

Nuclear Target Sites (Mainland Only)

Aberdeen,	Dunsford,	Milford Haven,
Alconbury,	Edinburgh,	Newport,
Aldershot,	Folkestone,	Nottingham,
Barnsley,	Glasgow,	Oxford,
Barrow in Furness,	Gloucester,	Port Talbot,
Bedford,	Grangemouth,	Portsmouth,
Birkenhead,	Greater London Area,	River Humber Estuary (See Notes),
Birmingham,	Grimbsby,	Rochdale,
Blackburn,	Harwich,	Rotherham,
Bolton,	Hereford,	Sheffield,
Bradford,	Hull,	Southampton,
Bristol,	Lakenheath,	Stockport,
Brize Norton,	Lancaster,	Sunderland,
Bury,	Leeds,	Swansea,
Cardiff,	Leicester,	Tynemouth,
Carlisle,	Liverpool,	Walasey,
Cheltenham,	Luton,	Warrington,
Coventry,	Lyneham,	Wethersfield,
Derby,	Manchester,	Wigan,
Dover,	Middlesbrough,	Wolverhampton,
Dundee,	Mildenhall,	Yeovil,

After effects of the Nuclear Exchange

The United Kingdom suffered greatly as a result of the Nuclear Exchange of the early 21st Century. Many of its main population centres were devastated and EMP destroyed any chance of aid getting to where it was needed. What population remained in the cities started to head out into the countryside, bringing with them disease and radiation sickness. Strangely, no biological weapons systems were deployed against the UK.

The exchange resulted in a partial melting of the north polar ice caps. In a series of flood tides, most of the coastal areas of the UK (and Europe) were devastated and almost all of the original fishing fleets were destroyed on the sea or in harbor.

This also prevented water borne traffic from reinforcing the Isles and flooded the Channel Tunnel. Within days, the country was isolated and provincial. Parliament was destroyed and the Queen dead. Prince Henry assumed command of the armed forces and tried to re-establish control but without good communications and the beauracacy, it was doomed to failure. In addition he was fought for control by MP's and anti-monarchist units which forced him to abandon large areas of the countryside. In the end, all he could do was retire to the north of the country from where his descendants still govern parts of the British Isles.

Physical Effects

1. Extensive Flood damage

Most of the work of centuries was washed away in under a year. These are some of the major changes:

England

- The Thame's estuary is awash and marshland stretches from the sea to above the greater London Craters. A new island is located out in the estuary and is gradually drying out. Large mud flats connect it to the marshes around the Medway islands.
- Romney marsh is now a bay that extends 20 miles inland.

- Between Romney and Southampton, the land is indented with great bays surrounded by waste and marsh.
- The area around Southampton is Marsh, broken by salt-water lakes, and the sound is wider and deeper.
- Most of Cornwall and Devon is much the same, though they suffered greatly from the savage tides
- The Somerset Levels are flooded, but with fresh water.
- The Bristol Channel and Severn Estuary channeled a massive wave up into England every day for a month, which, together with heavy rainfall, swept clean the Severn and Avon valleys till nothing stood in the path of the floodwaters.
- A great indent is all that can be found of the Newcastle area as it was hit by multiple strikes to take out its military production centres. The area is mainly marsh and still slightly radioactive in places.

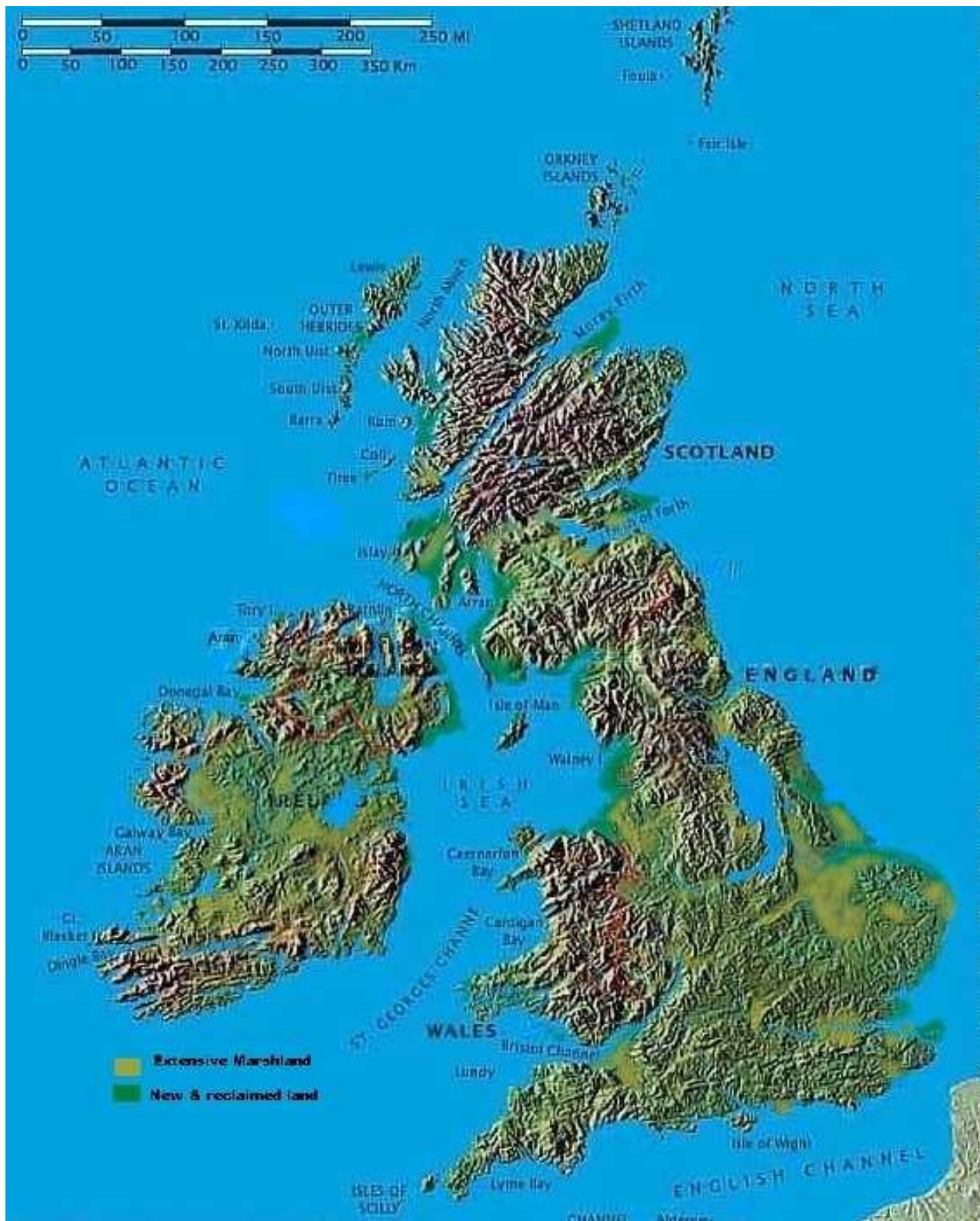
Spaghetti Junction. If a 1-megaton nuclear device exploded at Spaghetti Junction (the intersection of the M6/M5/A38 in Birmingham) a crater 300 metres wide and 200 feet deep would replace the motorway interchange.

- The Humber was blocked deliberately and a large doubled edged wall stretches across this river. The area behind flooded rapidly and is now the York Loch, stretching from Catterick down to the Trent valley. Depth of the Loch varies wildly from 40 feet to 10 feet deep in places and is renowned for the obstacles. Usually boats on the Loch travel using the old electricity girders as guides. The city of York survived and rests atop extensive flood defenses. Small villages surround the lock and pirates control the southern end.
- A small river flows through the Lincoln cataract and meets the North Sea.
- Where the Lake is not, the Grand Fen is – it reaches from Lincoln down to Cambridgeshire and few people live in its midst. It is the remains of the flooding that covered this area for the first 30 years after the war.

- Large amounts of material flowing from the York Loch have been deposited in the Wash and North Sea, extending the coastline.
- The lower areas in Essex were also subject to massive flooding though the interior high country allowed the area to revert faster.
- The Scilly Islands were sunk!

Wales

- In Wales the Gower Peninsula and large parts of Pembrokeshire were immersed under the waves and have yet to reappear.
- Anglesey also suffered badly from both flood and missile strikes against Holyhead and the bridges over the straights.



- In the north, few of the major cities escaped damage from the floods. Tidal waves swept in as far as Manchester, flowing back out again with millions of tons of rubble from the strikes on the cities earlier. The debris swept out, filling the Mersey River and formed a moraine damming the rivers. Today the area is marsh with scattered islands and the river cannot be discerned. The rivers flow south to the Dee and come out below Chester.
- The floodwaters met in the Irish Sea and counteracted each other. Because of this Carlisle and the Isle of Mann survived. Today they are the seats of power of King Henry's descendants.

Scotland

- In Scotland, many areas were devastated but recovered. The great glen is now a five mile wide channel though the heart of Scotia with rip tides and sheet cliffs that make most crossings formidable.
- At the end of the Glen, debris has connected the islands from Arran to Islay, with several inland Lochs where the sea used to be.
- The North Channel is now very shallow and at low tide with the right winds there is only a four-mile channel through the straits.
- Edinburgh, Fife and Stirling, plus the bulk of the big towns were drowned and the Forth is now three times its original size.

Ireland

- Ireland took the brunt of floodwaters heading in from the Atlantic. Much of the island was flooded and many out-lying areas are now islands in their own right.
- Derry was totally flattened and is now at the site of a deep running fjord.
- See the map for more details.

2. Radiation

After 150 years, there is little significant radioactive source material left, though concentrations can usually be found in areas suffering from direct missile impacts. A good deal of targets literally had the radiation washed away. As a result, there is a slightly higher background radiation in most of the surrounding tidal areas, but nothing to cause serious harm.

3. Flora

Much of the isles have reverted back to a medieval aspect with forests covering much of the land except in main agricultural pockets and around the marshlands. In more exposed areas most of the land is covered with heather and hardy grasses with low scrub.

4. Climate

Although the isles suffered from constant rain and storms during the initial years following the war, the Islands climate has now stabilised. The main source of heat for the UK was the Gulf Stream. Following the war this moved south and much of the UK experienced weather similar to Scandinavia.

20 years ago, the Gulf Stream finished moving north again and now seems to have reestablished itself slightly north of its 20th Century position with the result that in recent years, the temperature in the Irish Sea has increased, bringing with it an increase of fish stocks and warmer vegetation.

This has led to the beginnings of a population growth and a shift away from the southern towns and villages as northern areas once more begin to burgeon.

The British Isles are now in a warm interlude though strong gale force winds are common.

5. History

The Civil War

When the War devastated the UK, martial law was declared and the Army came under control of the King. However, Parliamentary members objected to this, believing that they were the ones who should control the country. They had neglected the old ties that most of the Armed Forces had to the Monarchy. MP's formed a rump parliament in Anglia (a supposed good source of food) and declared the Monarchy outlawed and illegal. They accumulated a small army and by dint of pressure assumed control of a larger number of territorial or militia units.

The Parliamentary army actually enjoyed initial success. To a public whose monarch had been degraded over the years, it was strange how they flocked to the political banner – they saw Parliament as being legitimate – although there were less than 60 members of them – over half being appointees.

Driven back before Parliament, the Army suffered a number of defeats (they were strung out badly across the whole of the UK). Instead of fighting back in the chaos following the war, the Army retired to the North and imposed several checks on the Parliamentary forces. However, Parliament found itself under severe pressure and had to call its Army back to deal with major refugee problems imposed by the flooding of the Vale of York. After five years, Parliament had to abandon Northampton and they moved south, eventually taking over Dover and the South Coast.

For a while, the situation stabilised again with Parliament or 'England' maintaining a strong presence along the south and east coasts. This changed 5 years after the war when steadily decreasing temperatures forced another refugee crisis. Scotland – now independent – was floundering under famine conditions and invaded England. The Army withdrew in front of them and maintained their presence only at Carlisle and York. This in turn threw a wave of northern refugees south into England. Attempting to hold the refugees back only resulted in desperate refugees overcoming English Army units. In the end England withdrew and a large number of independent villages and towns now occupied their former territory.

As the climate grew worse only the south could grow sufficient food stocks. Civilization in the north was left centered around coastal regions or exceptionally good farming areas. Scottish refugees were repulsed by both the English Army and the southern militia units and they established themselves by Clan's throughout little pockets from the Midlands up to the old Scottish border.

In Ireland the situation was different and compounded by sectarian differences. Most of Ireland was united under a democratic government except for a hard core area in Ulster, which retained independence, mainly by getting naval gun support from the UK. When the climate changed, the island just got down and managed to maintain a hard but good life.

The Isle of Mann survived the war and became the new seat of government for King Henry. Using the loyal members of parliament, the UK maintained a constitutional monarchy but with the monarch exercising far more power than they had previously. The UK was able to maintain a small fraction of its naval power and extends its power throughout the Irish

Sea coastal areas. Of interest is that it has managed to keep its hold on the last main oil producing region – the Shetlands and Orkney isles – by shipping food etc in return for oil. The UK also still holds control of Gibraltar, Ascension Isle, St Helena, Tristan De Cunha, The Falkland & Georgia Islands and the Bahamas and Belize. This is why the UK has been unable to secure more than it has – over ¾ of its meager strength is deployed elsewhere in the world.

For more details see UK Politics

Encounters in the British Isles:

The following tables will do for most encounters outside of the settled areas of the British Isles.

When travelling you should roll 1d6 for every hour travelled – a 6 will indicate that you will see something.

When stopped you should roll every 3 hours for an encounter but a 5 or 6 will indicate such an event.

Many of the creatures found here will be shy of men and will be seen (or heard) at a distance. When hunting, the encounter rate will go up to 3-6 on 1d6. Making a lot of noise will scare away game, but may attract trouble from other sources.

Feral dogpacks are the biggest wildlife threat to the settled areas – fewer packs are found in the wild. The dogpacks live off the human settlements. Dog pack and wolf packs do not co-exist together and will fight to the death.

01-05	Large Predators
06-20	Small Predators
21-30	Grazers
31-35	Men
36-55	Small Game
56-79	Small Creatures
80-85	Men
86-95	Birds of Prey
96-0	Mutated creatures

Large Predators

Big Cats
Feral Dogs
Wolves
Pine Marten
Chimps

Small Predators

Foxes
Cats
Wildcat
Adder
Dogs (single)

Grazers

Wild horses/ponies
Highland cattle
Sheep
Oxen
Goats
Llamas
Wild Boar
Deer
Yaks

Small Game

Rabbits/hares
Pheasant/grouse
Duck
Geese

Swans

Small Creatures

Rat
Mink
Ferrets
Squirrels
Grass snake
Birds
Otters
Beever
Birds of Prey
Ospreys
Eagle Owls
Snowy Owls
Peregrines
Merlins
Bats

Mutated Creatures

Crayfish – giant
Furbees (furry bees)
Chancat (change cat)
Weyrbit (weyr rabbit)
Slasher (giant boars)
Wights (mutated human)

Sea shore encounters add the following encounters in place of Large & Small Predators

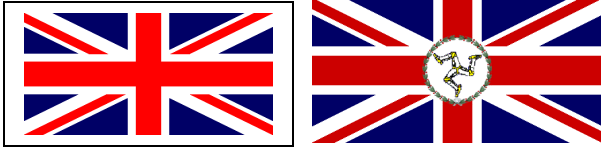
Seashore

Crayfish – giant
Freshwater oysters
Seals
Otters
Dolphins
Porpoises
Orca
Whales

Political Outline

General (Isle of Man)

United Kingdom or 'The Monarchy'



Region: Irish Sea Coastal Areas, Shetland Isles, Channel Islands, Atlantic Dominions
Towns: Douglas, Carlisle, Chester, Carnoerfan, Dumfries, Barnstaple, Lerwick,
Population: est 520,000
Technology: A – no lasers or fusion power. Limited manufacturing ability
Military: 9 Brigades regular (12 brigades TA), 1 Cruiser, 12 Destroyers & Frigates, 72 other combat craft, 4 squadrons prop engine fighter-bombers.
Government: Constitutional Monarchy – King William X. Parliament consists of 1 seat per town, 1 seat per 10000 inhabitants (not voters) or geographic area, 1 representative from each of Armed Forces, 1 representative of each major religion (major = 5% of population or entire geographic region). No political parties allowed. Voting allowed by any ex-services member otherwise known as a 'citizen'. Entry into armed forces a right of born members of the UK. An Individual's rights to enter armed service may be denied by court application only.

Ireland

Overview:

Of all the areas of the British Isles, Ireland is the only one that has maintained political units in constant contact with each other. Unfortunately this has lead to a steady series of conflicts and wars over the last hundred years. Estimated population: 2,200,000

Protestant Union of Ulster



Region: Northern and Central region of Ireland
Towns:
Population: 450,000
Technology: B – some armoured vehicles and light aircraft
Military: Unknown – 20 Brigades regular, all males considered for call up to militia, 4 patrol craft, 1 Squadron fighter/spotters
Government: Representative (Limited) – a central committee with the First Minister at its head. All adults may vote, but must have passed the Test Act which outlaws all religions except the Protestant church. Anti Catholic, Claim nominal allegiance to King William, but denies legitimacy of UK government.

Kingdom of Derry

Region: Londonderry – Northern Ireland

Towns: New Derry
Population: 75,000
Technology: B – Armoured vehicles, Heavy artillery
Military: 2 Brigades (1 Armoured), 4 Heavy artillery Battalions, All adults (male & female) have to serve 4 years in army & subject to call up in militia thereafter)
Government: Monarchy/Feudal technocracy. Queen Niomh II rules through a series of technical oligarchs who operate the remaining factories (very well indeed – there is a thriving export market). Advancement is through skill and influence but the factories are owned by the Crown. Local councils deal with day to day running of affairs.

Eire

Region: Western Ireland
Towns:
Population: 350,000
Technology: B – primarily cavalry and foot
Military: 6 Brigades, all adult males subject to call up for militia.
Government: Democratic. All adults vote, no restrictions.
Notes: Eire used to represent all of southern Ireland until the great war twenty years ago. The invasion from Ulster split southern Ireland into Eire, the Pale and the Catholic League.

Catholic League

Region: Southern Ireland (excluding south coast)
Towns:
Population: 650,000
Technology: B – primarily cavalry
Military: 24 brigades (mainly light infantry and cavalry), all adult males subject to call up for militia.
Government: Democratic (restricted). All adult males able to vote subject if Catholic and depending on their political views. Irish priests have formed a militant arm which fights alongside the army. Members of this arm have the right to debar a citizen from voting. Note: the league has no use for either Eire or the Pale, but are friendly towards the Monarchy despite the expulsion of some of their priests in UK territory.

The Pale



Region: Eastern Ireland
Towns:
Population: 750,000
Military: 12 Brigades (2 armoured), 6 Voluntary TA Brigades, 1 Frigate, 6 other armed craft
Technology: B, some heavy factories.
Government: Dictatorship (local affairs are run by local councils which are dominated by current army officers – in many cases retired armed forces members are replacing active officers)
Notes: The Pale was the main manufacturing area of Eire until the Northern invasion. The invasion hit this area badly and disrupted local affairs enormously. When civil order broke down into race riots (the area had always been more cosmopolitan), the military leaders formed a junta and restored order. Despite rabble rousers (usually former politicians or people with connections to the Catholic League), the Army has done a good job in restoring public functions. The current junta is seriously considering

introducing a system similar to that used by the UK. The Pale trades greatly with the UK and has been backed up by them on two previous occasions.

Rest of Ireland

Region: Southern Coast

Towns:

Population: 81,000?

Technology: C

Military: Local militia

Government: Local (usually democratic). The coastline is made up of the survivors of the great floods a century and a half previously. Cut off from the remainder of Ireland by the Cork Cut, each settlement is independent of each other and are mutually suspicious of strangers. Some of the more adventurous trade up to the Pale or Eire (or even the UK). Happy people who don't give a fig for what's going on the North.

Scotland

Overview

Scotland is a country split amongst different factions which rarely overlap and so major conflict is rare and infrequent. However, bandits of various types are very common and so a low level of small action skirmishes is almost constant. Until 50 years ago, most of Scotland was too cold to allow a large population to support itself. In the time since, displaced refugees from England have gradually made their way 'home' and support themselves in Clan groupings in the highlands, perhaps as many as 80,000, carrying on small farming and trading activities. Population; 700,000

Caithness



Region: Northern Isles and coast of Scotland

Towns:

Population; 130,000

Technology: C

Military: Mainly militia but an active Marine force of 3 battalions. Trawlers, fitted with 20 mm cannon.

Government: Council of the Isles – Democratic local council, all males over 30 eligible to vote and all females over 40.

Mainly a herding and fishing community. The outer isles did not suffer as bad as other areas from the great floods.

Refugees settled the fjords created by the floods and were helped by the Islanders, forming a strong bond between them. Usually willing to help to the last loaf of bread.

Inverness



Region: West Coast of Scotland

Towns: Nairn

Population: 300,000

Technology: C

Military: 3 Brigades, All adults subject to call up to militia, no naval forces

Government: Old style feudalism – Earl of Montrose head of council with Barons underneath him and so forth downwards. Slaveholders (under designation of Serfs).

Notes: experiencing difficulties with Clans in nearby uplands and is starting to expand their borders to stop Serfs running away to the free Clans.

Ancient Kingdom of Fife



Region: West Coast of Scotland

Towns:

Population: 125,000

Technology: B

Military: 1 Brigade, 2 old mine sweepers (1 battalion of light armour)

Government: Constitutional Monarchy – King James XX (a cousin of King William). Parliament advises the King and controls money. Voting allowed any registered adult over fourteen years of age. Local economy operates through guilds with Apprenticeships, Journeymen and masters. Considered to be very rich, Fife is a main target of both slavers (who can sell them to Inverness), bandits and England (whose ships have raided Fife four times in the last decade).

Berwick



Region: West Coast of northern England

Towns: Berwick, Coldstream

Population: 100,000

Technology: C

Military: 4 brigades (considered elite), no reserves

Government: Town council. Guilds. Head of guilds operate the town, only masters of guilds may vote head of guild in. Suffering problems with the non-skilled citizens and honestly attempting to solve this problem without giving away their own power (some have suggested a general guild for broad occupations such as labourers). Raided by England in the past but have now acquired longer range guns which should keep them at bay.

England

Overview:

England was the most devastated area of the British Isles. Major population displacement following the nuclear exchange was added to by the Flooding and Nuclear Winter resulting a catastrophic loss of life. The only places to hold a semblance of power were those under a strong central influence. At that, most towns and cities were destroyed by marauders and refugees. To finish it off, refugees from Scotland moved steadily south, fleeing from worsening winters and taking over much of the central area of Northern and Mid England, but not without suffering massive casualties themselves and losing any cohesion they had when they started. Any area not under domination by a major force is made up of small towns and villages with isolated farms, most of which are, by this time, well fortified. Bandits and slavers raid indiscriminately throughout England.

Slaves are sold to some of the factions left or are sold abroad in Europe.

England



Region: South West Coast of England, Anglia
Towns:
Population: 1,500,000
Technology: B with A in some places
Military: 5 Brigades (3 armoured brigades, 1 parachute regiment, 1 Cavalry Division), 4 Frigates.
Government: Democracy (limited). Remnants of the Parliament of the United Kingdom which refused to recognise martial law and King Henry's authority after the nuclear strike, the Parliament of the time declared a republic and fought King Henry (adding to the misery of the refugees and preventing aid). Through force of arms they attained control of half of England before the floods caused refugee waves to flood their borders. Parliament retreated back and refused refugees into England, going so far as to massacre whole refugee camps and columns. MP's are voted into Parliament by voters, who are those who hold land/property worth over £1000.00 (a luxury house is valued at £500 & property prices are regulated by Parliament). There is no representation for workers and slums are common. Slavery has become common in recent decades which has led to a decrease in workers wages and rights. Police forces rarely tackle crime in the 'upbeat' areas of towns and which are now walled off from the rest of the urban areas. Sedition is punishable by death (and sedition is someone who thinks that his lot in life isn't fair.) England's forces regularly raid up and down the coasts.

U.S.A.(south)



Region: Outer edge of great fens
Towns:
Population: 325,000
Technology: A
Military: 2 Brigades, (1 battalion of heavy armour)
Government: Oligarchy (limited democracy). Only men of American descent are allowed to vote. Slave holders.
Fought England to a standstill but now have a mutual treaty of defence. Over 2/3rds of the population are slaves, mainly of British descent.

Great Britain



Region: Oxfordshire
Towns: Oxford
Population: 250,000
Technology: B

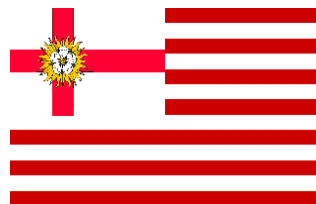
Military: 5 Divisions (Brigade in strength). All adults have to complete four years training and are then entitled to vote.
Government: Inner Council – a board of 12, 3 of which are re-elected every year for a period of four years plus non-executive members representing public services. Army is run by the Army council, and the Lord Generals of each division sit as non-executive members of the IC. Voters are those who have completed military training and put in their minimum service time each year. (if the minimum time is not put in, then they lose their voting rights until they have completed a further three years minimum service at which point their rights are restored).
Divisions are: Royal Division, White Division, Plantagenet Division, Marlborough Division, Lifeguard Division.

York



Region: Yorkshire
Towns: York, Scarborough, Beverley
Population: 200,000
Technology: A
Military: 1 Brigade, 14 small patrol craft.
Government: Council (full democracy). Based in the island city of York, the territory also encompasses the North York Moors and has as its main claim to fame, the University of York. York trading barges sail the great York loch. There are many small islands in the Loch, most of whom who claim allegiance to York. As a note of interest, York was where King Henry re-established the capital of the UK in the first weeks after the nuclear exchange. He was forced out by the rising flood waters but left sufficient men and materials to enable York to survive. York acknowledges the UK in full and has reciprocal citizenship rights. York's main food area is the valley leading up to Scarborough and it exports this food from the harbour at Scarborough. Piracy is rife on the York loch.

USA (North)



Region: Northern England (central)
Towns: Harrogate
Population: 175,000
Technology: B
Military: 4 Cavalry Brigades, 1 squadron of jet aircraft
Government: Full representative democracy. All adults entitled to vote (except slaves). Based on American servicemen and women stationed in the North of England, they helped local authorities to maintain control in the face of the massive population displacements. Eventually they put together a working legislature based on an American State. The only adults not entitled to vote are slaves. People may only become slaves due to debt or crime. In these cases they are indentured to work for the length of time taken to pay

off the debt (or a portion thereof). Maximum slavery indenture is fifteen years.

UK ENCOUNTER TABLES

1. Irish Sea – 10 to 20 miles inland of the coast of the Irish Sea, The Isle of Man, Carlisle, Coast of South Wales and Cornwall/Devon
2. Wales
3. Ireland & Scotland
- 4.

	1	2	3	4
Romanies	1-5	1-5	1-5	1-5
Universities	x	x	6-10	x
Townsmen	6-15	6-10	11-15	6-10
Clansmen	16-20	11-15	16-20	x
Technicians	21-23	17-18	21-23	11-13
Survivialist	x	19	24	14
Army	24-30	20-25	25	15
Soviets	31-32	x	x	16-18
Slavers	33-35	26-28	26-30	19-20
Fishermen	35-40	x	31-34	21-25
Religious Fanatics	x	29-30	35-36	26-28
Road Warriors	x	x	37-38	29
Razers	x	31-35	39	30
Herders	41-45	36-40	40-44	31-35
Pirates	x	x	45	36-37
Knotters	x	x	X	38-40
Overlords	46-48	41-50	46-50	41-50
Bikers	49-51	51-53	51-53	51-53
United States	X	x	X	X
Napeleons Own	52	54	54	54
Monks	53	55-56	55-56	55-56
Cinge Ports	X	x	X	X
Brigforce	X	x	X	X
Centares	54-55	57	57	57
Linkman	56-57	58-59	58-59	58-59
Willows Folk	X	x	X	X
Jihad	58	60	60	60
Victuallers	59-65	61-65	61-65	61-65
Foresters	X	66-75	66-76	66-75
Farmers	66-73	76-82	77-83	76-82
Gepees	74-77	82-83	84-85	83-85
Scargills	78-80	84-85	86-87	X
Cannibals	81-83	86-89	88-93	86-89
Born Again	84	90-92	X	90-92
Breeders	X	X	X	X
Beaters	85	93-94	94-96	93-94
Combat 18	X	X	97-98	95-96
Warlocks	86	95	99	97
Agents	87-89	96-97	100	98-99
Monarchy	90-100	98-100	x	100

5. Southern England
6. Eastern England
7. Anglia
8. Midlands
9. North West England
10. North East England

	5	6	7	8	9
Romanies	1-5	1-5	1-5	1-5	1-5
Universities	x	6-10	x	x	6-10
Townsmen	6-10	11-15	6-10	6-10	11-15
Clansmen	x	x	x	11-15	16-20
Technicians	11-13	16-18	11-13	16-18	21-25
Survivialist	14	x	14	19	26
Army	15	19-20	15	20	27
Soviets	x	x	x	x	x
Slavers	16-20	21-25	16-25	21-25	28-30
Fishermen	21-25	26-30	x	x	31-35
Religious Fanatics	26-28	31	26-28	26-28	X
Road Warriors	29	X	29-31	29-31	X
Razers	30	X	32	32	X
Herders	31-35	32-38	33-37	33-37	36-41
Pirates	36-37	39-40	38-39	38-39	41-43
Knotters	x	X	40-41	40-41	44-46
Overlords	38-41	41-43	42-43	42-43	47-50
Bikers	42-43	44-51	44-51	44-45	X
United States	X	X	X	46-51	51-53
Napeleons Own	44	52	52	52	54
Monks	45-46	53-54	53-54	53-54	55-56
Cinge Ports	47-50	x	x	x	x
Brigforce	51-56	X	X	X	x
Centares	57	55-56	55-57	55-57	57
Linkman	58-59	5759	58-59	58-59	58-59
Willows Folk	X	60-65	x	60-65	60-69
Jihad	60	X	60	66	70
Victuallers	61-65	66-70	61-65	67-70	71-74
Foresters	66-75	X	66-70	71-79	75-78
Farmers	76-82	71-80	71-80	80-87	79-83
Gepees	83-85	81-82	81-82	88-89	84-85
Scargills	X	x	83-85	90-91	86-89
Cannibals	86-89	83	86	92	90
Born Again	90-92	84-90	87-89	x	91-92
Breeders	X	x	90-92	x	x
Beaters	93-94	91-94	93-94	93-94	93-94
Combat 18	95-96	95-96	95-96	95-96	95-96
Warlocks	97	97	97	97	97
Agents	98-99	98-99	98-99	98-99	98-99
Monarchy	100	100	100	100	100

MORROW PROJECT ENCOUNTER GROUPS FOR THE UK

Name	Agents
Geographical Location	Anywhere
Number appearing	1
Tech Level	D-B
Transport	Some Trucks, Cars, And Motorcycles or horses
Power/resources	Radio's & Knowledge
Weapons	Everything From Melee To Modern Firearms
Principal Base	Carlisle
Special Attributes	Able To Call On Support From The Army, Usually Full Local Knowledge Of An Area
H&M Average	8
H & M Range	2-20
Description	Agents are the current Secret Service of the descended from MI5 & 6. Most operate outside of the Monarchy but send back reports by radio. If the project can make contact with one of these, their breakdown and knowledge will become known to the Monarchy within a week. Alternatively, they might be agents of another power such as England or Great Britain – who knows?

Name	Monarchy
Geographical Location	Irish Sea
Number appearing	1-200
Tech Level	A
Transport	Motor Vehicles, Some aircraft, heavy military ships & vehicles
Power/resources	Radio's & Knowledge, Fusion power
Weapons	Everything From Melee To Modern Firearms
Principal Base	Isle of Man
Special Attributes	Controls Army & Agents, followers devoutly loyal
H&M Average	12
H & M Range	8-20
Description	Monarchists are those persons who live within the control of the King. Large parties can be found outside the main area and in towns and villages throughout the UK.

Name	WARLOCKS/WITCHES
Geographical Location	Everywhere
Number appearing	1D4
Tech Level	Any.

Transport	Any.
Power/resources	Any
Weapons	Any
Principal Base	None.
Special Attributes	Psionics.
H&M Average	10
H & M Range	4-18
Description	Growing more and more common as the years go by are the people gifted with the powers of the mind. They can be found in any community that will accept them. Most will appreciate being accepted for what they are, a benefit to mankind though some can be power seekers.

Name	COMBAT 18
Geographical Location	Anywhere outside Irish Sea area and near the ruins of the old cities
Number appearing	4D6
Tech Level	D-B
Transport	Some trucks, cars, and motorcycles
Power/resources	Some fuel production.
Weapons	Everything from melee to modern firearms.
Principal Base	None
Special Attributes	None
H&M Average	2
H & M Range	0-6
Description	After the war, various racial hatred groups such as Combat 18. decided to take advantage of the lack of government and laws in order to begin their task of racial genocide. In some area's all non white, non W.A.S.P. people have been completely wiped out. In other area's, some of these groups have just enslaved these other racial groups. For the most part, all non whites are first captured, and then tortured, but some are killed outright, and others are kept as slaves. Many Clans groups support this outlook and will be sympathetic to them. This group is very dangerous and will pose one hell of a threat to anyone rebuilding the nation.

Name	SECMEN
Geographical Location	anywhere
Number appearing	1D6
Tech Level	E-C
Transport	Some cars, motorcycles.
Power/resources	No power, basic survival equipment.
Weapons	Shotguns, some repaired modern, home made .

Principal Base	None
Special Attributes	Sneaky, vicious and unpredictable.
H&M Average	5
H & M Range	2-8
Description	Basically security guards of one sort or another. They can be local militia or a pubs bouncers. Usually have a very bad reputation for brutality and only the strongest powers can keep larger groups in check. In England, most landowners have groups of secmen guarding their estates and keeping guards over slave operated estates.

Name	BREEDERS
Geographical Location	Trent Valley & Midlands
Number appearing	2D6 Per patrol
Tech Level	C-B
Transport	Cars and trucks
Power/resources	Combustion engines, some generated electricity and batteries.
Weapons	Dart guns, shotguns, rifles, gas grenades, explosives.
Principal Base	Trent River Basin
Special Attributes	Semi-scientists with religious convictions.
H&M Average	6
H & M Range	2-9
Description	These people hunt throughout the country for pure, unmutated uncontaminated white human stock, for the purpose of breeding what they consider to be a "Super-Race" (A.K.A. Hitler's supermen). They also capture any mutants they encounter (or just out and out kill them) to study what has caused the mutation them. They are starting to discover the possibility of extra dimensions as a lot of these mutants simply could not have evolved into an entire race in a matter of 150 years. These people are descended from a group of genetic Christian scientists who survived the war. They assume that all non-white humans are mutants.

Name	BORN AGAIN
Geographical Location	Anglia
Number appearing	5D10X100
Tech Level	C
Transport	Cars, trucks, a few military vehicles, but mainly horseback.
Power/resources	Farming, hunting.
Weapons	Modern firearms, and a few

	military .
Principal Base	Kings Lynn.
Special Attributes	Kind, decent people who are always willing to help out a person in need.
H&M Average	14
H & M Range	10-20
Description	Just after the war, the survivors managed to secure a large number of military vehicles which they used to defend themselves from raiders and would be warlords. Over the years they would help anyone who needed it, as long as they proved to be non-violent. This group now survives by trading livestock and vegetables which they grow, for just about anything.

Name	CANNIBALS
Geographical Location	Everywhere except Irish Sea area
Number appearing	2D12
Tech Level	E-F
Transport	Horseback, walking
Power/resources	No power /hunters.
Weapons	Edged and blunt hand , some bows, few firearms.
Principal Base	None
Special Attributes	Excellent woodsmen.
H&M Average	3
H & M Range	0-5
Description	Though conditions have improved 150 years after the war, there are still groups that depend on the consumption of human flesh as part of their diet. Some submerge the practice in religious rites and ceremonies. Very dangerous people to meet.

Name	SCARGILLS
Geographical Location	All Mountainous Areas near towns & communities
Number appearing	5D10X10
Tech Level	E
Transport	None.
Power/resources	Minerals.
Weapons	Swords, melee , explosives
Principal Base	None.
Special Attributes	Excellent miners and structural engineers.
H&M Average	8
H & M Range	3-15
Description	Scargills are the surviving descendants of miners who found that they could survive quite well in the areas they worked in. The survivors brought in what members of their families they could find, and they then continued to mine the minerals to use for trade. Some groups of scargills are cannibels, others slave users. These

	people have become excellent miners, mountaineers and spelunkers.
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Name	GEPEES
Geographical Location	Everywhere
Number appearing	1D3
Tech Level	C
Transport	Horseback
Power/resources	N/A
Weapons	Edged hand , some firearms.
Principal Base	None
Special Attributes	Good knowledge of medicine.
H&M Average	14
H & M Range	8-19
Description	Gepees are decendents or pupils of medical personnel who survived the war. They are highly respected among the townspeople who will extend every effort to protect them. They can occasionally be found on the road, sometimes in the company of victuallers or linkmen. Most of these people have taken an oath to help and heal the sick and the ailing, without exception, much as the oath the doctors take today. However they will expect payment for services rendered.

Name	FARMERS
Geographical Location	Everywhere
Number appearing	3D6 Families, 2D12 per family.
Tech Level	B-D
Transport	Some cars, trucks, but mainly horseback
Power/resources	Wind, water, animals, crops.
Weapons	Firearms, explosives, occasional heavy .
Principal Base	None
Special Attributes	May posses heavy equipment and strong, Fortress-like homes.
H&M Average	12
H & M Range	8-15
Description	Farmers are the backbone of the community to which they belong. They are good hosts to those with good intentions especially if you have information on the outside world. They will never turn away a hungry mouth except under exceptional pressure, but they do expect that a person who shares their hospitality to do an honest day's work for their food and lodging, unless they have something to trade. They are also very fair when it comes to trading, usually giving more food

	than the item they are trading for is worth.
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Name	FORESTERS (also called Verderers)
Geographical Location	Where-ever there are large woodland areas
Number appearing	4D10
Tech Level	F
Transport	None.
Power/resources	None.
Weapons	Bows, crossbows, knives.
Principal Base	None.
Special Attributes	Excellent woodsmen.
H&M Average	10
H & M Range	7-13
Description	These groups were originally formed by hunters, fishers, and nature lovers who survived the war. Over the past 150 years the various groups prospered and grew. They have become excellent hunters and fishers. They are at one with nature, able to move like ghosts. They dress appropriately for conditions, but always in camouflaged clothing to suit the season. They are not an unfriendly group, but they do prefer to be left alone.

Name	VICTUALLERS (travellers, drovers, carters etc)
Geographical Location	Everywhere
Number appearing	2D12 Trucks, 4D6 Per Truck
Tech Level	C
Transport	Semi trailers, some military vehicles, horse & carts
Power/resources	Semi trucks, combustion engines, some electricity.
Weapons	Excellent firearms, bows & melee
Principal Base	None
Special Attributes	Travel in large trucks or as convoys of smaller horse drawn carts. Make their own fuel and booze.
H&M Average	10
H & M Range	4-12
Description	The survivors of the big rig drivers from before the war. Victuallers travel in clans. They are traveling traders who live, work, and party in their trucks, carts or riverboat. Some have working radio's and use them to communicate with other truckers. There are

	some who use their vehicles as raiding engines. Drovers tend to specialise in animals – driving them on foot over many miles. All victuallers will fight to the death to defend clan and vehicles.
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Name	JIHAD/CRUSADERS
Geographical Location	Anywhere
Number appearing	4D10
Tech Level	D
Transport	Mainly horseback, but some cars and trucks.
Power/resources	Some combustion and steam engines
Weapons	Blunt and edged favored, some firearms.
Principal Base	Blackburn
Special Attributes	Teach torture as a fine art.
H&M Average	2
H & M Range	0-3
Description	Self styled crusaders of any religion. Similar to fanatics but these will go out and attack, killing and torturing for the fun of it in the name of their god. They can be found in any area. The most disconcerting thing about them is that they can rarely be distracted from their goals. You are either for them or against them (and in that case you are a target)

Name	Willows Folk
Geographical Location	2
Number appearing	7D10X10
Tech Level	D
Transport	Ponies
Power/resources	Fishing, agriculture.
Weapons	Bows, crossbows, slings and the occasional firearm.
Principal Base	Vicinity of Lincoln and the Great Fen
Special Attributes	Short.
H&M Average	6
H & M Range	2-10
Description	At the time of the war, a large group of dwarves and midgets were filming near Lincoln. They survived the initial onslaught, but just barely by being captured and used as slaves. The forming of the Great Fen and York Loch cut them off and the slaves revolted against their cruel masters, gaining their freedom. The survivors set up near Lincoln, where they had been forced to serve their masters and used the name Willows Folk, named after a film about a short person. Over the years, the survivors sent out scouting parties to look for others like themselves and

	offer them a safe haven to live. Willows folk can be found in small patrols all over the great fen, looking for other short people, hunting, or scavenging. It should be noted that genetics mean that normal sized persons are born to the folk but they do not discriminate against 'tallers' as they do against outside folk ('biggers' or 'buggers')
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Name	LINKMEN
Geographical Location	Everywhere
Number appearing	1-3
Tech Level	E-D
Transport	Horseback or on foot
Power/resources	They mainly travel by horseback, no manufacturing facilities.
Weapons	Mostly bows, and crossbows, some sidearms, no military
Principal Base	None
Special Attributes	Rarely attacked, often the only means of information in isolated areas. Will carry messages and packages for a fee.
H&M Average	13
H & M Range	10-18
Description	Linkmen are the remnants of the Post Office & courier system. In the years following the war, they managed to keep the local mail running, for a fee (usually food or survival equipment). As the years passed they would often carry small packages to nearby communities and would sell any information they possessed for a price. Many Linkmen now resemble medieval bards and many entertain quite literally by singing for their supper.

Name	CENTARES
Geographical Location	Everywhere
Number appearing	10D100
Tech Level	F-B
Transport	Cars, trucks, motorcycles.
Power/resources	Some of the centares have Access to fusion power plants, while others have a great deal of goods such as pre-ruin clothing and non-perishable materials for trade or barter. They also have access to re-loading equipment and a lot of machine shop equipment.
Weapons	Many of the centares have good civilian firearms.
Principal Base	None
Special Attributes	Access to huge amounts of

	pre-ruin goods.
H&M Average	10
H & M Range	8-14
Description	During the war, people found themselves trapped in local shopping centres and found out that with a little work and co-operation with other survivors with them that they had enough goods and equipment to survive and flourish. At first, the centres would not deal with outsiders, but as time went on they found that they would need to trade with outsiders in order to get items that they are lacking and to get rid of items they have an over abundance of.

Name	BRIGFORCE
Geographical Location	South East Coast
Number appearing	10D6
Tech Level	B
Transport	Cars, trucks, military vehicles.
Power/resources	POWER /RESOURCES Hydroelectric, steam, some solar/mining.
Weapons	Modern automatic , explosives, some armored vehicles, some aircraft. Control of the straits of Dover.
Principal Base	Dover.
Special Attributes	
H&M Average	11
H & M Range	4-15
Description	An organization founded by a ruthless but efficient tyrant in the early days following the war. He managed to carve out an empire before he was assassinated. The empire still exists in the form of a feudalism and forms part of England. The militia still protects the locals from any attack. Basically intelligent people who have an excellent working system.

Name	CINQUE PORTS
Geographical Location	South East Coast
Number appearing	10D6
Tech Level	B
Transport	Sailed Vehicles.
Power/resources	POWER /RESOURCES steam,
Weapons	Small firearms
Principal Base	Deal, Margate, Ramsgate, Folkstone
Special Attributes	12
H&M Average	8-15
H & M Range	Well defended walls, skillful shipmen
Description	Some of the original Cinque ports of England, the others were absorbed by BRIGFORCE. The

	remaining towns expanded with survivors and built walls that resisted Brigforce, with whom they now principally supply as merchants and fishermen. Now part of England (each supplies an MP to Parliament)
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Name	MONKS
Geographical Location	Everywhere
Number appearing	4D8
Tech Level	E-F
Transport	Horseback, or on foot.
Power/resources	POWER AND RESOURCES Some steam power, farming.
Weapons	Laymen who will protect the facility - random
Principal Base	None
Special Attributes	They have access to ancient knowledge.
H&M Average	19
H & M Range	17-20
Description	Similar to the monasteries of the medieval ages. These people may have nothing to do with anyone but themselves, or they may have the backing of other groups in the area. They preserve any knowledge they find though they cannot understand it's nature. What they can understand they will teach for a fee.

Name	NAPOLEON'S OWN
Geographical Location	found everywhere
Number appearing	1D10
Tech Level	Any
Transport	Any
Power/resources	All but nuclear power.
Weapons	Any except energy and laser .
Principal Base	none
Special Attributes	Unpredictable.
H&M Average	10
H & M Range	0-19
Description	This are the decedents of institutions specializing in the treatment of schizophrenics. As such they go well out of their way to imitate some admired person out of history or fiction. They have a very widespread library available and so can be almost anyone. Napoleon is their hereditary leader. It's speculated that they are descended from re-enactment groups that did not join with the Knotters (qv)

Name	UNITED STATES
Geographical Location	anywhere
Number appearing	10D100

Tech Level	C-E
Transport	Cars, trucks, motorcycles.
Power/resources	Steam, some electricity, mining, farming
Weapons	Repaired modern .
Principal Base	RAF Alconbury, Harrogate, others
Special Attributes	Possible heavy /armor.
H&M Average	8
H & M Range	6-14
Description	After the war, large numbers of surviving US personnel centered on two places in England, RAF Alconbury in the South, and Harrogate in the North, and each community claimed to represent the official U.S. government. Other, smaller communities exist throughout the UK but all follow the leadership of one or the other of the main groups. See Political area for a fuller breakdown.

Name	BIKERS
Geographical Location	Everywhere
Number appearing	5D10
Tech Level	E-C
Transport	Horseback, wagons.
Power/resources	None
Weapons	Some firearms, mainly bows and melee .
Principal Base	None.
Special Attributes	Always on the move, never in the same place for more than a few days.
H&M Average	8
H & M Range	0-16
Description	These are the descendants of bikers. Through trade and technicians they have maintained their bikes. They are a very trustworthy people whom tend to inspire fear into ordinary folk, but they will always lend a hand if needed before moving on. One or two groups occasionally go rouge. When they do, other Bikers groups band together to track them down and kill them.

Name	OVERLORDS
Geographical Location	Everywhere
Number appearing	1+6D100
Tech Level	Any
Transport	Any
Power/resources	Any
Weapons	Any
Principal Base	None
Special Attributes	N/A
H&M Average	10
H & M Range	0-15
Description	Overlord is the general term used for any individual who manages to hold an empire

	together. They are found everywhere and can be any thing from a dictator, to a kindly ruler with his peoples best interest at heart. More often than not it tends to be the former.
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Name	PIRATES
Geographical Location	Everywhere except the Irish Sea
Number appearing	3D20
Tech Level	E-A
Transport	Sailboats, motorboats, and a few yachts.
Power/resources	POWER AND RESOURCES Boats and boat manufacturing capabilities.
Weapons	Some modern firearms, mainly crossbows and harpoons, some other melee .
Principal Base	None
Special Attributes	Some have pre-ruin powerboats and some even have larger Cargo ships.
H&M Average	4
H & M Range	0-10
Description	Even before the war, pirates existed on the coastlines of many countries, especially around the Pacific Rim. After the war, these pirates continued their way of life not for profit, but simply for survival. As time passed, some pirates became ocean going traders while other groups continued their evil ways. Not only do the pirates travel up and down the coast lines, some groups also inhabit the York Loch. .

Name	HERDERS
Geographical Location	9,10
Number appearing	10D10
Tech Level	C-A
Transport	Cars, trucks, motorcycles but mainly horsedrawn
Power/resources	A Large number have electricity and fuel production, they also have large meat herds.
Weapons	Modern firearms
Principal Base	None
Special Attributes	Friendly, well fed, lonely people. Enjoy trading with outsiders. west.
H&M Average	12
H & M Range	8-20
Description	Whilst most herders belong to a community, they can wander many miles away, driving sheep and cattle before them to sell them to Victuallers. Usually only two to five people, the drive patterns of each herd is established by tradition.

Name	RAZERS
Geographical Location	Everywhere
Number appearing	10D3
Tech Level	F
Transport	Foot only.
Power/resources	None
Weapons	Edged , arrows, spears, and fire.
Principal Base	None.
Special Attributes	They travel from place to place raiding, looting and burning.
H&M Average	2
H & M Range	0-6
Description	Razers are the destroyers of all technology. They would have mankind living back in the stone-age. They burn books and libraries. They will use explosives to the extent of destroying something they cannot tear down with their hands.

Name	ROAD WARRIORS
Geographical Location	
Number appearing	10D10
Tech Level	C-B
Transport	Many cars and trucks, and a huge number of motorcycles, and a couple of semi trailers.
Power/resources	POWER AND RESOURCES Working pre-ruin vehicles, access to oil production facilities, some parts manufacturing capabilities.
Weapons	Mainly civilian , but several groups have military firearms and some explosives.
Principal Base	None.
Special Attributes	Extremely mobile. Some groups have military vehicles.
H&M Average	7
H & M Range	0-12
Description	After the war, groups of survivors on the roads banded together for mutual protection. They have based their society on a pre-ruin movie called "The Road Warrior". They live on the highways and by-ways of Anglia where the roads are still intact. They have control of many vehicles including cars and trucks, Semi's, motorcycles, heavy equipment and even a few tanks, A.P.C.'s. They live their entire lives on the roads, fighting road gangs, and sometimes raiding communities that have insulted them somehow. They will trade parts and sometimes even whole vehicles to outsiders for food or, or possibly medical equipment and

	supplies they don't have. They are excellent drivers and warriors. Mainly in conflict with England and Great Britain.
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Name	RELIGIOUS FANATICS
Geographical Location	Everywhere
Number appearing	10D4
Tech Level	F
Transport	None.
Power/resources	POWER AND RESOURCES None
Weapons	Primitive clubs and knives only. Some firearms and explosives.
Principal Base	None.
Special Attributes	No act of cruelty or inhumanity is above this group if it serves their purpose
H&M Average	0
H & M Range	0
Description	Religious fanatics can be found throughout the UK area and will not usually tolerate outsiders unless they plan to convert them. If the outsiders are deemed to be hostile to the sect then they will be eliminated by one way or another. However some of the fanatics have sequestered themselves and will give basic aid and then send travellers on their way.

Name	FISHERMEN
Geographical Location	6
Number appearing	1D10 Ships, 10D6 per ship
Tech Level	D
Transport	Ships of all makes and sizes.
Power/resources	Sail. Some combustion engines, fishing, and trading.
Weapons	Some breech loading cannons, firearms.
Principal Base	None.
Special Attributes	Water based, well defended ships.
H&M Average	12
H & M Range	6-15
Description	The UK fishing industry was destroyed by floods. Since then new, wooden hulls and new ports have replaced the old. Fish is a staple of most of the larger governments. Good people who work hard for a living and respect people who do as well.

Name	SLAVERS
Geographical Location	South & east coasts
Number appearing	2D10
Tech Level	C
Transport	Mainly horseback, but they possess a few cars and Trucks & boats
Power/resources	Combustion engines, electric batteries, trade in people.
Weapons	Any gases, nets, and sleep inducing poisons.
Principal Base	None.
Special Attributes	Sneaky and well equipped
H&M Average	4
H & M Range	1-6
Description	The slavers of today are no different than they were hundreds of years ago. They steal/capture any man, woman, or child they can get their hands on, regardless of race, physical shape, or health. They do not come any where near the Irish Sea where they have been exterminated by UK Units for the last 30 years. They do sell to various other governments though including England.

Name	ARMY
Geographical Location	Everywhere
Number appearing	2D12
Tech Level	A
Transport	1999 small arms, some vehicles, primary horse & foot based
Power/resources	The regular post war Army
Weapons	advanced.
Principal Base	N/a
Special Attributes	Very interested in the Project.
H&M Average	12
H & M Range	8-16
Description	Regular army units of a major government – depending on where the unit is at the time, they may be in a state of war, patrolling or hunting bandits.

Name	SOVIETS
Geographical Location	Devon/Cornwall
Number appearing	1D100
Tech Level	D-A
Transport	Soviet military vehicles.
Power/resources	Steam and combustion engines, mining, farming.
Weapons	Modern USSR , armor and aircraft.
Principal Base	St Austell
Special Attributes	Confused.
H&M Average	10
H & M Range	6-16
Description	Descendents of Russian soldiers who, were POW's held in the UK. They escaped and helped out the local's at St Austell and

	became their local militia. Do not get on well with the UK, and do not fully accept that the war is over.
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Name	SURVIVALISTS
Geographical Location	Everywhere
Number appearing	6D10
Tech Level	Any
Transport	Damn near anything.
Power/resources	POWER AND RESOURCES A few groups have access to huge stockpiles of pre-ruin goods, while others have running fusion power plants, still others have excellent manufacturing facilities. All groups have high-quality civilian . Other groups have military , support , and explosives.
Weapons	
Principal Base	None.
Special Attributes	Very territorial and unpredictable
H&M Average	6
H & M Range	0-10
Description	During the 1980's a large number of people believed that Nuclear War was inevitable so they decided that they would stockpile , food and other basics for survival in hidden shelters across the continent. When war broke out, only a few managed to make it to their shelters while the majority perished. During the years after the war, many survivalists perished either from disease or better armed survivors. A number of survivalist groups did manage to overcome the hardships imposed on them by the disasters which followed. Some groups became small communities on their own, willing to trade with outsiders, while others remained isolated and quite dangerous to strangers. This group has become very unpredictable. Some groups will be openly friendly and willing to trade, while others will attack on sight.

Name	TECHNICIANS
Geographical Location	12
Number appearing	6D10
Tech Level	A
Transport	any
Power/resources	Knowledge of technology.
Weapons	Shotgun or SLR
Principal Base	Instinctive knowledge of how to fix things
Special Attributes	None, but most are trained at the University of York.
H&M Average	1-3
H & M Range	7-14

Description	This group is composed of the descendants of mechanics who found a living after the war by wandering and fixing mechanical/electrical devices, rigging up waterwheels etc. The technician is rarely mistreated as most communities need him.
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Name	CLANSMAN
Geographical Location	10
Number appearing	10D20
Tech Level	E-B
Transport	Horseback, some cars and trucks.
Power/resources	Steam, combustion engines, oil, farming, cattle, slaves.
Weapons	Modern firearms.
Principal Base	Anywhere in isolated countryside.
Special Attributes	Same as the Oilers.
H&M Average	10
H & M Range	8-12
Description	Very territorial and sometimes expansive. There are many Clansmen scattered throughout the Highlands, Ireland and the Pennines and other broken areas. They often go to war against each other, are generally good people but they can be easily insulted. Some are cannibals, slavers – hard to know until you meet them.

Name	TOWNSPEOPLE
Geographical Location	Everywhere
Number appearing	10D100
Tech Level	Any
Transport	Any.
Power/resources	Any, but primarily agricultural.
Weapons	Firearms, edged and blunt .
Principal Base	None.
Special Attributes	N/A
H&M Average	10
H & M Range	1-20
Description	Occupants of large villages and towns. Whether in the UK or one of the other large governments, it also applies to independent towns of over 200 people.

Name	UNIVERSITIES
Geographical Location	Anywhere
Number appearing	N/A
Tech Level	A-C
Transport	Vehicles of all makes, including military and aircraft.
Power/resources	Any, but mainly Knowledge.
Weapons	Any, including armor and aircraft.

Principal Base	York, Norwich
Special Attributes	Usually control a large surrounding area.
H&M Average	10
H & M Range	4-16
Description	Educational institutions that managed to survive the chaos after the war. They all went through a period of defensive preparedness and can well defend themselves. Some are controlled by dictators.

Name	ROMANIES
Geographical Location	Everywhere
Number appearing	2D10
Tech Level	E
Transport	Horseback and wagons.
Power/resources	Animal power.
Weapons	Some primitive firearms, edged and blunt .
Principal Base	None.
Special Attributes	N/A
H&M Average	10
H & M Range	2-18
Description	Romanies are bands of nomadic people that do not fit into any real community. They have created their own culture. They have a set of rules that they obey to the letter and a King of their own. Very trustworthy once they decide that you have earned their trust.

BRITISH ARMAMENTS

Black Powder Weapons

NOTE ON BLACK POWDER WEAPONS:

It has been stated that 'No two are the same' and that the parts are unique and not interchangeable. This does not have to be true!

The Brown Bess and Indian Pattern musket are both examples of guns where a certain level of interchangeability of parts exist, especially in the lock mechanism. So, in cases where a certain brand of musket is being used, standardisation can exist.

A typical load for any of the weapons consists of lead balls, patches, powder horn, measures, ball starters, a razor sharp knife. A typical load weight is 2.50 kg.

The effects of the balls are not so much related to penetration as they are to shock. On impact, the ball does not pierce a target so much as it smashes its way in.

Please note that all of these figures assume that the weapon is a flint lock. Other types of locks affect the basic loading time. - A wheel lock needs to be spanned and a matchlock needs the match placing and fixing (although you can just pop it into the pan, this would mean that no type of aiming whatsoever could be done - just point and hope.)

Due to a general availability of better arms and ammunition, black powder weapons are not in general use (though they

have been in the not so recent past). They are more in evidence in isolated communities where they are used for hunting

Name	.50 Caliber Rifle
Calibre	0.50
E-Factor	14
Wt (Empty)	4.5 kg
Eff Rng	90 m
Max Rng	200 m
Type of Fire	Muzzle loader
Rate of Fire	2 rpm
Feed Device	N/a
Feed Device Wt	N/a
Additional Comments	Based on the baker rifle.

Name	.60 Caliber musket
Calibre	0.60
E-Factor	10
Wt (Empty)	5.00 kg
Eff Rng	45 m
Max Rng	135 m
Type of Fire	Muzzle loader
Rate of Fire	4 rpm on foot/1rpm on horseback
Feed Device	N/a
Feed Device Wt	N/a
Additional Comments	A carbine for use on horseback

Name	.75 Caliber Musket
Calibre	0.75
E-Factor	12
Wt (Empty)	6 kg
Eff Rng	50 m
Max Rng	180 m
Type of Fire	Muzzle loader
Rate of Fire	4 rpm
Feed Device	N/a
Feed Device Wt	N/a
Additional Comments	Based on the brown bess & india pattern muskets

Pistols

[M1917](#)

[Webley 0.455](#)

[Enfield No2 Mk 1](#)

[FN High Power](#)

Name	M1917
Calibre	0.441
E-Factor	7
Wt (Empty)	1.02 kg
Eff Rng	90 m
Max Rng	2290 m
Type of Fire	Single shot revolver
Rate of Fire	24 rpm
Feed Device	6-cyl
Feed Device Wt	N/a
Basic Load	24 mds
Load Wt	0.56 kg
Total Wt	1.58 kg



Additional Comments	Originally produced during WW1, the design has been copied since and is now in wide spread use again. Designed for use without rimmed cartridges, such cartridges need to be held in half moon clips in order to be used in the gun.
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Name	Webley 0.455
Calibre	0.441
E-Factor	5
Wt (Empty)	1.09 kg
Eff Rng	15 m
Max Rng	2290 m
Type of Fire	Single shot revolver
Rate of Fire	24 rpm
Feed Device	6-cyl
Feed Device Wt	N/a
Basic Load	24 mds
Load Wt	0.56 kg
Total Wt	1.65 kg



Additional Comments	Robust and strong, the pistol will take almost any kind of punishment but note the effective range.
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Name	Enfield No2 Mk 1
Calibre	9 mm
E-Factor	5
Wt (Empty)	0.767 kg
Eff Rng	75 m
Max Rng	2100 m
Type of Fire	Single shot revolver
Rate of Fire	24 rpm
Feed Device	6-cyl
Feed Device Wt	N/a
Basic Load	24 mds
Load Wt	0.46 kg
Total Wt	1.127 kg



Additional Comments	A widely available revolver built in England and rechambered to take a 9mm cartridge.
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Name	FN High Power
Additional Comments	Exactly the same as the projects version (see that section for details). The FN is now produced locally in Ireland, the UK and Great Britain.

Submachine guns

[Sten](#)

[Stirling](#)

[Silenced Carbine](#)

Name	Sten
Calibre	9 mm
E-Factor	8
Wt (Empty)	3.28
Eff Rng	100 m
Max Rng	2000 m
Type of Fire	Selective fire
Rate of Fire	550 rpm
Feed Device	32 rnd magazine
Feed Device Wt	0.62
Basic Load	12 magazines
Load Wt	7.44
Total Wt	10.72



Additional Comments	Although not particularly accurate, the old WW2 sten gun had a rebirth of popularity as it could be made just about anywhere, and is!
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Name	L2A3 Stirling
Additional Comments	For stats,etc, see the projects version. An excellent and robust weapon, still being produced by the UK and a prized weapon in England and amongst pirates.

Name	Silent Carbine
Calibre	0.45 suppressed
E-Factor	7
Wt (Empty)	3.74 kg
Eff Rng	250 m
Max Rng	500 m
Type of Fire	Bolt action
Rate of Fire	N/a
Feed Device	7 round magazine

Feed Device Wt	0.25
Basic Load	12 magazines
Load Wt	3 kg
Total Wt	6.74 kg



Additional Comments	A development of the de lisle carbine, the Silent is used by agents and Army groups from the monarchy only and cannot be distinguished as a shot. There is no muzzle flash.
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Rifles

[Lee Enfield No 4 Mark 1](#)

[L1A1](#)

[L85A1 \(IW\)](#)

[Parker Hale model 85](#)

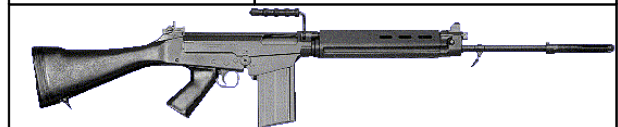
[Lee-Enfield Mark X Battle Rifle](#)

Name	Lee Enfield No 4 Mark 2000
Calibre	7.62 mm N
E-Factor	15
Wt (Empty)	4.14 kg
Eff Rng	1000 m
Max Rng	3725 m
Type of Fire	Bolt action
Rate of Fire	N/a
Feed Device	10 round box
Feed Device Wt	N/a
Basic Load	200 rounds in clips
Load Wt	3.62
Total Wt	7.76



Additional Comments	This old style rifle is now the main production weapon of the british isles, being manufactured by every major power. The only real difference between it and the WWII version is its being rechambered to a 7.62mm cartridge.
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Name	L1A1
Calibre	7.62 mm
E-Factor	17
Wt (Empty)	4.32
Eff Rng	800 m
Max Rng	2500 m
Type of Fire	Single shot
Rate of Fire	40 rpm
Feed Device	20 rnd magazine
Feed Device Wt	0.68 kg
Basic Load	12 magazines
Load Wt	5.46
Total Wt	9.78



Additional Comments	Production of enough spares and
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	barrels have allowed continued production of this rifle in both the UK and England. However, only regular army units are normally found issued with them.
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Name	L85A1 (IW)
Calibre	5.56 mm
E-Factor	13
Wt (Empty)	4.145
Eff Rng	400
Max Rng	2400
Type of Fire	Selective
Rate of Fire	700 rpm
Feed Device	30 round box
Feed Device Wt	0.455
Basic Load	12 magazines
Load Wt	5.46 kg
Total Wt	9.605



Additional Comments	Examples of these can still be found with survivalists and militia groups, but the ammunition for them is in short supply.
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Name	Parker Hale model 85
Calibre	7.62 mm
E-Factor	17
Wt (Empty)	4.8 kg
Eff Rng	1000 m
Max Rng	3725 m
Type of Fire	Bolt action
Rate of Fire	N/a
Feed Device	10 round box
Feed Device Wt	N/a
Basic Load	200 rounds in clips
Load Wt	2.80
Total Wt	8.6 kg



Additional Comments	Used as a sniper weapon, it was developed from the Lee Enfield. In a twist of fate, it was reverse engineered back to its basic design for a basic infantry weapon.
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Name	Lee-Enfield Mark XI Battle Rifle
Additional Comments	This is the full production model of the project version – see the notes there about this. Although still being produced (albeit slowly), it is only issued to elite units or proven snipers of the UK.

Machine guns

[Vickers](#)
[FN MAG](#)
[M2HB](#)
[L4A4 \(Bren\)](#)

[LSW](#)
[M1919](#)

Name	Vickers Gun
Calibre	0.303
E-Factor	15
Wt (Empty)	18.14 kg + 22 kg tripod
Eff Rng	1000 m
Max Rng	3000 m
Type of Fire	Full automatic
Rate of Fire	500 rpm
Feed Device	250 round fabric belt
Feed Device Wt	8.5 kg
Basic Load	N/a
Load Wt	N/a
Total Wt	N/a

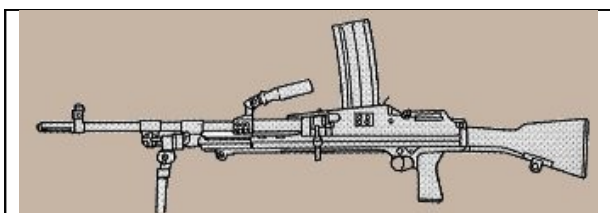


Additional Comments	A simple and straight forward mg, the vickers sees service in fixed emplacements and is still an extremely effective gun
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Name	FN MAG
Additional Comments	The standard GMPG of most regular Army units – see project section for more details.

Name	M2HB
Additional Comments	Only encountered on heavy vehicles now – see project section for more details.

Name	L4A4 (Bren)
Calibre	7.62 mm
E-Factor	16
Wt (Empty)	9.53 kg
Eff Rng	1000 m
Max Rng	2000 m
Type of Fire	Selective Fire
Rate of Fire	500 rpm
Feed Device	30 round box
Feed Device Wt	0.88 kg
Basic Load	12 magazines
Load Wt	10.56
Total Wt	20.09



Additional Comments	A sturdy and reliable light machine gun in general use.
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Name	LSW
Calibre	5.56 mm
E-Factor	14
Wt (Empty)	5.6 kg
Eff Rng	900 m
Max Rng	2100 m
Type of Fire	Selective
Rate of Fire	700 rpm
Feed Device	30 round magazine
Feed Device Wt	0.455
Basic Load	12 magazines
Load Wt	5.46
Total Wt	11.06



Additional Comments	The companion light MG for the SA80, it can also fire rifle grenades. Shown for reference only as not in use anywhere.
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Name	M1919
Calibre	7.62 mm
E-Factor	17
Wt (Empty)	14.06 kg
Eff Rng	1100 m
Max Rng	3450 m
Type of Fire	Selective
Rate of Fire	400 rpm
Feed Device	250 round belt
Feed Device Wt	N/a
Basic Load	2 belts
Load Wt	21.82 kg
Total Wt	35.85 kg



Additional Comments	Usually used as a vehicle add on, the A6 variant can also be used as a heavy LMG. The Army version uses a 50 round drum on such occasions (2.185 kg)
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Heavy Weapons

[M79 Grenade Launcher](#)

[L16 81mm Mortar](#)
[L14A1 Carl Gustav](#)
[BAT L6 Wombat](#)
[Rapier SAM](#)
[LAW](#)
[MILAN](#)

Name	M79 Grenade Launcher
Additional Comments	A shotgun type gl firing various 40mm shells. It can also fire a rocket propelled grapnel hook to a height of 150 m – See project book

Name	L16 81mm Mortar
Additional Comments	See project book – the main source of cheap artillery.

Name	L14A1 Carl Gustav
Additional Comments	See project book – still being produced

Name	BAT L6 Wombat
Calibre	120 mm
E-Factor	12.8 kg hesh 3600
Wt (Empty)	308
Eff Rng	1100
Max Rng	1100
Type of Fire	artillery
Rate of Fire	4
Feed Device	shell
Feed Device Wt	28 kg
Basic Load	N/a
Load Wt	N/a
Total Wt	308



Additional Comments	A large bore recoilless rifle – a precursor to the atgm.
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Name	Rapier SAM
Calibre	0.133
E-Factor	1.4 kg (4000 dpw)
Wt (Empty)	1227+243
Eff Rng	6.8 km
Max Rng	6.8 km
Type of Fire	
Rate of Fire	8 rpm
Feed Device	Multiple launcher
Feed Device Wt	N/a
Basic Load	N/a
Load Wt	N/a
Total Wt	



Additional Comments	Consists of a fire unit and a generator unit with a 12 km radar. The missile has a ceiling of 3000m at mach 2. In use by the UK
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Name	LAW
Additional Comments	See project book – rare missile still in use.

Name	Parliamentarian Auto-shotgun (ASG)
Calibre	12 ga
E-Factor	8
Wt (Empty)	
Eff Rng	
Max Rng	
Type of Fire	selective
Rate of Fire	
Feed Device	10 round box
Feed Device Wt	
Basic Load	
Load Wt	
Total Wt	



Additional Comments	Essentially a cut down Browning Automatic Shotgun, but with magazine instead of tubular feed. considered deadly.at close quarters,
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