



Welcome to the new republic! See what happens when the Neo Model Army exile the Royal family. England, Ireland, Scotland and Wales as you've never seen them before. Political corruption, terrorist organizations, massive immigration and technical regression all take their toll on this green and pleasant land.

The Great Britain Sourcebook

Timeline

Written by David Gilbert and Nick Moseley



The Great Britain of 2020 is very different to that of today. The royal family have been exiled, massive immigration has made depopulation high on the new republic's list of objectives and terrorist groups have begun to make things very difficult for them. But how did all this come about?

The future history of Great Britain

2006 - A new terrorist group surface, the Neo Model army. Their main objective is to overthrow the government and dissolve the royal family. They begin as a very small group responsible for attacks on several public areas. Towards the end of the year their targets are getting bigger. Construction of the Piper Beta North sea rig begins.

2007 - The Neo Model army are growing in size and several politicians defend their objectives. The government grows more unpopular as a result of many scandals, taxes and the failing economy.

2008 - Major Neo Model army activity in Exeter sparks off a riot where 21 people are killed by police and military forces. Uproar in most towns is suppressed and rioting is stopped. Piper Beta is finished and almost immediately a freehold begins to build up around it.

2009 - In the general election, twenty three people nationwide stand for the Neo Model army. Eighteen are arrested on various charges including drug dealing, rape and tax evasion. Unfair persecution by the police is claimed by the other six. The election sees four of the six remaining Neo Model army members voted in. Panic in the government and a bill is quickly passed through the house of commons that restrict the activities of the four members. Piper Beta freehold now reportedly contains 150,000 people this makes it the largest at that time. They support themselves with krill and a genetically engineered algae which they sell to the mainland.

2010 - Violence breaks out in fourteen towns and cities throughout England, Scotland and Wales. In Wales and Scotland, eighty percent of local council seats are held by Neo Model army supporters. Violence continues to grow as authorities in England send troops to regain control of Welsh and Scottish towns. In a last ditch attempt to stop the rising Neo Model army the government invoke martial law to stop rioting. The country is dropped into a bloody civil war. In "Bloody June" there are an estimated 50,000 people killed as the Neo Model army clash with loyalist government forces. The Neo Model army, mostly civilian, sustain ninety percent of the losses. It is followed by a week of calm as the government bring the military in throughout the

country. Finally in July the final battle is fought. Renegade military Neo Model army sympathisers fight the main loyalist force in the Battle of Worcester. The Royal family, government cabinet and remaining forces flee the country in secret. In the victory celebrations Buckingham palace is razed to the ground. The Neo Model army declares Great Britain a republic.

2011 - A period of reconstruction begins. Initially things look good. The police force, now under Neo Model army control, contain any looting. The nation celebrates a victory whilst loyalist supporters keep their mouths shut. Many are ostracized and some are physically beaten. Piper Beta is heaving under the strain of so many new people, the freehold population is now reaching 275,000. Many refugees begin to travel to Great Britain from Eastern Europe to avoid the fighting that has begun. Immigration begins to rise rapidly but the new republic, weak after their victory, can do little to stop it.

2012 - Crime is on the rise. Poor management of the country results in Great Britain almost being thrown out of the European Economic community. Squabbling between Neo Model army leaders stops much from getting done. The country begins to grind to a halt industrially.

2013 - The country is in anarchy. The new republic has failed to fulfil its objects and the mass has begun to grow angry. The population has now risen to a massive 200 million. Unemployment and crime figures are through the roof. The Neo Model army finally decide to get tough. Martial law is reinstated and, to reduce the chance of another revolution against the still weak government, all firearms are declared illegal. The DeHavilland act, named after the minister of defence, declares that only the neo model army peace officers may carry firearms and that all other such weapons must be collected and properly disposed of. The power that has so recently been placed in the hands of the people is taken away. The construction of a huge coastal wall is started to reduce immigration and to cut off Britain with the rest of the world. Coastal patrols are doubled and permission is given to kill anyone entering the country. The criminal laws are rewritten making exile and execution the main forms of punishment. The construction of the new British navy is begun. With financial support from an unknown source, a powerful new fleet is under construction.

2014 - To reduce maintenance costs and to reduce the areas needing attention and aid, Northern Ireland is given back to Eire and Wales is rejected and left to fend for itself. Many criminals are sent there when exiled. The coastal wall now extends through the English/Welsh border. Even the new measures have not stopped immigration totally and more people arrive in Great Britain, which now only comprises of England and Scotland. All borders are closed and imports are kept to a minimum. Britain closes off diplomatic channels to other countries. Wales is left in anarchy without a central government. Northern Ireland, now Eire, has trouble coping with the continuing immigration and food riots begin.

2015 - Immigration is down. The new criminal laws are working although they are highly unpopular. The coastal wall is almost finished. Ports are left open but are rigorously patrolled by Neo Model army troops. There is little if any communication between Britain and other countries. Even the internet is severely regulated. The Neo Model Navy is almost complete with a new naval technology creating a vicious fighting force. The seas around Britain are secured and tightly patrolled. Piper Beta is only left intact because of its production of food in the form of algae and processed krill. A large Loyalist group is building on the freehold and rumours of a reinvasion begin. A large underground community has grown in the depths of London's sewers and abandoned tube tunnels to avoid the Neo model army peace officers and the trouble above. Nicknamed "The Deep" it becomes a haven for criminals and refugees alike.

2016 - The Neo Model Army is now very unpopular with a large portion of the population. In Wales, order has been partially re-established with the rising of several warlord like dictators. The native Welsh flock to their banners and anyone exiled to Wales is hunted down and disposed of. Their only chance is to cross wales to the coast and try to get passage to Eire to escape the hostile country. Shanty towns have built up in several British cities containing mostly immigrants. The large Eastern European population begin to settle into recognisable communities. They are looked down upon and Neo Model army peace officers hassle and persecute them considerably.

2017 - The Eastern European immigrants now control large areas of most of the English cities. Industry has begun to slowly recover, especially in Scotland where the MacIntyre corporation begin to produce world class chips, cyberware and software. By the end of 2017 they represent the largest power in the British Isles aside from the Neo model army.

2018 - Britain has consolidated into its present form. The country is only just under control. The Neo model government begins to make deals with the Warlords and also start hiring the well equipped welsh mercenary units that have appeared for their dirty work. Most of the wilderness has been abandoned with dense areas of population next to areas with virtually no population.

2019 - Loyalist forces begin to organise a reinvasion from the Piper Beta freehold under the guidance of the old government and the royal family. Support for their cause also begins to become apparent in the cities where posters and graffiti tell a better future with the old government. Internal loyalist support grows, especially in The Deep and with the Eastern European communities who have been promised a better way of life.

2020 - The present. Wales is under the control of Warlords. Eire is starving with the strain of so many new immigrants whilst Scotland and England are close to another revolution and are still threatened with a loyalist invasion from the Piper Beta freehold. Let's play!

The Great Britain sourcebook

Cultural review

Written by David Gilbert and Nick Moseley

"Phillip something was his name, not a very tall man. She hired him because he were all she could afford, probably why she'd been done for stealing. He steps into the court and goes to shake the state fighters hand. The other guy towers above him, like he was standing under Nelson's column or something. They shake and go back to their corners. He draws out this battered old mono katana and swishes it in the air, like it could clean slice through the smog. The ref starts the fight and they start dancing around eachother, a flurry of thrusts and blocks. Just when I were getting dizzy they break and stare at eachother, cold like. Then a breeze blows past and the fella's head falls off. I swear, that's wot 'appened. He claims that he did it for such a small price because he was a gentleman, all honourable like. Still, he did get a good amount of cash from the bookies plus the bounty for the kill and I bet he didn't want for company in 'is bed that night."

England and Scotland

After the Neo model army took control things have changed dramatically. They say a dog is just three missed meals from being a wolf, Britain is that dog. The tame years of the monarchy and the government were hiding an explosive aspect of Britain. After martial law was implemented the country gradually began to disintegrate into its current state.

The country has settled down a little in the last two years. Once the semblance of control was gained by the Neo Model army things began to get back on track. Most of the population is rather poor as unemployment is very high. With the last census at 200 million people, 120 million out of work and 10 million homeless it is hardly surprising that things can be a little tough. This abnormally high population has forced the Neo Model army to take action. Most of the Neo model armys original leaders have been thrown out or killed and now the new leaders are becoming corrupt. They have had a taste of power and now want to stay where they are. They view the population as volatile and likely to revolt at any moment, which is not far off the truth. They have built up a huge force of "peace officers" which they use to maintain the order. Their aims are simply to reduce the population and control what's left. They are doing this in several ways.

First of all they have limited each family to bear only one child.

Secondly they have made exile and execution the main forms of punishment. Not content with getting rid of the accused they have also reintroduced duelling as a form of trial. If someone is accused of something they can hire a duellist to fight the duellist of whoever has accused them. If their duellist wins, they are innocent. The duellists do not have to actually kill the other but force him to surrender. Many refuse to surrender making it a very dangerous profession. Those who do fight are revered amongst the population and the big court battles are televised around the country. A national sport and judicial trial in one.

Most towns have an area with one or two, or in Londons case, hundreds of "courts", these are rings about forty foot in diameter that are used for the fights. The concept is simple, no ranged weapons, nothing can be thrown and the one who dies or surrenders first is the loser. The state employs many duellists, judicial champions, who fight when people are accused of committing a crime or, when it is used to settle an argument between two parties, two private duellists will fight. Some corporations employ full time duellists to handle their legal affairs.

Death in the ring is usually quite rare. Most fights end with one fighter surrendering or being rendered unconscious. Most duellists favour swords of some sorts or another. Many a poor duellist with his rusty rapier has succumb to a corporate duellist with his illegally imported Japanese crafted mono katana.

Most legal cases never make it to the ring, partly because most people cannot afford it, but mostly because the peace officers are corrupt and easily bribed or simply shoot anyone committing a crime. Those who cannot pay their fine are executed or, if they are unlucky, exiled to Wales.

The average British freemen, no longer subjects, lives off the little state support that is given to the unemployed. Gangs are very popular with the youth, who have little to do. Most people go along to state funded entertainment centres, which are huge halls full of poor quality simstim units. There they plug into the latest soaps, news broadcasts, judicial fights or adult entertainment channels. This activity what fills out their otherwise futile existence. There are a considerable number of people who are still active and not hooked on these places though and it is these people who shape Britain.

As in America, the streets are the heart of Britain. There is a surprising amount of money to be made there for the quick thinkers. Gun smuggling is perhaps the most profitable. Guns are illegal in Britain, just firing one will send people into a panic and a team of peace officers will swiftly be on the scene to shoot first and then ask if anyone has any questions. This makes them a great commodity for criminal organisations who want some protection against the peace officers. If you can get a gun into the country then it will fetch a price five times greater than it would in the U.S.

Drugs are also popular although the state does little to control this. More overdoses means a smaller population. There are rumours of state controlled drug manufacturing plants that supply most of the drugs, there are also rumours of "bad batches" of drugs that seem deliberately poisoned.

Most of the population, those who have housing, live in arcologies constructed before the civil war and in the years immediately after the war. Huge buildings containing everything you would need to live. Some people may never leave the arcology they live in. Most are designed with the gothic style that was popular just before the civil war. They are surrounded by the older buildings of the twentieth century which are in turn surrounded by the shanty towns that have built up. Smog hangs thick from the outdated, polluting factories that supply most of the work in the cities. The rivers are polluted by the outlets and the stench is sometimes unbearable.

The countryside is a different scene. Once outside the city limits and beyond the shanty towns you swiftly find yourself in the wilderness. Great forests have sprouted up in England whilst Scotland has rainy moors and highland. There are very few people who live in the wilderness but those who do have a slightly better life than those in the city. They live in the abandoned buildings that were left after the civil war and have adapted to the wilderness that has grown up around them. Rumours of genetically altered animals that roam the countryside cannot be true as only the state or one of corporations could fund that sort of program and why would they release dangerous animals that could kill people?

"The guy just wanders into our campsite out of nowhere. None of us had seen him coming. He smiles and says 'Sorry, but, I'm going to have to kill you all'. Some ran but Ivan had a zip gun and he got it out quick and took a shot at the Valleyman. Hit him square in the shoulder. He just looks down at the blood coming out and starts wagging his finger at Ivan. I don't know how I got away but I went back there the next day to see if anything was left. Six headless bodies, that's all that was left."

Wales

Wales, like Britain, has become more wilderness with most of the population remaining in the towns and cities. Unlike Britain though they are controlled by warlord like governors who control the city and are charged with protecting it. Whilst this may sound mercenary and dictator like one must remember the psychological state that the Welsh have slipped into. After they were excluded from Britain and the wall was built they have become ruthlessly patriotic. This works well for them as crime is down, unfortunately it is no good for anyone else. Essentially any Welshman is a brother and anyone else, especially the English, are murderous traitorous bastards. Just as the British leadership has become paranoid, the Welsh warlords, and most of the population, have become xenophobic and bigoted.

Anyone exiled to Wales is hunted down and killed. Valley men are employed by the warlords to track any exiles down and kill them. There is a bounty for any heads that are brought back from their trips in the wilderness.

The cities are walled off and no one lives in the wild, only the valley men. This has led to things stagnating a little. The Welsh technological level is dropping rapidly. Whereas Britain is beginning to catch up with the rest of the world, the Welsh are becoming more and more primitive. Not extremely but noticeably. Their current technological level is equal to that of the 1960's. Cars and machines are breaking and no one seems to know how to fix them.

"I can take you to the emerald Isle, sure. But are you sure you want to go?"

Eire

Although not part of Great Britain it does deserve some attention. Eire, now complete with Northern Ireland is suffering greatly. With so many people leaving Britain they are falling into the same trap. With uncontrolled borders they are near anarchy with such a large and potential explosive population. The government is trying hard but there is little they can do. Food riots have begun and many of the richer people have left for Europe. Eire is keeping its head above water but not very well and not for very long.

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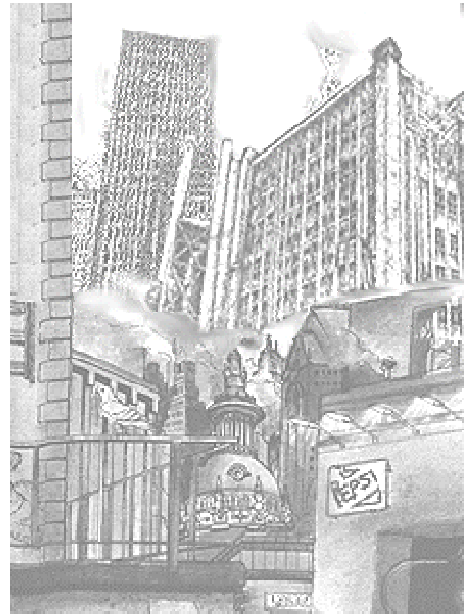
London 2020

By David Gilbert

"Dento moved quickly down the street dodging in and out of the crowds. The Zip gun in his pocket was making him crazy. When he'd first seen it back at Reefer's house he almost passed out with shock. Reefer claimed that he had taken the bullet from a dead Peace officer he had found a few moments after the bombing in Kensington. He said he had not known it was going to happen but lately Reefer had been saying things that had got Dento thinking that maybe he really was part of the royalist movement.

He crossed Oxford street as a zeppelin passed overhead blocking out the sun.. It was silent and huge. Dento had heard that the NMR had started mounting cameras on the underside to watch the city as they slowly floated their cargo silently through the air. He had been looking in the sky and so had not seen the Peace officer and had walked right into the back of him. The peace officer whipped round. The reflective face plate of his helmet mirrored Dento making him look as if he had a huge forehead. Dento suddenly noticed how scared he looked. 'Watch where you're going Citizen.' Dento smiled weakly, showing his perfect teeth that were his namesake and backed off a bit. The Peace officer's gaze continued. He pointed towards Dento's left side. 'What have you got there?' Dento panicked. He been clutching his pocket without noticing it. He felt light headed and ill. He looked around at the people walking by. They seemed to move very slowly almost as if in a dream. He thrust his hand into his pocket and pulled out the zipgun. He clumsily pulled back on the thick piece of elastic. There was a scream and instantly people were running away and shouting.

He let go of the rubber and the hammer shot forward connecting with the bullet. The bullet that he had meant to be taking to some guy on the other side of London. Why had he walked? Why didn't he just take a taxi? There was a bright flash and behind the peace officer someone's shoulder burst open in painful slow motion. The peace officer had his pistol out now and was pointing it at Dento. The person he had shot fell slowly to the ground. The Peace officer's gun flashed and Dento could swear that he had actually seen the bullet before it tore his arm and a great deal of his shoulder away from his body."



London has changed quite radically especially since the NMR took over. London has gone vertical with many large arcologies reaching high into the air over shadowing many of the earlier buildings. As such London has been separated into many different layers. The height of your apartment represents how much money and power you have. In the highest apartments live most of the executives and upper class members of society. The many small dirigibles float between these buildings acting as airborne taxis. Most of the richer people never actually leave the upper reaches of the buildings when in London. This area of corporate offices and high class accomodation is known as Skyhigh. The buildings are able to be built so high as a result of the many connecting beams and walkways that support them.

In the middle of these buildings are the middle class which comprises mostly of those who can get jobs or have somehow got enough money to afford some decent apartments live here. Next should really be the ground but recently many people have noticed another layer appearing just before the ground. At this level space in buildings is much cheaper and so many businesses have bought up large areas and transformed them into factories and entertainment centres. This new level has broken the mould a little and has earned some respect. It is now all right to live higher up but have a job on this level. A few years back it would have been unthinkable.

Once you reach the streets properly you will find that most of the population live down here. The huge amount of unemployment has left the masses walking the streets. But even people with low paying jobs can be found here. This is as low as you are likely to see peace officers walking the beat. Below this there is the Underground.

[The Underground](#) is still a fairly recent addition to London's many layers. It is made up of the old underground rail system as well as the sewer system that used to serve London. There are also areas of underground catacombs that were previously unknown. The biggest Underground villains and business men can be found

living in the relatively luxurious subterranean caverns that were discovered under Buckingham palace after it was razed. These are all linked by makeshift tunnels that were built specifically to connect them.

Rumours of even deeper tunnels and complexes built by the military at the end of the twentieth century persist but whoever found these is keeping it a very close secret. The Underground is only occasionally visited by the Peace officers who suspect it contains many Royalist rebels. As a result much of the tunnel system is controlled by gangs who usually let people go about their business. Many people do actually continue to work in the Underground and there are many areas of entertainment and shopping complexes. London was once described as a termite hill built on top of collapsed termite hill. This holds out pretty well when one considers how many levels it has. From deep underground right up to the clouds.

At street level and in the Underground live many of the Eastern European refugees and as a result many people do not speak English. A new language has arisen which is a mix of Romanian, Ukranian, Polish and English. It is known to many of its speakers as Euro and has spread around the country quite quickly. It is barely understandable to anyone who speaks any of its parent languages but it is a language in its own right. It is spoken almost exclusively in the Underground. From the Business level upwards it is frowned upon and considered vulgar and uneducated.

London is not a typical example of all the towns and cities in England although Manchester, Liverpool and Edinburgh have begun to grow in much the same way although London's Underground is by far the largest. Edinburgh's is close but Liverpool and Manchester have none really to speak of.

Brighton, on the south coast, has become a large leisure complex and is now a very popular resort ever since travel in and out of England was restricted and Portsmouth and Southampton have grown ever since they became large ports again. Portsmouth is the site for the Neo model Navy's largest base.

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The Underground

by David Gilbert

"The long cavern looked exactly like a shopping mall to Keating. This was his first time in the Underground and it was nothing like he had expected. He thought he was going to see lots of garbage and crying children and such but here he was standing outside a fast food restaurant as a bustling crowd of people wandered either side of him. He stumbled wide eyed and bewildered from passageway to passage way. Sometimes they were up to three stories high with walkways stretching inbetween them and around the edges sometime he found himself walking down a corridor barely large enough for three people to walk across. Down steps, up escalators. He clutched the briefcase tighter hoping that no one would suspect he was a corp from Skyhigh. Most did but did not care.

He tried to remember the directions he had been given and was relieved to see the old London underground sign for The Elephant and Castle. He was supposed to meet this guy around here. He sat down on the bench under the sign and watched bikes glide inbetween the occasional pedestrian who came in and out of the old underground tunnels. In the distance he heard some bassy music echo around the tunnels. When the man spoke he almost jumped out of his skin. He had been looking the other way and had not noticed him approaching. He spoke a strange tongue. Keating thought it sounded Russian but then he decided it must be Euro. The man smiled, 'Mr. Keating I presume.' His accent was East European and it matched his features and olive skin.



'How did you know?' Asked Keating. The man smiled again, his teeth appearing under his thick black moustache.

'Mr. Keating, you must be the only suit for half a mile. And by that I mean straight up. You have my package?' Keating tentatively gave him the briefcase. The man took it, opened it slightly and, smiling once again, he shut it and nodded. He began to walk away. Keating stammered and then managed, 'H-how do I get out?' The man turned back.

'You can take this tunnel here through the commercial district,' he gestured to one of the side tunnels.

'And what about this tunnel?' Keating asked pointing to another. The man grinned wickedly.

'Mr. Keating, if you take that tunnel you will pass through Crusader territory and you will probably never see the sun again. Good luck.' Keating looked at the tunnel he had just gestured to and suddenly felt very small and afraid. He began walking quickly to the commercial district glancing over his shoulder more than once."

The Underground has become a hotbed of illegal immigrants, small time criminals and gangs. Large areas of the tunnels and complexes have been converted to living areas and are populated with the Eastern European immigrants as well as a mixture of London's unemployed and unemployable. Euro has become the language of choice and pure English is very rarely heard.

The actual community is growing surprisingly well. The Neo model Republic let the underground begin to grow years back thinking that it would eventually develop problems and would soon become rife with disease and famine. Unfortunately a man named Theodore Unwin saw great potential there. He stepped in when the community was just small and inhabiting the old underground system and organised it successfully.

He was able to do this by discovering an old Second world war complex that was hidden below the houses of parliament. This forgotten refuge for the government was abandoned by the last government when they were forced to leave the country when the Neo Model army fought their way to victory. It supplied the community with power and supplies. Before these were exhausted Unwin had helped the Underground build its own algae vats and processing plant similar to those on the Piper Beta Freehold. With this the community grew and many other services started to become available and some areas of the Underground seem almost respectable. There is even entertainment to be found including the massive club "The Angel" built inside the old underground station at Angel.

Unwin now governs the underground from the luxurious Buckingham complex under the destroyed palace. Many people have commented that it is rather suspicious that Unwin should know so much about London's secret underground. There is a strong rumour that he is involved somehow in the Royalist plot to retake Britain from the Neo model republic and that he has contact with the exiled government. It is no surprise that many Royalist terrorists have been traced down into the Underground. In many of the rougher areas there is plenty of anti-NMR graffiti and the general feeling of the Underground is anti-NMR.

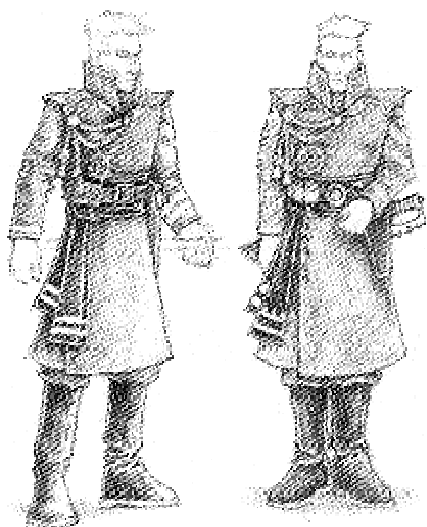
Firearms are just as rare in the Underground as above. Unwin is said to have a cache of weapons which he supplies to the gangs to keep them under his control but they are still extremely rare.

The activity of dueling is very popular in the Underground and large arenas have been set up containing several rings each. The largest is the London Bridge arena. The L.B.arena, as it is known, has been the site of many of the big duels that have occurred in the city and it now even has a BBC crew who film the big fights. Companies from Skyhigh have started taking their arguments down there and the big MacKintyre-Neogenetics dispute was settled at the L.B. arena over a series of twelve duels including two fights featuring Neil Edison who is MacKintyres champion fighter and the pin up of many teenage Londoners.

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Peace officer

By David Gilbert



The peace officers were employed mainly from the original police force before the NMR took over but were restructured to include many of the Neo model army troops in positions of authority. As a result they have become much more militant even to the point of being armed with pistols. This is a huge step and as the only members of society who can carry guns they command a lot of respect. They are well trained and usually quite honest and keep the peace well. The actual corruption in the Peace force occurs higher up the chain of command, the peace officers on the street are merely following orders. They are mostly male and the Neo model Republic's racist tendencies means that very few East European's are allowed onto the force. The distinctive black uniform with its high collar and black visored helmet gives them a fairly sinister look and some even carry decorative swords. It is usual for the peace officers not to use their guns at all but to use some sort of melee weapon. They consider using the pistols they are issued with as rather cowardly and they avoid it if they can. This is also added to the fact that

discharging a pistol requires a lot of paper work and most officers try and avoid that if possible.

The Neo-model republic has instituted a campaign to reduce the population and part of this campaign involves the Peace officers. When a Peace officer kills a criminal on the streets they receive a small white skull badge which is attached to the left arm of their uniform. Unfortunately this has not been entirely successful as the Peace officers have begun dyeing any of these kill badges red when the criminal was killed by their sword rather than their pistol as a sign of their own prowess. As a result the officers use their pistols less and less due to their dislike of receiving a white skull. It is a disgraceful act to dye a badge red when the criminal was shot dead but very few officers attempt it at the cost of the respect of their associates.

They are usually on foot or on motorbike which is the only way to get around London or any urban district at any speed. Recently the force has purchased some AV's which has improved their response time although these are only available in London and the other larger cities. Normally a Peace officer can be on the scene of any crime within three to four minutes with more arriving between seven and ten minutes for a major incident.

They have been given the right to search anyone on the street and if any firearms are found the suspect is immediately arrested and taken to the holding cells. Suspects are usually picked up by a Peace force van.

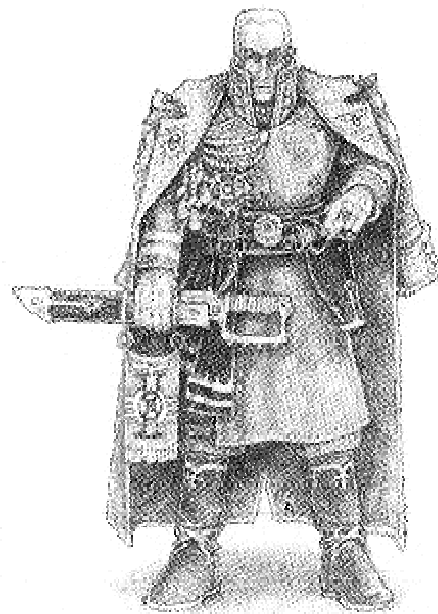
Average Peace officer stats:

Abilities:

Int:6 Ref:8 Tech:4 Cool:7 Body:8 Ma:7

Skills:

Combat sense:6 Pistol:4 Brawling:4 Melee:6 Bike:5



Armour type:Helmet/Medium jacket/Flak pants

Weapon type:Medium pistol and a stun baton. Some may carry swords.

Head:10 Torso:18 R.Arm:18 L.Arm.:18 R.Leg:20 L.Leg:20

Save:8 BTM:-3

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The Piper Beta freehold

By David Gilbert

"I'm from one of the original families that moved here. I've spent years here. All my childhood memories from nine years old up are of this place. From the arrival of the first settlers to the arrival of the European refugees from the East European war. I helped build part of the Frentzen residential district. I worked in the processioning plant when I was a teenager. Now I've got a family of my own coming with Kate and a job as a hard suit operator for TC. I don't suppose we'll ever live anywhere else. Why the hell would we want to?"

Construction of the piper Beta Deep sea oil platform begun in 2006. It was intended to revolutionize deep sea drilling by having a semi-mobile platform that could support a community even in heavy weather conditions. A conglomerate of oil companies funded the operation and initially it was a great success. Within he allotted two years it was built and set out to its first destination where geological tests indicated there may be an oil field. When the platform arrived at the site they began to drill and were very successful. So much in fact that the occupants of the platform, many workers and their families, became quite rich. This attracted many sea born rufuges from around Europe and from Britain itself.

This continued at an unprecedented rate for many years. It was briefly the largest freehold in the world at one point until the massive growth of the Midway freehold began. Many ships were added to the side of the platform and the growth of the freehold was greatly encouraged by a rival oil company. Toville Chemicals gave permission for a nearby abandoned oil rig to be dismantled by the new inhabitants and used as constuction material. Within a few monts the rig was almost totally gone and the Piper Beta had become the size of a large town. The conglomerate was forced to help the inhabitants anchor the burgeoning platform before the original supports were put under too much stress. This only encouraged more building and soon the freehold was divided into commercial and residential districts. The need for food on the freehold was turned to a profitable market once again by Toville Chemicals, who were keen to see that the occupants stayed and made the platform imobile. With an idea which caught on very quickly with other freeholds, vast vats were constructed which were filled with sea water and used to grow a specially designed algae which could be easily grown, relying mostly on photosynthesis, and processed into an edible substance with the texture of vegetables or meat. To this was added flavouring which was brought in from the mainland. This, mixed with a massive fishing industry and similar vats growing krill, supplied not only enough food for the freeholders but also a surplus which was sold, by Toville Chemicals, to the mainland.

The Piper Beta became even larger and more densly populated when the Neo-model army took control of the country. Many people left the country and most found their way to Piper Beta. Rumour has it that the Royal family and the previous government escaped to the freehold but this is unsubstantiated.

The freehold now has a great deal of commerce and since it is not technically part of the NMR it is still easy to reach it. Many ships stop there to drop off goods and pick up the harvest of processed krill and algae and the crude oil from the original platform. The gun ban is applied there and the moderate Peace officer force there makes sure the freehold does not become too Royalist. Many see it as strange that Royalist terrorism occurs everywhere inside NMR territory except on the freehold. Besides one bomb incident, which was considered to be inter-corporate and not anti-NMR, there has been no terrorist activity at all.

The freehold is now totally immobile and still gradually grows every year which the addition of more boats and the dismantlement of old oil rigs from further afield, most are old Toville Chemicals platforms or ones that Toville Chemicals have purchased after they have exhausted the oil field of its resources. This has enraged the conglomerate who fear the current oil field may run out within the next decade and then the expensive platform will be useless as it can no longer move as was its purpose.

The Great Britain sourcebook

British corporations

By David Gilbert

"Good morning gentlemen. I have just read this newspaper article about the fact that people who have been using our Happy Chappy haircare products have been developing dangerous and even fatal side effects. I'm shocked and appalled at this news... How on earth did this story get out when we have the controlling interest in that particular paper? Get them to print an apology and SELL MORE SHAMPOO!"

British industry has had a very bad decade and things have only just begun to get back on track. The technological level of the country is overall quite low with only one or two exceptions. The following corporations are the largest or most

influential at this time. Many other smaller corporations exist but are too numerous to mention here. In such a growing economy companies can shoot up overnight and can fall just as quickly.

MacKintyre

The largest British corporation. Based in Scotland they are a forerunner in cutting edge technology which is highly unusual for Britain. Making some of the finest chipware in the world they command the high quality niche in the market.

Svenson Industries

Owners of the large ship building yards in Portsmouth, Southampton and Blackpool. They have been given the Neo model navy contract and are producing some fine quality ships. There is much talk about where exactly they obtained the knowledge of the technology they supply their ships. Most people believe that Svenson industries is a front for another international corporation who have an interest in keep Britain under Neo model republic control. Svenson industries also construct many of the dirigibles used around the country.

Toville Chemicals

Originally a company with only minor interest in the oil fields of the North sea they now have stepped in quite significantly. Their dominating interest in the Piper Beta freehold has made them a rich and profitable company.

Anglo Smiths

A small company that is mentioned because of its production of high quality swords. They only make swords designed for individuals. The sword is designed to be weighted and formed to exactly conform to the owners fighting style and body size. As such these weapons are extremely expensive and are worn and used as a sign of great wealth and power.

Rolls-royce

Still a world leader in the engine business. They make engines for Svenson industries for use in their dirigibles and ships.

Econ Entertainment

Owners of the large majority of entertainment centres where the population can spend their hours with trodes on their heads experiencing the latest films and programs. This company has been accused many times of pacifying the population on behalf of the NMR. They, of course, deny this but do receive an annual contribution from NMR funds.

The Great Britain sourcebook

The Crusaders and the Gangs of London

By David Gilbert

"Looking around his new home Evans smiled. If the gang could see him now. He walked to the windows that constituted a wall on one side of his apartment. Looking down he couldn't even see the ground. It was merely a twisting web of walkways and supports struts. The view was amazing, he had never seen such a fantastic vista. The cloud piercing buildings went in all directions that he could see for as far as he could see. He turned when he heard the bellboy enter the room. He was struggling with Evans' bag. Evans took it from him with one huge arm. He saw the bellboy's gaze linger on his gang tattoos. Evans put down his case and rolled up the rest of his sleeve. He was always willing to show his trophies to anyone.

'See this one here. That was a Squire kill. Ran him through and took his sword. That sword right there.' He pointed to the bed at the ancient Anglo Smiths sword. 'This one here is my own Squire tattoo. I got this when they let me into the Crusaders. All of our gang member who ever got into the Crusaders got one of these.' The boy still stared. Evans thought he looked pretty goofy in his stupid hat and uniform. The kid would not have lasted a second down below. Suddenly Evans felt quite homesick. He pushed the kid out of the room and shut the door. He lay down on the bed. All his life he had run with the Razers and now he had finally left them. He felt lonely and out of place. But he dismissed those thoughts. He had his contract now and a fantastic apartment. He would do his best to make them proud and make sure that everyone in the Underground knew who he was and where he came from. With every victory in the ring he would help the Razers earn the respect of the other gangs. He smiled slightly. He thought he was leaving the gang but he



had just realized, he never would. Until his dying day he could walk back into the Goldhawk complex and everyone would know. That guy there, he's a Razer."

The Crusaders were originally a small time gang from the streets of old London. Considered as a bit weird and creepy they were given a wide birth. When the underground came along they found it perfect for their gang and moved in. They took over the district and circle lines from Victoria to Westminster. They live mostly in the converted St. James park station and the subterranean rooms under Old Scotland yard. This is of course right next to the Westminster underground complex. It has become patently obvious to most people who live nearby that the Crusaders are in fact working closely with Unwin.

The crusaders have an interesting internal structure. Whereas most gangs have a leader and consist of only a few members, the crusaders have a hierarchical structure very different from that. From being a small gang themselves they have become a sort of ruling class of the gangs in the Underground and even on the streets. Starting at the bottom are the many gangs who inhabit the Underground. Each of these gangs controls a small area of the Underground or at least consider it their turf. These include the Kodiaks from the Paddington station, the Regents from the Baker street area and the Steamers who hang out in the abandoned Euston Station. Most of these gangs do little but hang out. Many are just comprised of the youth of that particular area. Wherever your family is affects greatly which gang you end up with. As such they are mostly ignored by the population. Some gangs are quite troublesome and are responsible for a great percentage of the petty crime in their area. Others act as a sort of militia, protecting the locals from other gangs and their attempts to commit crime in that gangs territory. Most of the fixers and solos of London come out of these gangs which offer about the only basic training in fighting and dealing in the city. Most the great duelists came out of gangs in the Underground and those gangs do not cease reminding people who their former members are.

So as such the Crusaders are not really a gang. Many gangs have a Crusader leader. That is someone who has been approached by the Crusaders proper and have been invited into the gang. That person now has a say in what goes on with the gangs of the Underground. They remain a member of their gang as before but now they must follow any orders given to them by anyone higher up the Crusaders chain of command. In return they are afforded a great deal of respect by their peers and a modicum of power in the community. A member at this level, of which there are many, is called a Squire. Most gangs hail to a Squire leader. There only a few gangs that have more than one Squire member. Next up the chain of command are the Knights. These are the active members of the Crusaders. They still hold some allegiance to their old gang but no longer take an active role in their day to day running. Most of the knights move to the St. James park complex but are always moving around the area. Above that are the Dukes. There are currently three Dukes of the Crusaders. They have the final say in what happens around the Underground with regards to crime and gang activity. In practice they do not seem to concern themselves with the smaller end of the scale, relying on the knights to look after things. The Squires are left to themselves most of the time and, to some degree, even encouraged to fight amongst themselves. As a result the Crusaders, from the outside, seem disorganized and self destructive. Very few people even know who the Dukes are and sometimes even who the knights are. Lately the Crusaders have become even more clandestine and are now verging on a secret society.

The NMR is beginning to become very worried about the Crusaders. They know of their existence and can, to some degree, see the extent of their power. They suspect that Unwin is responsible for their rise to power. When there are conflicts between Peace officers and Undergrounders the Peace officer have noted Gangs with age old rivalries fighting in perfect tandem whereas normally they would be killing each other. The NMR are also intensely worried that Crusader Knights may be entering the Peace force and infiltrating it.

At the end of the day the NMR see the Crusaders as a Pro-Royalist terrorist organization but are unable to break up their structure without going on some sort of killing rampage in the Underground which would severely endanger their precarious popularity as it stands.

There are dozens of gangs in the Underground of which there are only four who have no Crusader connections. They all have intricate initiation rites, rivalries and allegiances. These are some of the more influential gangs.

The Kodiaks - The Kodiaks hang out in the Paddington complex. Without many new members they are fairly small and have a slighter older average age. This being said they are very skilled and some of their more prominent members may go on to be great Solos and Fixers. Their leader is a Squire named Joseph "Bladez" Addler. Bladez is the big hope for the Kodiaks. He is an expert swordsman and has begun to fight in some of the L.B. Arena fights. So far he has three defeats, one loss and a kill which is pretty good for a new boy. Several scouts from Skyhigh companies have begun to show interest in him and he is close to getting a contract. Unfortunately this would spell disaster for the group unless they can get some new blood into the gang. They are bitter rivals of the Regents who live very close to them. The Regents killed their last leader and the feud has continued. The Kodiaks are quite popular in the Paddington complex and have grown out of their petty crime days now existing mostly as an improvised police force. Most crime in the Paddington complex is caused by the Regents.

The Regents - The Regents hang out in the Baker street Complex. They are one of the Undergrounds largest gangs and are feared mostly because of their numbers. Their leader is a Squire named "The Ripper". It has been speculated that the Crusaders only took him on because the gang was getting so out of hand. They raid other gangs and are close to destroying the Kodiaks for good. The Baker Street complex is becoming a bit of a crime capital and most people avoid going there if possible. The people who do live there are no doubt trying to leave for the brighter and safer Kings Cross or Bank/monument complexes. The Regents are very troublesome and are frequently having clashes with the Peace officers.

The Steamers - A smallish gang who are mentioned because of their immense network of connections. Their leader is a girl called "Seraph". She is not yet a Squire but most people speculate that it is only a matter of time. She looks destined to become a great fixer. The Steamers rarely get any trouble from the other gangs because they are just so damn helpful to have as allies. They seem to know every deal that goes down and where to get anything that anyone might need.

The Great Britain sourcebook

The Duelist

By Nick Moseley



"A supple flick of Elliot Grosvenor's wrist sent his unfortunate opponent's sword skittering across the thick rubber sheet that made up the floor of the ring. Fear in his eyes, the man staggered back, clutching his injured hand. Grosvenor's lips parted in a thin smile as he backed his opponent, what was his name, not that it mattered, into a corner. He raised his weapon at the cowering wretch. "You know the rules," he smirked. "A fight to the death, no quarter to be expected or given." He put the point of his ornate, yet still light and deadly, sword to the man's chest, over the heart, and listened to his pleas for a few seconds. Then, in a

lightning fast motion, he ran him through, removed his sword, and passed it to Harold, his ringside assistant and paid sycophant. The old man reverently cleaned the blade, babbling compliments on his master's fine performance, then passed it back. Grosvenor held the sword aloft to salute his victory, basking in the grudging applause from the crowd. Many walked away in disgust at the man's blatant egotism, yet they could not deny that Grosvenor was easily the best State sponsored fighter in London. At the sound of a few tentative boos from the back of the audience,

Grosvenor stalked to the side of the ring and began shouting. "It's easy for you pathetic slobs to heckle me from the safety of the crowd, but are any of you man enough to challenge me one on one?" He surveyed the now silent crowd. Nobody met his eye. He smirked. "I thought not," he snorted, and began to walk away. Then a quiet voice spoke out. "I think I can take you down a notch or

several," it said. Grosvenor whirled round. His eyes almost immediately settled on a short, wiry looking man in a grubby raincoat. The stranger met his harsh gaze calmly.

"Oh, do you now?" roared Grosvenor. "Then get up here and prove it, urchin!"

"As you wish," the man replied, mounting the steps. Inwardly, Grosvenor was surprised that the man had accepted his challenge, but was still supremely confident in his fighting ability. He smiled smugly. His would be opponent remained expressionless. The ring official stepped nervously between them. He addressed Grosvenor.

"Er, sir, it is not allowed for you to challenge an opponent without a charge," he mumbled.

"He slandered me," Grosvenor replied, not taking his eyes off the other man. The official frowned.

"I didn't hear any slan..." he began, but a venomous look from Grosvenor sent him scurrying away. The stranger spoke up.

"To the death?" he asked simply. "Aye," replied Grosvenor. The man nodded almost imperceptibly, and shrugged off his coat, revealing a tatty fencing vest underneath. Across his back hung a large sword, quite unlike Grosvenor's elegant rapier. When drawn, the man needed two hands to hold it due to his small stature. Grosvenor took up a fighting stance.

"What name would you like them to put on your toe tag, my soon-to-be-dead friend?" he inquired.

"They call me Percival," was the reply. Grosvenor nodded, and glanced at the official, who was busy filling forms. He looked up.

"You may begin," he said. Grosvenor grinned, and suddenly stepped forward while sweeping his sword in an arc, intending to give his opponent a shallow, but painful cut across the chest to disconcert him. However, Percival was no longer there. He had smoothly stepped to his right, and begun swinging his heavy looking blade at Grosvenor's neck with alarming ease. It was all the State fighter could do to avoid the blow and attempt to deflect it with his rapier. As it was, he suffered a painful wound to the shoulder. He jumped back, his confidence suddenly gone. Percival stepped forward, and the duel began in earnest. Grosvenor was staggered at how quickly the man moved and swung his cumbersome weapon. He always seemed to have second guessed any strike, and was ready to counter. In desperation, he attempted a lunge forward. It proved a mistake. Percival stepped aside, at the same time raising his sword for a killing overhead strike. Grosvenor began to swing his sword back to hold off the blow, while stepping back. The point of Percival's weapon fell past his face, and briefly he thought he had warded off the fatal wound. He was wrong. With incredible speed, Percival changed the direction of his strike, thrusting the sword forward as it reached Grosvenor's chest. Off balance and off guard, the State fighter was unable to prevent himself being run through. He slumped to the floor, choking his last. His opponent quickly wiped his sword on Grosvenor's silk shirt, donned his coat, and faded into the crowd, shocked at what they had just witnessed."

Duels were legalised as a method of settling arguments and court cases during the lawless period after the NMR took over. A case can be decided by duel only with legal authorisation, although many illegal duels take place Underground, often for money, a practice that is prohibited. Minor incidents are usually fought between the defendant and plaintiff, the winner being the fighter who draws first blood. It is illegal to deliberately kill your opponent, though it happens accidentally once in a while.

In serious cases, a duel can be fought to the death (ie to avenge a murder.) Again, this can be fought between those involved, or, if the judge and both parties agree, between two professional hired fighters; the Duelists. People can hire better, more expensive Duelists the same way we can hire more expensive lawyers, though in civil actions the judge may prevent the duel if it is a total mismatch.

In incidents where the State brings a case, the defendant can hire a good fighter, or fight himself, and the State will allocate one of its own Duelists. The skill of the State fighter, and whether the duel is fought to first blood, death, or until one fighter yields, depends on the seriousness of the crime and the skill of the opponent. The State rarely loses its duels. Big fights attract big crowds and TV audiences, especially when renowned Duelists are involved, for example in cases where corporations are involved. Such cases may go up to twelve duels, if agreed by the courts and the plaintiffs involved. Obviously, there is still the option to settle a case with a traditional court hearing, but this takes a very long time as the courts are overburdened.

Most professional Duelists rarely have to fight to the death, and if they do, they pick and choose carefully which fights they will take on. Obviously, the fee is far larger to fight to the death than it is to fight to first blood. Duels can also be fought until one or other of the fighters yields, but the attending lack of honour from yielding means that this rarely happens. Rumours abound of philanthropist fighters who will fight on behalf of the poor and persecuted for little or no payment, but there are few documented cases. A more recent rumour concerns a group of Royalist fighters who call themselves The Knights, who have taken the names of King Arthur's knights (Galahad, Percival, Lancelot, Bedevere etc) and deliberately fight against State fighters. As far as is known, none of them have yet been identified, and none of them has yet lost a duel.

Rumours speak of their powerful swords that are swung with contemptuous ease, and their superb swordsmanship. Could they be attempting to incite a pro Monarchist revolution? The NMR would like to find out, and nip it in the bud if they can.

Creating a Duelist character

Duelists are generally a flamboyant group, who enjoy the respect and public adoration that their successes bring them. Their stats should have fairly high Attractiveness and Intelligence, and high Cool and Reflexes. Size and strength vary enormously; a duelist can be a hulking brute (as many State fighters are) or a nimble, fast fencer. It's up to you.

Special Ability: Swordsmanship

The Swordsmanship skill has two parts. In melee combat ONLY, the Duelist gets a Combat Sense style bonus to their initiative roll that represents their skill in second guessing the attacks of opponents with hand to hand weaponry. Secondly, the Duelist gets a variety of different types of sword attacks. These are as follows, and are rolled as Reflexes+Swordsmanship if, and only if, the character is using a sword. Fist fighting and any other hand weapon are covered by Brawling and Martial Arts, and Melee respectively.

Swipe: This is the standard melee attack for a Duelist, and is identical to a normal attack as described by the CP 2020 rulebook except that the modifier to aim at a specific location OTHER THAN THE HEAD is +2 instead of +4 to the target number. This represents the Duelist's greater skill at placing blows on the body of an opponent.

Thrust: This is a harder attack to perform, but does more damage. There is a modifier of +2 to hit with a thrust, but it does extra damage. Add 1D10 to the damage roll.

Pierce: Armoured targets present a problem for people using swords but it does not make them invincible by any stretch of the imagination. Combining the armour piercing ability of a thrusting sword with a knowledge of the weak spots in armour the duelist can defeat any protected target. To pierce armour the duelist makes an attack roll and adds +5 to the test. A successful roll reduces the armour points of any location to one third their original value. As most duelists avoid wearing heavy armour this skill is not always needed.

Disarm: There is a +5 penalty to this attack, as the duelist is not only trying to hit a specific location (the hand holding the weapon) but also knock the weapon away. If successful, the opponent loses the nominated weapon (obviously the weapon has to have been in the character's hand at the time; you can't knock a gun out of it's holster, for example.)

Outmanoeuvre: An outmanoeuvre attack carries a +4 modifier. It represents the Duelist sidestepping an attack and wrongfooting an opponent. If the attack is successful, no damage is done, but the Duelist gets a -2 modifier to his target number in the NEXT ROUND. This represents the Duelist having the advantage as his opponent recovers from a missed attack.

Decapitation: The "coup de grace" in the Duelist's repertoire. This attack requires a lot of skill (there is a +8 penalty to the target number), but if successful, separates the opponent's head from his body in a single killing blow without the need to roll for damage. A decapitation attack can only be used on somebody who has been outmanoeuvred the round before. The outmanoeuvre bonus does not apply to the decapitation attack.

Skill Package

Special Ability: Swordsmanship

Streetwise

Handgun (Pistol duels are extremely rare, and illegal, but they DO happen sometimes...)

Wardrobe & Style

Personal Grooming

Melee

Persuasion/Fast Talk

Expert: Swords

Awareness/Notice

Seduction

Vehicle Skill (most likely Motorcycle)

Money: The duelist receives money as with the Solo class.

Equipment: Usually smart and stylish clothing, ALWAYS some type of sword

Cyberware: Very rare in the NMR run England, and in many cases illegal, and always very expensive. A Duelist who is revealed as using Cyberware will be considered dishonourable and will be barred from official fights.

The Great Britain sourcebook

Notes for Gm's on the Great Britain sourcebook

By David Gilbert

The Great Britain sourcebook is a gameworld that has been designed for several reasons. Perhaps the most important is the elimination of the immense amount of hardware that the Cyberpunk world has accumulated. Every single webpage and expansion book is full of new but ultimately boring guns of mass destruction.



We have tried our best here at the Kingfisher cyberpunk page to push away from this and expand the game in a different way. Now we are as trigger happy as the next man but we wanted something a little different.

As it stands it is very easy to get hold of a gun in Night city. Indeed, it is unusual not to have one. This tends to make things very volatile and dangerous for all concerned. Every group I have played with have been carrying around so many pistols/grenades/machineguns/heavy weapons that it becomes second nature to them and they no longer respect any enemy because he/she is just like them. This is not their fault, they would be stupid not to carry such ordnance but it does not have to be like that. Now put them into the Great Britain gameworld. Suddenly that punk with that cheap, poorly constructed and unreliable light pistol is something to be reckoned with. It is also much more romantic fighting with swords, knives and such. The close quarters environment makes things very much more personal as opposed to simply shooting at some half-seen figure on the other side of the street. The P.C.s will have to rethink their whole approach to the game. If you do decide to let them get hold of a gun make sure they have to think twice about using it and remember that there is virtually no ammunition for the few guns that are around. Make every shot count.

The political tension introduced into the gameworld is to give you a campaign to begin with. There are thousands of scenarios that can evolve from what we have written here the most obvious being the Neo model republic and their problems with the Royalist forces. I am sure there is not one team out there who would not love to get their hands dirty on either side of the conflict, either hired to infiltrate the Royalist forces by the NMR or joining those forces to try and liberate the people. Great Britain is on the verge of another civil war and it will only take a small team of Night city solos and fixers to get the whole thing on the road. That being said it is probably best to let things go slowly. Do not let them turn up and single handedly turn the tide. There are many other ideas for scenarios that have occurred to me since beginning writing this material. There are many corporations vying for a stronger position. A smart fixer might try and smuggle some weapons into the country. Very risky but very rewarding. The Oceanpunk rules can come into play with the Neo-model navy and the Piper Beta freehold. The extensive wilderness could be a great challenge as could trying to cross Wales. Wales should not be overlooked as a great source of adventures. The many warlords are always looking for some muscle to help them out. Of course, if the warlords do not like the P.C.s then escaping could be a great adventure.

The Great Britain sourcebook is designed to be a break from the Night City environment. Anyone who has lived in Great Britain for a while will return to Night city with a very different perspective on what effect firepower can make.

We have tried to give a unique and different experience for Cyberpunks groups who want a change. There are many adventures to be had in the Great Britain of 2020, many people to meet and many exotic places to go.

The Great Britain Sourcebook

Revised Hand to Hand Combat Rules

By David Gilbert and Nick Moseley



"The roar of the crowd blocked the taunt that Campbell was so obviously making at Karrick. He was merely a silhouette against the bright spotlights that studded the high ceiling, pointing a lithe arm at his opponent. His mouth moved but the words were lost, ripped from the air by the audience's cries and cheers. Karrick was still crouched at the edge of the ring breathing heavily. The warm wind blowing through the tunnels into the huge dome of the LB arena was uncomfortably cold against his naked sweat soaked skin. He gripped the deep gash on his side and felt the heat of the liquid seep between his trembling fingers. His eyes were hazed with a

scarlet film of blood. His lips drawn back tightly over his teeth and he thought he would cry. Not for himself but for her.

Campbell was playing the crowd. His claymore was high above his head and a roar erupting from his bare chest. Striding around the arena, the deep red kilt waving lightly. The dim increased and he turned his attention back to Karrick. Now Karrick thought he really would cry. All this for some corporate argument over a piece of land in Derby. He had never even seen it. Would that have made a difference? Perhaps.

Campbell was slowly walking over. For a second he caught the light of a flashbulb and Karrick saw the monstrous grin on his face. He forced himself to stand. Shakily he held his sword out in a feeble attempt to defend himself. Campbell roared again and swung his heavy blade into Karricks. It was ripped out of his weak hands and clattered across the dusty ring. He sank to his knees and held his head down low. Nothing could support him now. He looked sideways. The roar of the crowd sank to a dull

He saw her by the edge of the ring. Such a sweet face. The single tear, mixed with his own blood, turned the concrete a dark pink. Her eyes were red and she held her hands over her mouth. The murmur changed pitch as the claymore swung down in a deadly arc.

Such a sweet face..."

The Duelist career class from the Great Britain sourcebook relies heavily on the hand to hand combat rules given in the Cyberpunk book. So that a more realistic battle can be resolved we have opted to revise the rules so as to offer an alternative set that make hand to hand combat a little more involved.

Weapon stats:

The first major change is in the statistics of the weapons. We have added some extra characteristics to give the weapons a little more depth. The stats for melee weapons are as follows:

Attack bonus: As before this is the bonus the user will receive when attempting to use the weapon to strike an opponent. Most weapons will have a bonus of 0 which represents the average.

Damage: Also as before. This is how much damage the weapon causes on a successful strike. To this is added the attackers personal damage bonus, derived from thier BOD stat, and any other bonuses the GM applies.

Hit points: Finally we have hit points for weapons. This represents how likely the sword is to become damaged when used to parry or when deliberately struck. Whenever the weapon blocks or sustains damage it can only stand so much abuse. If the damage blocked/sustained exceeds the HP of the weapon then its HP is reduced by one point, just like armour. However, if the value is twice its HP then the weapon is broken altogether and becomes useless. This rule replaces the other system supplied in the

The Combat Rules

The combat rules remain very much as they are except for the addition of the new combat moves given in the duelist career class section. The addition of these new factors makes fights very much more interesting and allows tactics and strategies to be brought into play.

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