 2500 liter

VTOL Fuel Consumption — 750 liter (EACH)

STOL Fuel Consumption — 175 liter (EACH)

Structure — 4

Area — $(1 \times 10) + (7 \times 3) = 31$

Damage Resistance — 62

Maximum Speed (Clean) — 1000kph

Barrier Value — Window = 20

Fuselage = 35

Special Features — Crew of 1; Military Radio; can be sealed against CBW agents; Target Acquisition good to 10,000m; Radar.

Armament — 2x30mm Cannon (250 rounds each) PLUS 4000kg of Ordinance OR Fuel.

KOOKABURRA V/STOL TRANSPORT

Classification — VTOL Aircraft; Intermediate Target

Fuel System — AvGas

Mileage — 0.5km/liter

Fuel Capacity — 8000 liter

Fuel Consumption (VTOL) — 1500 liter (EACH)

Fuel Consumption (STOL) — 350 liter (EACH)

Structure — 3.5

Area — $(2 \times 15) + (2 \times 10) = 50$

Damage Resistance — 88

Maximum Speed (Clean) — 750kph

Barrier Value — Window = 16

Fuselage = 20

Special Features — Crew of 2 (Pilot and Co-pilot/Navigator) plus 8 Passengers OR 8000kg of Cargo (ENC 800); Military Radio; can be sealed against CBW agents; Radar.

PORPOISE TRIPHIBIAN

Classification — VSTOL Submersible/Hovercraft/Aircraft; Intermediate Target

Base Safe Speed — Surface (Water/Land) = 180kph

Submerged = 30kph

Fuel System — AvGas/Electric

Mileage — 0.5km/liter; 1km/charge

Fuel Capacity — 3500 liter AvGas/EV-100

VTOL Fuel Consumption — 1000 liter (EACH)

STOL Fuel Consumption — 225 liter (EACH)

Structure — 2

Area — $(4 \times 12) + (8 \times 4) = 80$

Damage Resistance — 80

Maximum Speed — 600kph (Air); 30kph (Submerged); 120kph (Surface/Land)

Barrier Values — Window = 20

Fuselage = 25

Special Features — Crew of 3 (Pilot; Co-pilot; Navigator); Military Radio; Sonar; Radar; can be sealed vs. CBW Agents; Takes off on wheels, can operate on ACV effect while on surface of water or on land through use of retractable 'skirts' — can also 'dive' to a depth of 30m.

Armament — 2x20mm Cannon (125 rounds each) plus 2x21 Torpedoes and a further 2000kg of Fuel OR Ordinance.

MHD SAUCER/SHUTTLE

Classification — Sub-Orbital Vehicle/Aircraft; Hard Target.

Fuel System — Fusion Reactor

Mileage — 1000km/liter

Fuel Capacity — 2500 liter (Hydrogen)

Structure — 4

Area — $9 \times 7 = 63$

Damage Resistance — 126

Maximum Speed — 7500kph

Vehicle AV — 5

Barrier Value — 70

Special Features — Takes off in VTOL mode; Crew of 2 plus 12 Passengers OR 10,000kg of cargo; Life Support requires recharging every 30 days of continuous use.

ADAMS CLASS DESTROYER

Classification: Ocean going vessel

Fuel System: Diesel powered steam turbine

Area: 133.2 m x 14.3 m /draught: 6.1 m

Displacement: 4500 tons at full load

Maximum Speed: 35 knots Armament: two 5 inch guns, one or two Tartar surface-to-air missile launchers, one eight-tube ASROC launcher and two mark 32 triple torpedo launchers.

NIMITZ CLASS CARRIER

Classification: Ocean going vessel

Fuel System: two A4W nuclear reactors powering steam turbines

Area: 332.9 m x 76.8 m /draught: 13 m

Displacement: 91,400 tons at full load Maximum Speed: 33 knots

Armament: three eight-tube SAM launchers

PEGASUS CLASS HYDROFOIL

Classification: Ocean going vessel

Fuel System: Foilborne: gas turbine

Hullborne: diesel

Area: 40 m x 8.6 m /draught: 2.3 m

Displacement: 221 tons at full load

Maximum Speed: Foilborne: 48+ knots

Hullborne: 12 knots

Armament: eight Harpoon surface-to-surface missiles, one 3 inch gun

SHERSEN CLASS PT BOAT

Classification: Ocean going vessel

Fuel System: diesel

Area: 35.2 m x 7 m /draught: 1.5 m

Displacement: 160 tons at full load

Maximum Speed: 38 knots

Armament: four 21 inch torpedoes, 12 depth charges, two twin 30mm guns

M-113 APC

Classification: Heavy Combat Intermediate Target

Base Safe Speed: 120 kph

Fuel System: Military multi-fuel

Mileage: .5 km/l

Fuel Capacity: 960 liter

Structure: 4

Area: $3 \times 4 = 12$

Damage Resistance: 24

Maximum Speed: 67 kph

Barrier Value: 70 Vehicle Armor Value: 7

Special Features: Driver and vehicle commander, carries 11 troops; can be sealed against biochemical agents, fully amphibious (at 6 kph) Military quality radio, infrared night driving lights

Armament: one .50 caliber machine gun with 2000 rounds

M-113 FSV

Details as above except as noted

Maximum Speed: 65 kph

Special Features: Crew of driver, gunner/loader and commander; 4-6 troops may be carried but at a reduction of ammo storage

Armament: 76mm canon with 50 rounds; co-axial .50 caliber MG with 2000 rounds; standard pintle mount commander's > 50 caliber MG with 2000 rounds

M-113 LSV

Details as above except as noted

Armament: 30mm autocanon with 2000 rounds; co-axial .50 caliber MG with 2000 rounds; standard pintle mount MG

M-113 MORTAR CARRIER (M-106A1)

Details as above except as noted

Special Features: Crew of 6

Armament: 4.2 inch (107mm) mortar with 88 rounds (maximum range 5931 yards)

M-113 MORTAR CARRIER (M-125A1)

Details as above except as noted

Special Features: Crew of 6

Armament: 81mm mortar with 114 rounds (maximum range 4187 yards)

M-557A1 ACP (ARMORED COMMAND POST)

Details as above except as noted

Special Features: sophisticated control and communications equipment

M-548 (AMMO/CARGO CARRIER)

Details as above except as noted

Special Features: Crew of 2; fully amphibious; carries 5 tons (5,080 kg) of cargo

M-163 VULCAN WEAPON CARRIER

Details as above except as noted

Special Features: Crew of 2; Night vision gunsight, gyro lead-computing gunsight, range-only radar (search time: 1 second for 100% air target detection at 3000 yards)

Armament: Vulcan 20mm six-barreled canon (1000 or 3000 rpm with gunner selecting rate of fire from 10, 30, 60 or 100 round bursts) with 1900 rounds

RUSSIAN**T-72 MBT**

Classification — Heavy Combat; Hard Target

Base Safe Speed — 120kph

Fuel System — Military Multi-Fuel

Mileage — 0.5km/liter

Fuel Capacity — 1000 liter

Structure — 6

Area — $7 \times 4 = 28$

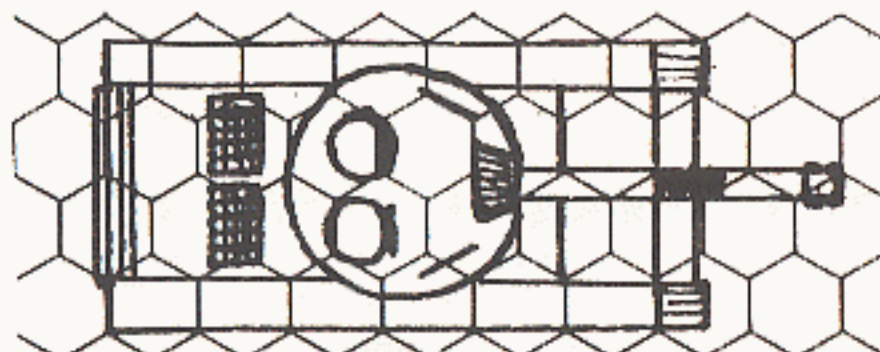
Damage Resistance — 84

Max Speed — 80kph

Vehicle AV — 15 (Normal Armor)/30 (CHOBHAM)/Impervious to Smallarms fire

Special Features — Crew of 3 (Gun has Autoloader); Military Radio; can be sealed against CBW agents; Turret turns at 120 Degrees/Turn.

Armament — 125mm Hypervelocity Smoothbore (40 rounds); co-ax 7.62mm Soviet MG (3000 rounds); 12.7mm MG in Commander's position (2000 rounds); Accurate to 3000m.

**T-64 MBT**

As above, except as noted below.

Structure — 6

Area — $6 \times 4 = 24$

Damage Capacity — 72

Vehicle AV — 12 (Normal Armor)/25 (CHOBHAM)/Impervious to Smallarms fire

Armament — as above, but A FEW with 115mm Gun instead of 125mm, Accurate to 3000m.

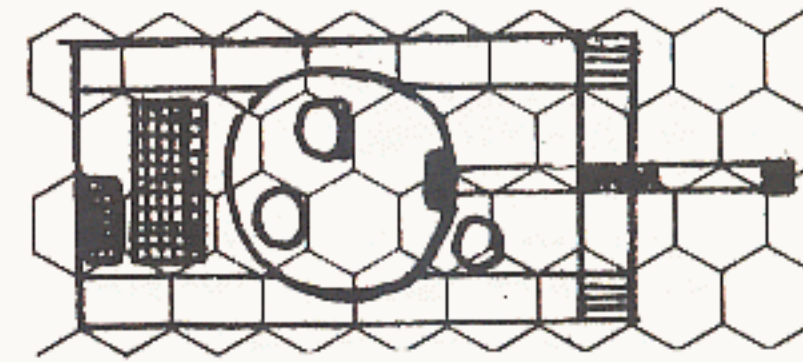
T-62 MBT

As above, except where noted below.

Vehicle AV — 10

Special Features — Crew of 4, otherwise as above.

Armament — As above, but 115mm instead of 125mm Gun; Accurate to 2500m.

**T-55 MBT**

As above except where noted.

Structure — 5

Damage Capacity — 60

Vehicle AV — 10

Armament — As above, but with 100mm Main Gun instead of 115mm.

PT-76 RECON TANK

Classification — Heavy Combat; Intermediate Target

Base Safe Speed — 120kph

Fuel System — Military Multi-Fuel

Mileage — 0.5km/liter

Fuel Capacity — 500 liter

Structure — 4

Area — $4 \times 6 = 24$

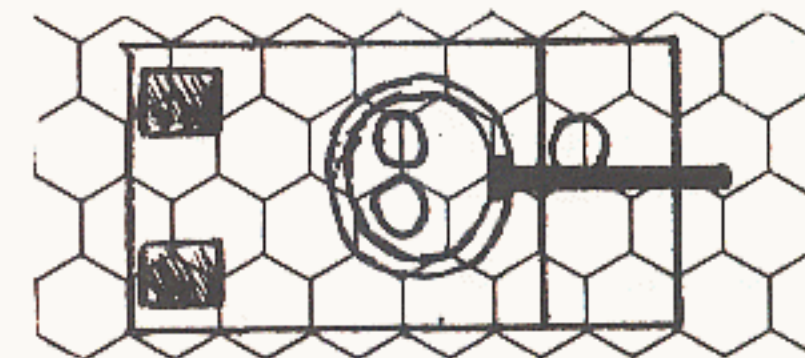
Damage Resistance — 48

Maximum Speed — 50kph

Barrier Value — 70

Special Features — Crew of three; Military Radio; can be sealed vs. CBW agents; Turret traverses at 120 Degrees/turn; can go amphibious without preparation (Doubles Fuel Consumption, reduces speed by 1/3rd)

Armament — 76mm Gun (as NATO 76mm, but incompatible Ammunition; 40 rounds); Co-ax 7.62mm Sov MG (1000 rounds); accurate to 2000m.

**BMP MICV**

Classification — Heavy Combat; Intermediate Target

Base Safe Speed — 120kph

Fuel System — Military Multi-Fuel

Mileage — 0.5km/liter

Fuel Capacity — 1000 liter

Structure — 4

Area — $5 \times 3 = 15$

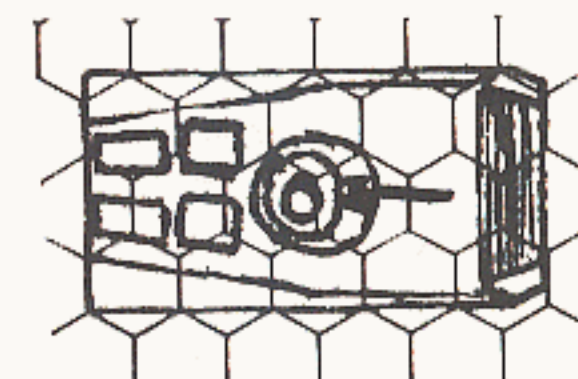
Damage Resistance — 30

Maximum Speed — 60kph

Barrier Value — 70

Special Features — Crew of 3 (Driver, Gunner, Commander — latter also commands Infantry section when dismounted) plus 8 Infantry; Military Radio; can be sealed against CBW agents; Infantry may fire from inside — 3 ports either side, two at rear; can go amphib without preparation — but this reduces speed by 1/6th

Armament — 73mm Smoothbore Cannon (40 rounds); SAGGER Launcher; Co-ax 7.62mm Sov MG (1000 rounds).



MODIFICATIONS TO THE VEHICLE RULES

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 $(2 \times (\text{VDG} - 2))$ 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 $\text{VDG}/2$ and each occupant is attacked by 2 fragments (BCS 17) 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 $(2 \times (90 - 2))$, 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 an percentage chance equal to $(1.5 \times (\text{VDG} - 2))$ of

7
totally destroying the Vehicle. If this is the case, there is a percentage chance equal to the VDG 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 DRT 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 $(\text{VDG}/5, \text{round up})$ 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 $(\text{VDG} - \text{AV})$ 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 $((\text{VDG} - \text{AV})/2)$ in points. If the Vehicle is not destroyed outright, it takes a DUR loss equal to $(\text{VDG}/10 \text{UP})$ automatically and a further amount of damage equal to $(\text{VDG}/10, \text{round up})$ in D10's and a number of extra points equal to $(\text{VDG}/10, \text{round down})$. These points are subtracted from the vehicles' Damage Resistance, as per the standard rules. The occupants also take an amount of damage equal to 1d10 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.

TANK OR APC ROUNDS

Round	VDG	Max Range
125mm Soviet APFSDS	58	3000m +
125mm Soviet HEAT	54	3000m +
115mm Soviet APFSDS	49	3000m +
115mm Soviet HEAT	46	3000m +
100mm Soviet APDS	40	2500m +
100mm Soviet HEAT	36	2500m +
73mm Soviet AP	36	1500m
76mm Soviet AP	32	1500m +
76mm NATO HESH	30	2000m +
76mm NATO AP	36	2000m +
30mm Soviet Naval SEMI/AP	10	2000m +
30mm NATO APNC	25	2000m +
20mm NATO APNC	20	1500m +

NOTE: Where Ranges have a '+' after them, this is the accuracy limit of the rangefinding/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 or passengers. They produce an amount of REM equal to $(\text{VDG} - \text{AV}) \text{ D10}$. Thus, a 30mm APNC round hitting a M-113 would generate 23D10 REMs (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.

Type	VDG	Range
RPG-7	38	500m
RPG-8	40	600m

ANTI-TANK GUIDED MISSILES

Type	VDG	Range		BCS MODS at Ranges up to				
		Min.	Max.	300m	500m	1000m	1500m	Max.
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

'DUD' ROUNDS

There is the possibility that 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	Effect
01-10	Warhead effectiveness reduced by 5% per DUR point under 20.
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 1D3 points DUR damage to gun
96-00	Chamber explosion. Burst effect is 2xVDG as BDG. Does 1D6 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 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 it well 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 minutes 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 & 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 be used safely in NOE flight, and only they may 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 Civ 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 & MISSILES

The following AAMs and AA Gun systems are offered for use.

Weapon	Range			Target is . . .		
	VDG	Hor	Vert	Moving	Evading	Hovering
US/Australian						
0.50 Cal HMG	—	400	Low	-17	-19	-10
20mm Autocannon	—	750	Low	+1	-6	+6
Vulcan 20mm	—	1000	Low	+4	+2	+20
Chapparral AAM	80	1000	Med	+4	+1	+3
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 Autocannon	—	1500	Med	+2	+1	+12
Stinger AAM	30	375	Med	+2	+1	+2
Roland AAM	100	2000	Med	+6	+1	+5
1st Gen ATGM	Var	500	Low	-18	nil	-16
2nd Gen ATGM	Var	500	Low	-15	-19	+1
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 ATGM	Var	500	Low	-18	nil	-16

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+1D10)% 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 vehicularly mounted ones. They are not 'man portable'!

ROBOTIC GUARDS — TYPES & DESCRIPTIONS

POLICE ROBOTS (PolRobs): — These are based on 3rd Generation Simulation Models. They are anthropomorphic in design — so that any Police equipment may be used interchangeably by them and human officers. Normally they are cosmeticized, — typically having flesh-colored enamel on face and hands and light blue for the rest of the body. This enamel coat is both intended to reduce possible negative reactions by the general public as well as to provide extra weathershielding. PolRobs have the equivalent (in programming capacity) to a Wit and Will of 8. They have 12 in all other Attributes. Standard Armament consists of a Taser and a P-17 (Swing-Cyl) .38 cal Pistol — and standard programming is that the Taser is to be used first, and that the P-17 is a last resort. Sensors have visible light scanning only — having only human level abilities in darkness.

BAP = 6	STANDARD SKILLS:
MNA = 2	Modern Pistol = 14
PCA = 3	Modern Rifle = 11
CDA = 1	Brawling = 11
STR GRP = 2 (1d.6)	Urban Search = 8

Non-Standard Skills: normally a BCS of 8 or less.

Standard Weapons: Taser Pistol (powered by E-5); P-17 (with 24 extra rounds in Belt loops).

Power Requirements: Internal Batteries provide for 24 Hrs. at full drain. Recharges from powerpoint.

REPAIR ROBOTS (RepairBots): — See Servant Animatrons in volume 3. Assume they are third generation for mobility and power but only second generation with regard to 'brains'.

SECURITY ROBOTS (SecRobs): — These are based on 3rd Generation Surrogate models and are, as are PolRobs, anthropomorphic in design for the same reasons. They are, however, normally left with a burnished, corrosion-resistant, stainless steel surface or with a green weather-proof rubberized coating. Their programming capacity is equivalent to a Wit and Will of 10. All other Attributes are equal to 26 each. Normal armament is a P-45 and a rifle (M-16 or EM-2) OR Shotgun (SG-10 10g.). Scanners have both visible light AND IR scanning capacity — as well as giving 4x Telescopic magnification.

BAP = 13	STANDARD SKILLS: —
MNA = 3	Modern Pistol = 17
PCA = 4	Modern Rifle = 14
CDA = 2	Brawling = 11
STR GRP = 4 (2d.6)	Urban Search = 11

Non-Standard Skills: — usually BCS of 8.

Standard Weaponry: — M-16/EM-2 or SG-10 (10g.); P-45

(Each Weapon system has 10 reloads internally; there is a 10-60% chance that destruction of the SecRob will result in destruction of remaining ammunition).

Power Requirements: — As for PolRob — but some models (approx. 20%) have solar cells which can keep the SecRob operating as long as it has 8 hours sunlight per day.

WAR ROBOT MK. I (DIDGERIDO): — This is based on a 3rd. Generation Wardroid Chassis. Though generally anthropomorphic in design, they look more like heavily armored medieval knights than anything else. The whole surface is covered with a jungle-green rubberized coating over stainless steel shell. This is both to resist corrosion and for Camouflage purposes. They have a programming capacity equivalent to a Wit and Will of 12 and have Physical Attributes equal to 35. Programming is definitely non-standard. Some units having gained seemingly human levels of Wit and Will, effectively AI (Artificial Intelligence), although this was a completely unexpected result of the design. Orders may be given either verbally or over radio (if the correct frequency is known) by prefacing all commands with the correct codeword. In this Scenario pack, most (if not all) of the Wardroids encountered will be controlled by the Central Defense Computer. While they may be convinced that the PCs are NOT the ones it has been directed to kill, or

that they have got the correct clearance to be allowed in by using the Codeword, they CANNOT be 'taken over' unless the CDC is re-programmed to allow this.

Wardroids have some discretionary powers — they will obey all orders given (unless they are obviously suicidal although such orders MAY be obeyed if 'sufficient justification' is given) in that they will take orders on what to do — but have discretion as to how to do it. Those giving them orders should remember that most are not Intelligent and tend to be extremely literal in their interpretation of orders. Wardroids are programmed to take prisoners (if surrender is offered) within the dictates of strategic and tactical requirements. Programming states that if there are no humans or lesser robots to guard the POWs, then 'No Prisoners!'.

Visual sensors include IR/UV/visible light and 'Starlight Scope' capabilities with 6x magnification. Audio sensors include ultrasonic and subsonic frequencies.

BAP = 18	STANDARD SKILLS:
MNA = 4	Modern Rifle = 17
PCA = 4	Modern Pistol = 17
CDA = 3	Brawling = 14
STR GRP = 5 (2d.10)	Urban Search = 14
	Rural Search = 14

Non-Standard Skills: — usually a BCS of 11.

Standard Weapons: —

FN/M XLW/R-3a Laser Rifle (powered by battery or by robot) OR LEE ENFIELD MK.12 Gauss Rifle OR M-22 Rifle, PLUS Lee Enfield Mk.1a Autoneedler OR FN/M XLW 1b (either battery or robotic power) or P-45. Non-Laser Weapons have 20 reloads stored internally (10-60% being destroyed if Wardroid is destroyed).

Power Requirements: — Batteries provide 72 hours at full drain; Some (50% have supplementary solar panels which may be used to recharge the batteries if current is unavailable.

WAR ROBOT MK. II (WANDJINA): — These War Robots were the last pre-Ruin development of their line and were only just entering service. Because of this, they are EXTREMELY rare (more so in the Continental US and Europe, where similar models were generally obliterated — along with the bases they were protecting). They were almost identical to the Mk.I in shape but their 'skin' is a primitive version of 'Chameleon' camouflage. It is capable of being set for two different environments (new 'chips' may be inserted to change these). — The standard choice of Sydney University Warbots being 'Urban' and 'Night'.

The major difference between the 'Wandjina' and 'Didgeridoo' models is that the former was deliberately designed to have AI ('Artificial Intelligence') and can, where they deem it appropriate, override their orders or programming — just like a human. Wit and Will are equivalent to 10+2d.5 (12-20; they are, after all, only early models), though these may be increased by learning in the same way humans do up to the design maximum of 20. Their Physical Attributes are a uniform 50 throughout. All programmed Skills may be improved by learning and new Skills may be learned as well. Treat the Robot as a human for this process.

The Wandjinas to be found in this adventure will mostly be tied into the Central Defense Computer by Datalink but are totally independent in the way in which they deal with any 'problems'. For example, though they normally require a Code-convincing argument may, indeed, be accepted!

As a final note, this model has some self-repair capabilities (as long as spares can be procured). Sensors are improved versions of those in the Mk.I.

BAP = 25	STANDARD SKILLS:
MNA = 6	Modern Pistol/Rifle = 20/1
PCA = 4	Brawling = 20
CDA = 5	Urban/Rural Search = 17
STR GRP = 6 (2d.10+1)	Polearm (Bayonet) = 17
HEALING RATE = 3	Knife/Single Weapon = 14

Non-Standard Skills: — normally a BCS of 14.

Standard Weapons:

FN/M XLW/1b 'built in' into the left forearm, PLUS FN/M XLW/AR-3c OR 3a (powered by battery or robot) OR Lee Enfield MK.15 Defeater OR MK.20 Support Weapon PLUS Lee Enfield Autoneedler MK.1a OR FN/XLW-1b OR P-45.

All the above have 25 reloads internally, unless powered by the robot. There is a 50-100% chance that the Wandjina will explode if destroyed in combat. The robot can also convert any ferrous metal into gauss ammunition at the rate of 50 rounds per day (internally).

Power Supply: Nuclear cell (replaced every 12 months) supplemented by solar panels (lasers cannot be powered by robot if operating only on solar power).

ROBOTIC STATISTICS BY MODEL

MODEL	DRT	SR	AV	MASS
POLROB	Head = 20 Body = 35 Limb = 15	5	1	8.4
SECROB	Head = 30 Body = 50 Limb = 20	7	9	9.0
DIDGERIDOO	Head = 50 Body = 80 Limb = 30	10	15	10.0
WANDJINA	Head = 75 Body = 120 Limb = 50	15	15	12.0

SYDNEY:

The Wilderness Campaign

SYDNEY: THE WILDERNESS CAMPAIGN is designed as a campaign introduction to an AFTERMATH![™] world. Although part of a campaign set in Sydney, Australia, the information and ideas presented herein can easily be used in any campaign.

The setting is the city of Sydney in New South Wales. The time is approximately one hundred years after the collapse of civilization. The players find the world in ruins and have no idea of the cause of, reasons for or history of the disaster. This is a sequel to OPERATION MORPHEUS so that the player-characters have awakened from an experiment in cryogenic suspension to face the world naked and unarmed.

SYDNEY: THE WILDERNESS CAMPAIGN outlines the entire city and the suburbs surrounding it. Included are 25 complete communities with a discussion of their political organization, economics, attitudes, and even of their military capabilities. This package gives the entire area surrounding the University found in OPERATION MORPHEUS.

SYDNEY: THE WILDERNESS CAMPAIGN is not a complete game but a background package for use with the AFTERMATH![™] game system. AFTERMATH![™] is required for play.