



# AFTERMATH!®

**ASTEROID CYBELE:  
Australia's Wild West**



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



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# 1 HISTORY OF THE RUIN

## 1.1 THE BEGINNING OF THE END

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

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

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

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

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

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

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

The United States, NATO, The UN, and Russia were unable to continue working together, as existing tensions and mistrust kept them from fully cooperating. When Russian scientists calculated the impact as being the west coast of the United States, they pulled out of the joint task force, and went to work building a missile shield against fragments.

On August 16, 2020, a joint US-China-European nuclear missile strike was

launched in an attempt to shatter Cybele in space. Unfortunately, scientific estimates of the asteroid's composition were wrong. It was made mostly of iron, nickel and other heavy metals and not completely of rock and ice as previously believed. The missiles broke the asteroid into several chunks, all still on course for Earth.



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

The largest fragments landed in the United States, South America, Africa and the Indian and Pacific Oceans, all causing devastation on a massive scale. Earthquakes were felt worldwide. The blast set forests ablaze in the Americas, Indonesia and New Guinea. Mega-tsunamis destroyed coastal cities, and the rain of debris and ash kept people in hiding for months. The asteroid fragments and dust were highly magnetic, temporarily radioactive and toxic to plant life. Fires continued to burn in higher elevations not flooded by the mega-tsunamis; more than a billion people were suddenly left homeless; and ash and debris blotted out the sun, creating a three-year impact winter that heralded a devastating famine as temperatures dropped an average of twelve degrees, starting a mini Ice Age. This wrecked ecosystems around the world, largely disabled communications and navigation equipment, and caused mass extinctions.

Political squabbles and the paralysis of the UN contributed to the issues. Local bigotry became amplified as survivors fought over supplies, and genocide squads were common in Europe and Asia. Many countries in south-east Asia, eastern Africa and Central America collapsed into chaos; many millions seeking refuge died in the attempt, many of them shot by border patrols. Food riots broke out in thousands of cities, many of which were abandoned by their governments and given over to gangs of looters, private security firms, mercenary companies or regional militias. Cannibalism became widespread.

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

Within three years, the casualties were devastating. What starvation and lack of water didn't kill, the brushfire wars did. In America, the settling dust was contended with by various (mostly unsuccessful) ideas, but the Kennesaw Mountain community and a few others developed a workable dome shield from the dust. Some of the domes collapsed under the weight of the dust. Resources were either buried under the drifting sand, or forced to the surface by scavengers. The Northeastern United States was reduced to radioactive rubble and ice. In Canada, the only city to have emerged from the rubble was Toronto. The residents of Vancouver and the surrounding unscathed areas have migrated to Seattle and the new city there. Scavengers are still having success combing through the tsunami-devastated ruins of British Columbia.

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

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

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

Isolated island nations fared rather better than most, but even in Britain and Japan, most cities have been largely abandoned (at least by humans), and nomadic gangs of brigands frequently wreak havoc on travelers and smaller communities. The only real security is in fortified strongholds and strong city-states.

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

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

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

Today, dust and ash clouds still cover most of the surface of the Earth. These clouds are abrasive, and their magnetic properties attract them to metal components, rendering most aircraft useless. The United States is buried in a few meters of debris and dust, with only the far Northwest corner and the far southeast escaping the major damage. A few areas of the world still maintain their technological marvels, but most areas are in ruins. The magnetic properties of the dust make compasses completely unreliable, and with the GPS satellites down, navigation has become challenging.

## 1.2 THE REST OF THE WORLD TODAY

### The Fleet

The surviving American government fled to the oceans, and now travels in a massive military/civilian flotilla called "The Fleet". They try to maintain contact with overseas embassies, and support American citizens overseas where they can. They operate in the Atlantic, commonly trading between Miami and the European continent and sometimes London. Fleet operations are expanding and operations are becoming more and more global.

### Europe

Britain is not detailed in this book, but is covered in Lords of London; the City-State of Prague is not detailed in this book, but mentioned here for the Gamemaster to understand what influences it has on the rest of the world. Prague is the capital of the largest new Mainland European city-state, as it managed to dodge most of the post-Cybele conflicts. Organized as a dictatorship, Prague has re-emerged as a manufacturing mecca, making new copies of classic firearms, vehicles, and other modern manufactured goods. Prague has contracted with salvage hunters to scour America for lost examples of technology, blueprints, CAD programs and other items of lost technology so that they can recreate them. Prague uses the Krona as currency. Prague pays a premium for new items of



technology that they can then reproduce. The rest of Europe was pretty much destroyed during the wars, and there are few organized large settlements. Mostly people live in the rubble, governed or terrorized by local warlords.

### Asia

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

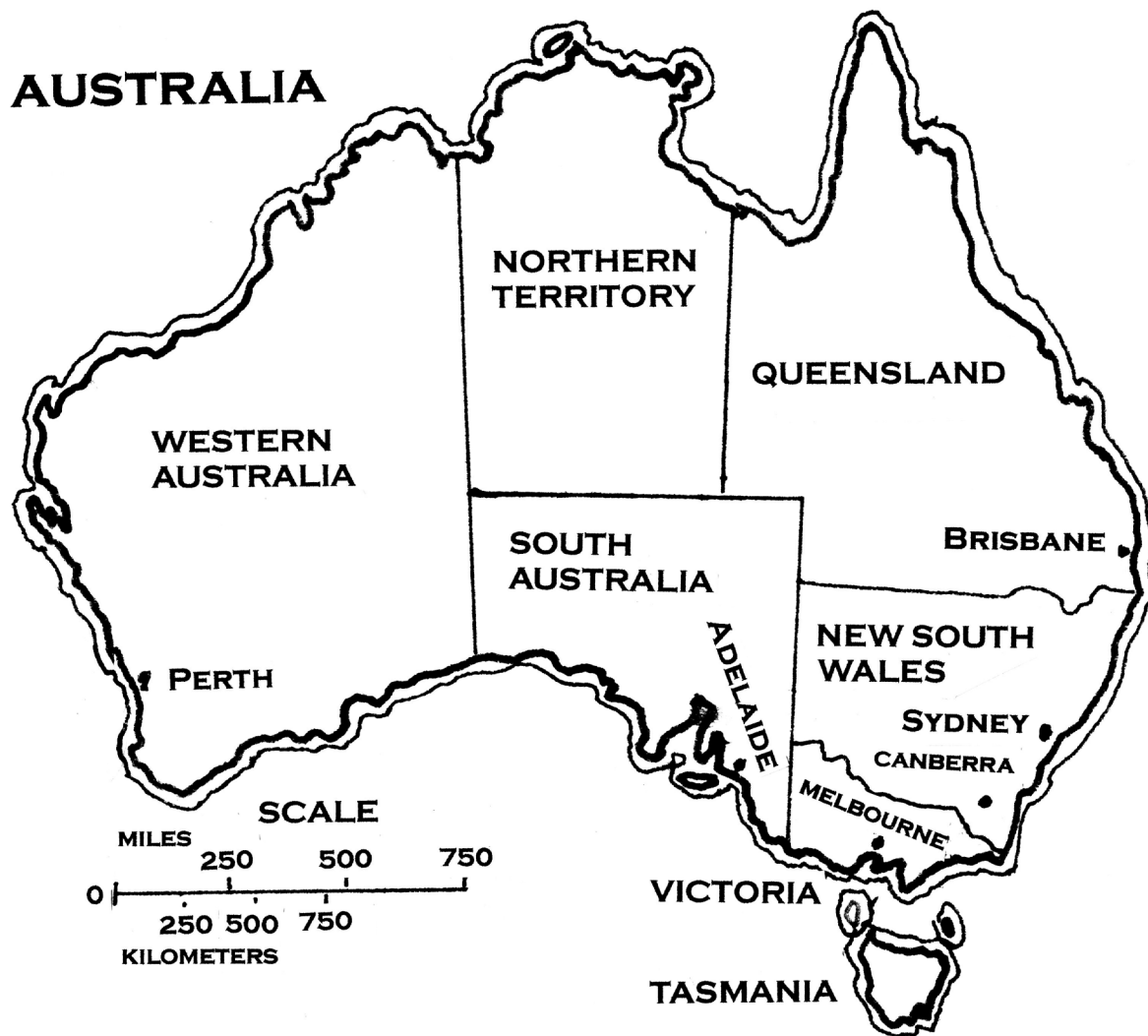
The Far East – India, Pakistan, and the surrounding areas are still squabbling over what's left in the ruins. Much of modern China is radioactive slag, but there are still small farming communities and nomads across the country. A thriving city, New Tokyo has been established on the rubble of Tokyo.

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

The year is 2036. This is your world -- and you must survive in it.

## 1.3 AUSTRALIA

Myths aside, early 21<sup>st</sup> century life for most Australians was much more like *Strictly Ballroom* or the suburban soap opera *Neighbours* than the outback exploits of *Crocodile Dundee*. More than 80% of Australians lived within fifty kilometers of the coastline, with nearly two-thirds living in the suburbs of the six state capitals (most Australian town planners hated the idea of anyone living in the sterile city centers). As a result, few people living in the eastern two thirds of Australia were adequately prepared for surviving after the devastation inflicted by Cybele. The northern half of Australia was hit by some asteroid fragments and by mega-tsunamis caused by the impact, which destroyed Darwin and most communities on the Queensland coast. More destructive still were the massive bushfires which raged from Queensland's interior down to Victoria and across to Adelaide, laying waste to much of the good agricultural land as well as torching the residential suburbs. Thousands died in the fires; millions more were left homeless. Even in the relatively unscathed south-west and islands south of the continent, martial law was briefly imposed in a largely unsuccessful attempt to limit looting and riots as the economy collapsed. Few of the survivors had the skills needed for life in the post-Ruin world, and with other countries unable to provide much in the way of aid, millions more succumbed over the next few



years to avian flu or other diseases, or to starvation, exposure, bandit attacks or suicide. Live birthrates over the next two decades plummeted; some children were educated in high-tech communities, but many of the orphans who survived were little better than feral. A few thousand resourceful individuals managed to reach the relative safety of Tasmania or Kangaroo Island, or cross the Nullarbor into south-western Australia, and start new lives there. Roughly half a million Australians still survive in small farming or fishing communities in the mainland eastern states. An unknown number shelter in secret bunkers, or eke out a largely nomadic existence as itinerant workers, hunter-gatherers, or bandits.

## 1.4 WESTERN AUSTRALIA

A state covering a third of a continent, comprising 2,645,615 square kilometers or 1,021,478 square miles, Western Australia (WA) before the Ruin had a population of slightly more than 2.5 million people - the vast majority of them living in the suburbs of Perth, the world's most isolated regional capital. The sparsely populated desert which makes up most of the state's landmass helped shelter the people living in the arable south-west corner of Australia (92% of WA's population) from the worst effects of the asteroid impact and the subsequent epidemics: while the mining towns north and east of Perth have been largely abandoned, more than 60% of the pre-Ruin population of Perth and the wheat belt area have survived. While birthrates, already low pre-Ruin, have plummeted and immigration has all but ceased, just over half of the homes in the southwest are still occupied, and most of the residents have enough to eat.

Maintaining much of WA's infrastructure has proved difficult without imported fuel, but good roads still connect most suburbs and rural towns. Major hydroelectric, solar and wind power stations are used to keep hospitals and pumping stations working, giving most of the Perth metropolitan area and larger country towns a relatively reliable supply of safe drinking water. Even before Cybele's impact, many Western Australians had equipped their homes with solar panels, storage batteries, rainwater tanks, water filters, skylights, and other features to cut down on utilities costs - particularly after a storm in 2016 cut off the electricity supply for most of neighboring South Australia. Even in Perth's suburbs, some householders also grew their own fruit and vegetables and kept

chickens. As a result, many families living there are largely self-sufficient; some are even able to generate enough electricity or distil enough biodiesel or ethanol fuel to run a vehicle. Some wealthy individuals have gone far beyond this, building elaborate bunkers under palatial houses surrounded with high walls and elaborate security systems, even including concealed snipers and lethal booby-traps. Some gated communities also have their own armed security forces.

West Australians who didn't own their own homes generally fared less well, but some were able to survive post-Ruin without electricity, running water, and other services once considered essential. Some areas built up a sense of community, including varying levels of education and aged care as well as beefing up Neighborhood Watch to act as police; others were dominated by criminal gangs offering 'protection' in exchange for food and tribute. While many streets and suburbs are still almost as civilized as they were before Cybele, there are some regions that are decidedly unsafe, especially at night. Some of the ghost towns outside the wheat belt are even worse.

Resource-rich, remote and underpopulated, WA had all but abandoned any large-scale manufacturing industries in favor of primary production (mostly minerals) and a service economy, and relied very heavily on imports. Fortunately, Fremantle had long been a port of call for other countries' naval vessels, particularly from the US, and is still visited by the Fleet, which provides some trade goods and genetic material in exchange for fresh food and R&R. Most high-tech in use in WA, however, is pre-Ruin hardware kept running by local workers.

There are some fishing communities along the coast north of Perth, but the desert that covers most of the interior is populated by a few thousand people: some grazers on stations (ranches) the size of European provinces, and some nomadic hunter-gatherers and bandits. While city-dwellers dismiss these wanderers as scavengers, they will trade with them when they visit the settled areas. Sometimes the scavengers bring back useful or valuable pre-Ruin items. And sometimes they bring back stories...

# 2 THE TOUGH GUIDE TO AUSTRALIA

## 2.1 A BRIEF HISTORY OF PRE-RUIN AUSTRALIA

Circa 70,000 years B.C.E. First wave of settlers reaches Australia, gradually spreading across the continent and into the islands.

1606 Europeans discover Australia: Dutch East India Company (VOC) navigator Willem Janszoon makes landfall on Cape York (northern Queensland) and names the land "New Holland".

1616 VOC captain Dirk Hartog accidentally discovers Western Australia's Shipwreck Coast, landing at Rottnest en route to the Spice Islands (Indonesia).

1629 The VOC ship *Batavia* is wrecked off Geraldton, WA. Mutineers massacre at least 110 men, women and children.



1770 The *Endeavour*, commanded by Lieutenant James Cook, sent from England with orders to observe the transit of Venus and investigate reports of the “Great South Land” or Terra Australis. Cook lands at Botany Bay, New South Wales (NSW), claiming the land for England.

1788 The First Fleet arrives in NSW with a cargo of British convicts and a detachment of Royal Marines.

1789 Catastrophic smallpox epidemic among indigenous Australians, probably a deliberate act of biological warfare by colonists.

1793 First free settlers from England arrive in NSW on the *Bellona*.

1802 Having successfully asked the British Admiralty to fund an expedition to make so detailed a map of Australia “that no-one ever need go there again”, Matthew Flinders successfully circumnavigates the continent. His maps will not be improved upon until the invention of radar.

1804 Flinders proposes naming the continent ‘Australia’: this is accepted in 1817.

1808 The Rum Rebellion: military takeover of New South Wales, deposing Governor Bligh and imposing martial law until 1810.

1827 NSW establishes a military garrison at Albany, WA, to deter possible French settlement. An Australian court declares Australia “Terra Nullius” (“nobody’s land”), effectively ruling that indigenous Australians had never owned any part of the continent they’d lived in for some 70,000 years and that it now belongs to Britain.

1828 Britain claims Western Australia.

1829 Perth, the administrative center of the Swan River Colony (WA), founded by British settlers led by Captain (later Governor) James Stirling.

1835 Grazer John Batman buys Melbourne from the local Wurundjeri elders. “Batman’s Treaty” is declared void by NSW Governor Bourke as contravening the principle of Terra Nullius.

1838 Myall Creek Massacre and subsequent trial: first successful prosecution of Europeans for murdering indigenous Australians.

1851 Gold discovered in NSW and Victoria, sparking first Australian gold rush and leading to the population tripling over the next twenty years.

1859 Australian Rules football codified, Melbourne Football Club founded.

1868 Last shipment of British convicts to Australia arrives in WA.

1869 Policy of separating indigenous children from their families (the stolen generations) is implemented, and continues until 1969.

1880 Bank-robber Ned Kelly and his gang don heavy armor in an attempt

to derail and ambush a police train at Glenrowan. Ned, sole survivor of the gang after the siege, is tried and executed in Melbourne, ending the era of the bushrangers but inspiring the first full-length motion picture (filmed in Australia in 1906).



1885 Gold discovered in Hall’s Creek, WA. Dingo Fence (world’s longest fence) completed in eastern states.

1894 Women given the vote in South Australia. WA follows suit in 1899.

1901 Federation: Australia becomes a nation, and WA becomes one of six states. White Australia policy passes through first federal parliament. Construction of Rabbit-Proof Fence begins in WA.

1902 Australian women given the right to vote in Federal elections and in NSW.

1911 Royal Australian Navy founded.

1928 First successful flights to Australia from Britain and US. Royal Flying Doctor Service formed.



1932 The Great Emu War: Royal Australian Artillerymen with Lewis machineguns attempt to eradicate flightless birds blamed for damaging farmers' crops. Sydney Harbor Bridge opens after a member of the New Guard, a far-right militia, cuts the ribbon with a saber ahead of NSW's Premier.

1942 Northern Australia bombed by Imperial Japanese Army.

1951 ANZUS Treaty signed.

1952 First (British) nuclear weapon test, off WA coast. Tremouille and Alpha Islands still contaminated.

1964 Conscription re-introduced, and first Australian troops sent to Vietnam. Serial killer Eric Edgar Cooke becomes the last man to be hanged in pre-Ruin WA.



1966 Australians vote yes in a referendum to give indigenous Australians the right to vote in federal elections. Last legal execution in pre-Ruin Australia. Decimal currency replaces pounds, shillings and pence.

1967 Prime Minister Harold Holt disappears while swimming; his body is never recovered. A swimming pool, five fishery reserves and a US Naval Communication Centre are named in his honor.

1972 Gough Whitlam's Labor government elected: ends conscription (1972), repeals White Australia policy, abolishes university fees and the death penalty, and lowers voting age to 18 (1973), and introduces universal healthcare and Aboriginal land rights legislation (1975). Australia adopts metric system. Some of these advances will be weakened, challenged, repealed or reinstated by later administrations.

1980 Baby Azaria Chamberlain taken by a dingo near Uluru, inspiring dozens of dingo jokes. Her mother Lindy, convicted of her murder in 1982, was released in 1986 and pardoned in 1987.

1992 High Court Mabo Decision grants land rights to indigenous people, repealing terra nullius.

1996 Port Arthur massacre: Martin Bryant murders thirty-five people in a spree shooting at the site of a former penal colony in Tasmania. Australian gun laws toughened; government buys back nearly a million guns to destroy or ship overseas.

2001 "Pacific Solution", policy of processing asylum seekers who arrive by boat in offshore concentration camps, implemented.

## 2.2 PRE-RUIN CULTURE

Monty Python to the contrary, pre-Ruin Australia had a sophisticated cosmopolitan culture, and produced some excellent wines as well as its fair share of Nobel laureates, Oscar winners, world champion athletes, and renowned musicians, artists, authors, academics, actors, inventors and scientists. While some Australian universities did have philosophy departments, only the agricultural colleges and veterinary schools had sheep dips, and 'Bruce' is no longer even among the one-hundred most popular names for Australian males. For an eclectic list of films and books that give a more accurate image of recent and post-Ruin Australian life, see Appendix 5.

Australia has had many waves of immigration, and by the 21<sup>st</sup> century, a quarter of Australian residents had been born in other countries and a further twenty percent had at least one overseas-born parent. Nearly 21% of immigrants came from Britain, with roughly 9% from New Zealand, 6% from China, 5.6% from India, 3.5% each from Italy and Vietnam, 3% each from South Africa and the Philippines, 2% each from Malaysia and Germany. Indigenous Australians made up 3% of WA's population. Approximately 10% of Australians identify as having Irish ancestry, 9% Scottish, 4.5% each as German, Italian or Chinese, 2% each as Indian, Greek or Dutch. Twenty percent of Australians have at least one convict ancestor.

Reflecting this level of diversity, the seven most common surnames in Australia are, in descending order, Smith, Jones, Williams, Brown, Wilson, Taylor, and Nguyen. Singh was the second-most common surname in Melbourne; Kim and Chen fourth and fifth in Sydney.

WA's population is roughly 28% Protestant (mostly Anglican/Episcopalian), 23% Catholic, 31% atheist or agnostic, 1% Muslim, 1% Hindu, and 1% Buddhist.

### 2.2.1 Australian Cuisine

Two traditional Australian dishes that have survived into post-Ruin culture are Vegemite and the meat pie.

Vegemite, a salty black spread, is made from the yeasty residue of brewing beer, and is therefore still widely available post-Ruin. Despite rumors to the

contrary, Australians actually do eat it, usually on toast or in sandwiches, rather than rubbing it onto their ears to repel (mythical) dropbears. It can also be reverse-engineered into a cheap but potent beer with the addition of yeast and sugar.



Single-serve meat pies, usually filled with chipped beef, mass-produced or prepared in local bakeries, were Australia's traditional fast food before the arrival of American franchises. Post-ruin, they are even more popular, though the meat is more likely than before to have come from other animals including chicken, pig, sheep, kangaroo, goat, rabbit, turkey, duck, camel, emu, crocodile, ostrich, and you really don't want to know what else. Pies typically cost 1D3 BP each; two count as one ration of Natural Foods.

Pre-ruin Australians ate more meat per capita than anyone else in the OECD: chicken, beef, pork and lamb were the most popular. Post-ruin WA continues to produce wheat, dairy, eggs, potatoes, carrots, apples, grapes, and smaller quantities of other fruits, grains and vegetables. Marine and freshwater fish and shellfish (particularly shrimp) are caught or farmed. Post-ruin WA produces some excellent wines, beers and marijuana, but its distilled spirits are best used as motor fuel. Tea, coffee, chocolate, tobacco and liquor, all popular pre-Ruin, have become expensive luxuries. Beer is 2D2 BP/glass at most pubs, 6 or 7 BP per half-liter flask (stubby) or 10 BP per liter bottle.

While most of WA's restaurants have closed, street markets and food trucks provide a wide variety of cuisine on demand: pasta, pizza, gyros, fish and chips, rotisserie chicken, burgers, sandwiches, halal snack packs, meat pies and Asian dishes can be had for 3D3 BP per meal (one ration), depending on the skill of the cook and availability of the ingredients.

## 2.2.2 Australian Language

Australian English is mostly very similar to American English (thanks largely to movies and TV from the US), but with a few expressions that are distinctly Australian. These include some British words rarely used in the US (including sporting terms), rhyming slang, abbreviations and diminutives, and a large collection of racial and ethnic slurs. Others come from the Australian love

of satirical humor: e.g. 'Tiny' is a two-meter tall basketball player, 'Blue' or 'Bluey' is a redhead, the Liberal Party is conservative, the Health Party is anti-vaccination, and Australian Rules Football largely dispenses with rules. Words borrowed from indigenous languages are mostly restricted to place names, wildlife, and artifacts such as the boomerang and didgeridoo. Much Australian slang is regional (people in different states can't even agree on a generic term for a swimsuit) and/or short-lived, but the following terms are in common usage in post-ruin WA.

Ambo (n): ambulance driver, paramedic.

Anklebiter (n): child.

Arvo (n): afternoon.

Barbie (n): barbecue.

Bikie (n): outlaw biker. Nike bikie: accomplice of an outlaw biker gang, who doesn't ride a bike.

Bikkie (n): cookie. 'Big bikkies' (n): a lot of money.

Blowie (n): blowfish (poisonous pufferfish) or blowfly.

Bludger (n): lazy person.

Blue Heeler (n): red-haired Australian Cattle Dog.

Blundies (n): elastic sided workboots (from Blundstone, a manufacturer).

Bogan (n, adj.): stereotypical crass Australian with working-class origin and attitudes. Cashed-up bogan (n): Australian tradesperson or blue collar worker with large income.

Boofhead (n): idiot.

Brekkie (n): breakfast.

Buckley's (n): no chance.

Budgie (n): budgerigar, parakeet.

Budgie smugglers (n): men's swimming briefs, small and tight.

Bush (n): the outback; anywhere that isn't urban, suburb or farmland. Actual bushland is more often called scrub.

Bushranger (n): outlaw who lives in the bush between committing armed robberies.

Cactus (adj): broken beyond repair, junked.

Chook (n): chicken.

Crook (adj.): sick.

Daks (n): pants. Trackie daks are sweatpants, underdaks are underpants, etc.

Dob in (v.): inform on.

Dunny (n): toilet.

Flat (n): apartment.

Footy (n): football, usually AFL or rugby.

Freo (n): Fremantle.

Fremantle Doctor (n): cool mid-afternoon sea breeze.

Fortnight (n): two weeks (fourteen-night).

G'day: hello.

Gone walkabout (adj.): disappeared.

Goon (n): cask wine. Goon bag (n): wine cask.

Hoon (n): thug; (v) drive aggressively and dangerously.

Jackaroo (n): male farmhand.

Jillaroo (n): female farmhand.

Joe Blake (n): snake.

Kero (n): kerosene.

Kiwi (n): New Zealander.

Koori (n): indigenous tribe from New South Wales; generic term for aborigines.

Lezzo (n): lesbian; any woman who says no.

Loo (n): toilet.

Mate (n): pal, buddy. Sometimes used sarcastically.  
 Mozzie (n): mosquito.  
 No wuckers (n): no worries, no problem.  
 Noah's ark (n): shark.  
 Nyoongar (n): indigenous tribe from south-western Australia.  
 O.S. (n, adj.): overseas.  
 Oz (n): Australia.  
 Petrol (n): gasoline. Petrol-head (n): car enthusiast.  
 Pokie (n): slot machine.  
 Pom (n): anyone from England or with an English accent.  
 Poof, poofter (n): male homosexual.  
 Prezzy (n): gift.  
 Pub (n): saloon, tavern.  
 Road train (n): truck with multiple trailers.  
 Roo (n): kangaroo.  
 Roo bar (n): protective grid in front of vehicle.  
 Root (n or v): sexual intercourse.  
 Rooted (adj): broken.  
 Saltie (n): salt-water crocodile.  
 Sandgroper (n): Western Australian.  
 Sanga (n): sandwich.  
 Seppo (n): derogatory term for American.  
 Shout (n, v): buy a round of drinks. "It's your shout." "Wouldn't shout if a shark bit him."  
 Sickie (n): day off from work, ostensibly because of illness.  
 Slab (n): carton of 24 beers.  
 Snag (n): sausage.  
 Squatter (n): historically, a farmer or grazer. More recently, someone who lives on property without paying rent.  
 Squattocracy (n): government dominated by grazers.  
 Station (n): grazing property, ranch.  
 Stubby (n): small bottle of beer, or men's short pants.  
 Swag (n): bivvy bag, combined bedroll and one-man tent.  
 Swagman, swaggie (n): a drifter, on foot, who carries his belongings in his bedroll.  
 Take-away: take-out.  
 Tall poppies (n): famous, wealthy or successful people.  
 Thong (n): flip-flop. The underwear is called a g-string.  
 Tinny (n): can of beer, or small metal rowboat.  
 Tradie (n): tradesperson.  
 Tucker (n): food.  
 Two-up (n): gambling game based on coin tosses.  
 Uni (n): university, college.  
 Ute (n): pickup truck.  
 Wangai (n): indigenous people from WA's north-eastern Goldfields.  
 Wog (n): sickness; also used as an ethnic insult.  
 Woop woop (n): any small remote town.  
 Yakka (n): work; brand of work clothes.  
 Yamatji (n): indigenous people from far northern WA.  
 Yob, yobbo (n): lout.



## 2.2.3 Australian Pastimes



The most popular spectator sport in post-ruin WA is football, played in winter. Australian Rules (AFL) draws the biggest crowds, followed by rugby, and then soccer, which is widely played by more recent immigrants and first-generation Australians. Horse racing, cricket, basketball and netball are popular with spectators in summer. Golf, a popular pre-ruin pastime, has declined because of the expense of maintaining the grounds, but tennis, lawn bowls and squash are still played by those with the leisure time. Martial arts and archery have increased in popularity from pre-Ruin days. The relaxation of gun laws post-Ruin has caused a slight increase in recreational shooting, but the high price of ammunition has largely restricted it to the very wealthy. Swimming, fishing, surfing, scuba diving and other water sports are also popular with Australians; 80% have a BCS of 8 or better in Swimming, and 35% swim regularly for exercise.

Pubs are an important part of post-ruin Australian social life. They range from expensive wine bars and gastro-pubs (an abbreviation for gastronomy, not gastroenteritis, though that's a possibility in some establishments) in A-class areas, to makeshift shebeens serving cheap and possibly poisonous homebrew. Entertainment on offer may include live music, karaoke, trivia quiz nights, pool, and darts; many pubs also have resident bookies for betting on sporting events, and may have a room set aside for a poker game or a "two-up school". Many pubs, particularly in C-class and D-class areas, allow barter of salvaged items as long as the traders buy a few drinks.

Roughly 15% of Australians play a musical instrument, and buskers ply their trade at markets or on busy streets as well as playing at pubs and cafes.



## 2.3 JOBS AND TRADE

### 2.3.1 Barter and Currency

While the barter economy is important in post-Ruin WA, government departments, most businesses and many individuals still accept the long-lasting polymer Australian banknotes as valid currency (after the destruction of the big banks, gold lost most of its value and money held electronically essentially disappeared). Massive inflation, particularly in the price of imported luxuries, has meant that these are worth much less than before: a \$100 note, the highest denomination, roughly equates to 1 Barter Point. \$20s and \$50s are the most common denominations still widely used; a few merchants still use \$5 and \$10 notes as small change. Coins are worth nothing except as scrap metal.

Other items widely used as currency include hand-rolled marijuana cigarettes or .22 rimfire rounds (1 BP); E-1 eternabatteries, imported tobacco cigarettes, 20-gauge shotgun shells, and .38 Special, 9mm Parabellum, .40 S&W, or .45 ACP rounds (2 BP); and E-5 batteries, 12-gauge shotgun shells, or .223, .303, or .308 rounds (10 BP). Unused matches and reloadable cartridges are treated as change. Any worker earning a wage is likely to be paid in a mixture of food, beer, banknotes, trade goods and secure accommodation.

The barter value of most survival equipment is the same as in *Aftermath! Book 2*, but firearms and ammunition are more expensive. After the Port Arthur massacre, gun sales and ownership were heavily restricted in Australia, with a complete ban on semi-automatic long guns. While these laws were relaxed or ignored after the destruction of Canberra, guns still had to be imported at considerable cost, most of them coming in via the Fleet. Multiply the barter value of long guns and ammunition by 2D2, and pistols and pistol ammunition by 2D3: many calibers may be very difficult to obtain.

The idea of 'ownership' in post-Ruin WA varies between locales. In A-class and B-class communities (see below), most residences were legally bought pre-Ruin or shortly afterwards, police and private security enforce old laws about property, and cash is widely accepted. In C-class and D-class areas, property is what you can defend if someone tries to take it away from you.

Accommodation for visitors to the city ranges from free squatting in a C-class or D-class area (assuming the locals tolerate you) to secure accommodation in unoccupied bedrooms or apartments – usually only offered to someone working for the property owners in A-class areas, but sometimes available for someone with cash or goods to trade. Relatively secure shared dormitories may also be available in B-class and C-class areas.

### 2.3.2 Jobs

Casual work can sometimes be found for nomads who want to stay in relatively civilized parts of WA for a while, or who have to pay off debts (see Crime and Punishment, below) or for medical care in one of the hospitals. Jobs need not be permanent or full-time; in most cases, player-characters should be able to negotiate whether they wish to work for a day, a week, a month, etc.

Employment can usually (neutral reaction roll or better) be found for anyone with skills including Bowyer, Carpentry, Complex Explosives, Computer Science, Decontamination (Biological/Chemical), Distillation, Electrician, Firearms Repair (Modern or Primitive), Handloading, Lab Technology, Masonry, Plastics Forming, Power Generation (Solar), and Salvage Food. The standard wage for a BCS of 11 is room and board (usually a bed in a dormitory or a tiny room, with a day's ration of food and access to water for drinking and washing); for every point of BCS above 11, the worker makes another .2 BP per

day, payable in ammunition, extra food, beer, pure alcohol, or other trade goods. Higher wages can sometimes be negotiated with Commerce skill.

Better-paid work can usually be found for anyone with Advanced Medical skills at BCS 11+; as well as a bed and hospital food, medics working full shifts receive \$50 (.5 BP) per day for every point of BCS over 11. Specialists with any one of Pathology, Pharmacy or Therapy skills at BCS 11+ receive an extra \$50 per day for every point of BCS over 11 in those skills.

While many Australians fish from the jetties or bridges or from rowboats, employment on a fishing boat requires either Boating or Seamanship **and** Fishing or Marine Mechanic, both at 11+. Pay is standard wage (room and board plus .1 BP per day for every point of BCS over 11), though the length of the contract is up to the captain, the accommodation may be less comfortable, extra pay usually takes the form of fresh seafood with a limited shelf life, nets may bring up venomous marine life (see Beasts), and Swimming skill may be required if things go wrong.

Australians are notoriously fond of gambling on anything from football games to cockroach races, but usually for small stakes. Relying on Gambling skill and poker as a source of income is possible, but risky – though gambling is also popular among casual workers, and can be used to boost your income from picking fruit or other work. Skill in games such as Chess (WIT + Scientific + Comm) or Pool (DFT + WIT + Mechanical) can also be used to score Barter Points.

Expert and/or Gifted Teachers in any of the above skills can take on students, earning (BCS + Communicative Talent) BP per week.

Characters with no other marketable skills may, on a good or better reaction, be able to find a day's work as an unskilled laborer – digging, carrying, cleaning, operating a man-powered generator (Book 3, p. 35), picking fruit, etc. – for something like a standard wage. Daily payment is typically a day's rations of variable quality, a dormitory bunk and 1 BP (in food, cash or alcohol) for workers with combined STR, SPD and DFT of 28-37, with an extra BP/day for combined scores of 38-47, an extra two BP for combined scores of 48-57, an extra three BP for combined scores of 58-67, and so on. See the descriptions of different areas for employment options.

## 2.4. CRIME AND PUNISHMENT

### 2.4.1 Police

The post-Ruin WA Police (WAPOL) have been given much greater power since the Cybele impact. The new WAPOL, popularly but unofficially known as the Force (not to be confused with the rugby team, the Western Force), now controls all the WA-based personnel and resources of formerly Federal organizations including the Australian Defense League (notably the special forces of the SAS, now part of WAPOL's Tactical Response Group or TRG), Border Force, and the Australian Federal Police (AFP). They can also call on the unpaid volunteers of the State Emergency Service (SES) and the army reserve when needed.

Populated areas in WA are unofficially rated from A to D in terms of lawfulness and police protection. In A-class to C-class communities (see Perth and its environs, below), individual property rights are mostly respected, violence and the open carrying of weapons generally discouraged, and police and courts do their best to maintain peace and preserve some semblance of order. Police are rarely encountered in D-class areas.

Police powers of search and seizure have been beefed up post-Ruin, and while the mostly well-maintained landline telephone network still used by government departments enables police stations to communicate with each other, the local



police stations have an enormous degree of autonomy. Though a new policy requires that individual police are rotated from station to station on a regular basis to prevent corruption becoming entrenched, staff in different precincts vary in their respect for the law and the use of violence. The General Reaction of police from a particular area to any outsiders will usually be slightly lower (-1D6) than that of the surrounding community. Police have near-unlimited powers of search, seizure and interrogation; they rarely use these on members of the local community, but may be less restrained when dealing with nomads. Guns, armor and ranged weapons, while legal in post-Ruin Australia, are restricted or banned in some areas and are extremely popular targets for confiscation by corrupt cops.

Police on patrol are equipped with single-barrel Tasers, Glock-22 pistols, tactical flashlights (useable as clubs without the need for annoying paperwork), collapsible batons (treat as clubs), Mace sprays, hand radios and handcuffs. On foot patrol, they normally wear a high-visibility or midnight blue synthiplast load-bearing vest (SY 4-9) over shirts and trousers of heavy cloth (HC 3-18, 21-24), leather shoes (HL 19-20), and a broad-brimmed hat (LH 1), and carry plasticloth gloves (PC 29-30). When needed, they are issued 12 Ga SG11s, AR-15, Steyr AUG or Mk. 4 rifles, and Metpol helmets (MP 1-2), flak jackets (LP-MP 4-12), Ballistic Cloth Sheathing (BC110 4-14), arm and leg guards (MP 13-14, 21-24), and/or Class 4 clear Police shields. Every police station has at least one plug-in hybrid van, at least one lock-up cell and one interview room, a working landline phone and printer/fax, a police radio, a computer connected to WAPOL HQ in Northbridge, a digital camera, and a fingerprinting kit. Most in Class A and B areas (see below) will also have a cell phone relay tower.

The typical WAPOL constable is an average quality individual with BCS 11+ in Automobile Driving; Bicycle Riding; First Aid; Pistol, Modern; Search (Rural or Urban); Single Weapon; Swimming; Technology Use; and Unarmed Combat.

## 2.4.2 Judges, Juries and Executioners

Post-ruin Australia can no longer afford prisons, and major crimes such as murder, manslaughter, arson, sexual assault and assault with a lethal weapon are all punishable by death – either by police on the spot, in the case of a Very Poor or worse reaction and evidence of a major crime, or after a trial in those rare cases when police decide the expense of an investigation and trial are justified (an Indifferent or better reaction to any suspects). Private security forces are even more likely to resort to summary execution, or to breaking limbs as a punishment for less serious crimes, unless the suspects can convince them to hand the matter over to police (this traditionally requires a bribe: see 2.3.1).

Anyone charged with a major crime can plead guilty and hope for a sufficiently

positive reaction from the police, magistrate or jury. If police decide a trial is warranted, the suspect can choose trial by magistrate or by jury (the police will be given the task of selecting a jury of volunteers, usually from an A-class or B-class area). Honest cops will usually agree to take a suspect to court if they have any doubt as to his guilt (Positive Indifference or better); corrupt ones can sometimes be bribed into agreeing to a trial if the suspect can't meet the asking price for release.

A trial for a major crime may result in release and/or a fine, but this would need a Good or better reaction for a non-lethal assault or an Excellent one for manslaughter. On a worse reaction, anyone pleading guilty will be executed the next morning. Pleading not guilty, or self-defense, will result in immediate release on a Good or better reaction. Alibis and evidence may help sway the police or the court: conversely, the more heavily armed the suspects were, the worse the reaction is likely to be.

Non-violent property crimes, unarmed assaults causing no lethal or critical damage, and minor offenses such as 'creating a public nuisance' or 'resisting arrest', are not punishable by death, but by compensation. If a suspect cannot compensate the victim to the satisfaction of the police or the court, he has two options: working off the debt (see Jobs), or appealing to any friends to pay the debt for him. If the police or judge accept that he has friends who are able to do this, he may be confined in a police cell until the debt is paid. Imprisoned debtors are given water and medical attention (if needed), but not fed; they may be kept imprisoned until the debt is paid as long as their friends bring them enough food. Prisoners may have to share cells (1 in 6 chance with every passing day), which may mean having to fight for their food.

Drug use is no longer illegal in WA, but anyone caught committing a crime while under the influence is likely to be treated even more harshly by police or private security forces. WA's post-ruin juvenile gangs, most commonly encountered in C-class and D-class areas, rely on shoplifting, burglary and smash-and-grab robberies for survival, and graffiti and car theft for fun and status. Muggings, usually at knife-point rather than gunpoint, are rare but not unknown.

## 2.5 TRANSPORT

Car culture was a big part of Australian pre-ruin life (witness the *Mad Max* movies, or *The Cars That Ate Paris*), and most surviving Australians have found ways to get around the unavailability of gasoline (called 'petrol' in Australia). Bicycles, many of them fitted with battery packs and electric motors, are popular, particularly in those suburbs with bicycle paths: a typical model is fitted with an Ev-10 with a built-in leech, giving it an extra 50 km range at a top speed of 32



kph before having to resort to muscle power.

Hybrid cars were popular for a few years pre-Ruin, increasingly so after 2017, and recharging stations for electric vehicles and plug-in hybrids were cropping up along some major routes. The plug-in electric van (*Aftermath!* Book 2, p. 76), often topped with solar screens and with a gas or diesel engine for longer trips, is still a common sight around the city and suburbs, though less common than cargo bicycles. Many cars, SUVs and trucks have been adapted to run on biodiesel, ethanol, liquefied natural gas or even vegetable oils, and these are even more common in outer suburbs and rural areas where recharging stations are scarce but biodiesel and ethanol are commonly available. The gas-guzzling V8 sedans and muscle bikes that were the pride and joy of many Australian males are now mostly locked in garages, though often stolen by youth gangs for joyriding. Police have kept several for use in high-speed chases.

The RAC Electric Highway, a series of recharging stations now supported with solar screens and other renewable energy sources, enables electric vehicles to travel between Perth and the following communities in the south: Bridgetown, Bunbury, Busselton, Harvey, Mandurah, Margaret River and Nannup. Most farming communities also produce at least enough biodiesel and ethanol for local use and may be willing to barter the surplus.

## 2.6 WEATHER AND CLOTHING

After the disruption of the impact winter subsided, Perth's climate returned to what it was pre-Ruin: mostly very hot and dry in the summer (December-February), with daily maximum temperatures of 36 to 45 degrees Celsius (97 to 113 F), and minimums often staying above 30 Celsius for 2D6 nights in a row. Winters (June-August) are mostly mild, and spring and autumn (fall) mostly warm. Temperatures are cooler south of Perth, but very rarely fall below 0 Celsius (32 Fahrenheit), and most Western Australians have never seen snow. North of Perth and east of the hills is largely desert; temperatures in the Kimberley and Pilbara can exceed 50 Celsius. Most buildings with access to electricity are air-conditioned.

There is a 50% chance of rain (often heavy, but rarely radioactive) on any Perth day in June-September, 10% in December-March, 20% the rest of the year. Perth is notoriously windy, with wind speeds sometimes exceeding 100 kph, and post-cyclonic storms occasionally come down the coast and cause havoc. Bushfires are common in the dry months – some controlled burns that get out of control, others started by accidents or arsonists (including raptors who have learned to carry fire into grassland to flush out small game). On the bright side, the ozone hole over Antarctica has mostly closed, somewhat reducing the risk of serious sunburn and skin cancer.

Traditional post-ruin warm-weather clothing for men and women consists of shorts (HC 10-12) and a T-shirt or short-sleeved cotton shirt (LC 4-11, 21-24), worn with leather shoes (LL 19-20), sneakers (HC 19-20), or flip-flops (PH 19-20, soles only). Traditional winter garb is a leather jacket (LL 3-11, 21-28) or a sheepskin (HH) or quilted (PC-Q) jacket or vest, with jeans or trousers (HC 10-18), leather shoes, boots (LL 17-20) or sneakers. Broad-brimmed hats (LH or HC 1), gumboots (HP 17-20) and oilskin coats (HC 3-16, 21-28) are popular in rural areas.

## 2.7 ENCOUNTERS

Street Encounters. 30% chance of an encounter in any block by day, 10% chance by night. Add +10 for a B-class area, +20 for a C-class area, +30 for a D-class area, and +2 for every full hour after sunset. For Rural encounters away

from major roads, use the tables in *Aftermath!* Book 3.

01-06	Private car with 1D3 people aboard.
07-08	Taxi: may be electric van, hybrid car, or three-seater pedicab.
09-15	Electric van stocked with 4D6 rations of raw natural foods (bread, milk, eggs, and/or vegetables). Driver is average quality, trained, armed with Glock 22 and 1D10 rounds.
16-20	Private car with 1D6 people aboard
21-35	Horse-drawn cart or cargo pushbike, stocked with 4D6 rations of raw natural foods. Driver is average quality, trained, armed with P3 and 1d6 rounds .38 Special.
36	Private car with 2D3 people aboard. Passenger riding shotgun has SG21.
37-38	1D2 police or private security on foot patrol.
39-40	1D2 police or private security on bicycles or horses.
41	1D2 adults walking a dog, random size.
42	Minor find: discarded item. Utility 1-3.
43-50	1D3 Children playing in street.
51-65	1D3 Adult pedestrians: local residents en route to work/home/ tavern, etc.
66	Two religious proselytisers or flirty fishers, on foot or bicycles.
68-69	1D6 entertainers. May be (consciously or otherwise) providing a distraction for pickpockets or other thieves.
70-72	Merchant (random goods) or tradesperson (random skill and tools) in van.
73-74	Ambulance (van). 1 driver, 1 paramedic.
75-80	2D6 Children playing in street. 5% chance that some or all will be pickpockets, part of a scam or working for an adult gang.
84-86	2D3 police or private security in van.
87-95	1D6 Adult pedestrians: local residents en route to work/home/ tavern, etc.
96	1D6 Sex workers.
97-99	Pop-up street market: 2D6 vans or stalls selling food and other items.
100	1D2 Named NPC(s)
101	Venomous snake (1-7 Dugite, 8 Death Adder, 9 Tiger Snake, 10 Taipan)
102-104	1D3 Drunks.
105-106	2D3 Travelers, on foot. May be armed and armored.
107	1D3 Cats (domestic or feral).
108-110	1D3 Small game (rabbits, large birds or small wallabies)
111	1D2 stolen sedans driven at maximum speed. 10% chance of a police car in high-speed chase.
112-113	Private security patrol/vigilantes: two men, one trained attack Dog VI. Dog handler armed with random pistol and 1D6 rounds, other man with R48. General reaction -10.
114	Dead cart.
115-120	Merchant (random goods) or tradesperson (random skill and tools) in van.
121-122	1D6 Mobs of Rats
123	1D3 cats (domestic or feral)
124	Medium game (wild or escaped farm animal)
125	Opportunity for search skill/foraging.
126-129	2D3 Travelers in temporary camp. May be armed and armored.
131-132	Beggar. May (30%) carry disease.

- 132-134 1D6 stray dogs, random sizes.
- 135 Body. May be dead, unconscious (drunk, injured or sick), or bait for an ambush by 2D3 bandits.
- 136 Street brawl; 2D3 people, unarmed or with low utility weapons.
- 138-139 2D10 bandits. 1D3 guns, others armed with melee weapons.
- 140 Abandoned disrepaired vehicle.
- 141-144 Pack of 4D6 dogs (see Aftermath! Book 3, page 17)
- 145 Large Game
- 146 Razorback
- 147-149 Rat encounter (see Aftermath! Book 3, page 18)
- 150+ Street completely deserted (may be witnesses in surrounding buildings).

## 2.8 BEASTS

Despite claims that every animal in Australia and even many of the plants will try to kill you, most native mammals have learned to avoid adult humans where possible, and while many of the birds may want to kill you, they're not very good at it. Cassowaries, while best avoided, haven't killed an adult human since 1926, and that was in self-defense. Magpies, common in WA, are viciously territorial in Spring, but rarely inflict more than one point of damage; a hat usually provides sufficient protection.

Reptiles, spiders and marine animals are another matter. The only land-dwelling native predator that eats adult humans is the territorial salt-water crocodile, the largest living reptile at nearly seven meters long. Despite its name, it is also commonly found in rivers and swamps, but rarely encountered far from



water or south of Exmouth.

Most of the really dangerous non-venomous animals in Australia are imported species. Even in pre-Ruin Australia, horses killed more people per year than snakes or bees (which tied for second place), and razorback pigs and wild dogs may be encountered in rural and D-class areas of the south-west. There are rare confirmed incidents of dingoes (treat as Dog III or Dog IV) eating small children: fortunately, rabies has never taken hold in Australia. Perth Zoo has also been breeding the notoriously savage African hunting dogs, tigers, and rhinos, and there were plans pre-Ruin to import breeding colonies of endangered rhinos into the outback to prevent them becoming extinct in their own countries. Feral horses (brumbies), camels, donkeys and water buffalo may also be encountered in the outback.

Most dangerous animal encounters in the south-west will be with marine animals (large sharks have been spotted in the Swan River as far inland as Guildford) and venomous snakes (encountered anywhere rats, mice or other small mammals are common – i.e., almost everywhere).

## Death Adder

Not all Australian names are sarcastic: this one should be taken literally. Death adders are short (one meter maximum), wide-bodied, long-fanged snakes that lie in wait for prey under leaf litter or sand (Hidden Thing). Not usually aggressive unless trodden on or handled.



BAP: 6 (18)      Bite BCS: 10 (S)      WDM: 1.5 L  
 MNA: 1 (3)      Damage Die: 1D6 plus poison  
 PCA: 1 (6) Mass: .5  
 BMA: 1/4  
 AV: 2  
 WDA: 2  
 CDA: 2  
 DRT: 1D6  
 SF: 10

Poison: S – L – STR – 15 mins – 2 – 2D3 hours – Paralysis in second stage.

## Dugite

Responsible for 70% of snake bite cases in the south-west, dugites are not normally aggressive except when they emerge from hibernation in August-September.



BAP: 6 (18)      Bite BCS: 10 (S)      WDM: 1.4L  
 MNA: 2      Damage Die: 1D3 plus poison  
 PCA: 3 (9)      Mass: .5  
 BMA: 1/2  
 AV: 2  
 WDA: 2  
 CDA: 2

DRT: 2D5  
SF: 10

Poison: S – L – STR – 15 mins – 2 – 2D3 hours – Puerpera.

## Taipan

The largest, fastest-moving and most deadly of Australia's venomous snakes, sometimes growing to 2.5 meters long.

BAP: 6 (18)      Bite BCS: 10 (S)      WDM: 1.5L  
MNA: 2      Damage Die: 1D6 plus poison  
PCA: 3 (9) Mass: .5  
BMA: 1  
AV: 2  
WDA: 2  
CDA: 2  
DRT: 2D6  
SF: 10

Poison: S – L – STR – 15 mins – 3 – 30 minutes – Paralysis, Puerpera.

## Tiger Snake

Most common in wetlands, creeks and coastal areas, and tolerant of cooler weather: unlike most snakes, may be active at night and is sometimes aggressive.



BAP: 6 (18)      Bite BCS: 10 (S)      WDM: 1.4L  
MNA: 2      Damage Die: 1D6 plus poison  
PCA: 3 (9)      Mass: .5  
BMA: 1/2  
AV: 2  
WDA: 2  
CDA: 2  
DRT: 2D5  
SF: 10

Poison: S – L – STR – 15 mins – 3 – 2D3 hours – Pain, Puerpera.

## Game

Game in Australia ranges in size from rabbits (still widespread despite two biological attacks) and the smallest wallabies, to the largest kangaroos and domestic animals gone feral – cattle, sheep, horses, camels and donkeys. If the GM wants more dangerous animal encounters in the campaign, there have long been unsubstantiated rumors of big cats or surviving thylacines (Tasmanian

tigers) in the south-west: the Cordering cougar, Pemberton panther, Nannup tiger, etc.



### NANNUP TIGER STATUE

Perth Zoo is attempting to breed lions and tigers (but not bears), and there are plans to introduce a breeding colony of rhinoceros into the Australian outback to prevent their becoming extinct.

## Marine Animals

Crocodiles aside, most of Australia's most dangerous animals will be encountered by swimmers, fishermen or at the beach. As well as sharks up to size VI (larger if you include the non-hostile filter-feeding whale shark), there are box jellyfish (aka sea wasps), blue-ringed octopi, cone shells, stonefish and stingrays – extremely venomous, but better regarded as passive contamination encounters rather than beasts.

## Box Jellyfish

These jellyfish can be as small as a thumbnail or have up to sixty stinging tendrils up to three meters long, but are all but invisible in the water regardless of size. Roll (3 - victim's AAV) D6 to determine how many stingers touch bare skin; each contact is an equivalent of a Strength Rating of 1 for the poison. Additional doses are cumulative, and death can occur in 2-5 minutes. Affected areas should be thoroughly doused with vinegar to stop the poison cycle; CPR may be required if the heart stops. Box jellyfish are common in the north from October to March, and occasionally encountered near Perth beaches in April.

Poison: D – L – ST – 1D3 minutes – 1 per stinger contacted, cumulative – 1 minute – Pain, Lesions.

## Blue-ringed Octopus

These tiny octopi (12-20 cm across) are marked with rings that flash iridescent blue when provoked. Their bite may go unnoticed, but injects enough tetrodotoxin to cause paralysis and death in minutes.

Poison: S – L – DFT – 5 minutes – 4 – 5 minutes – Dizziness, Nausea, Paralysis,

## Cone Shells

These small, colorful shells up to 15 cm long hide a mollusc equipped with a small venomous harpoon.

Poison: S – L – DFT – 1 hour – 4 – 1 hour – Paralysis.



## Stonefish

A bottom-feeding fish that resembles a rock, the stonefish is topped with thirteen spikes that inject poison into the foot of anyone unfortunate enough to step on one.

Poison: S – L – DFT – 1D6 minutes – 2 – 1 hour – Fainting, Nausea, Pain, Paralysis.

## Stingray

Notorious in Australia for having killed “crocodile hunter” Steve Irwin, these flat fish have a deadly tail-spine (sting BCS 12, Damage Die 1D3) but are mostly inoffensive unless trodden on or handled. Stings to the limbs are rarely lethal unless infection sets in.

Poison: S – L – DFT – 1 minute – 2 – 30 minutes – Lesions, Nausea, Pain.

## 2.9 WEAPONS

Though Australia’s restrictive gun laws were largely ignored after the impact winter and a few people imported guns while importation was still possible, firearms remain rare in WA, and handguns and automatic weapons are mostly restricted to police, private security forces and bandits. Some military surplus guns, mostly older models, are used for home defense; shotguns and bolt-action rifles are popular in rural areas. The high cost and limited availability of ammunition, however, means that these guns are more likely to be used for hunting and occasional intimidation, and firefights are rare: even bandits are more likely to attack with knives, clubs and cudgels than to shoot first.

Firearms will occasionally be available for sale/barter at markets: use the following table for random guns. There is only a 60% chance that the seller will also have ammunition for any gun he sells (use the Ammo Quantities table from Book 3, page 82.)

01-10	Lee-Enfield Rifle
11	Webley Bulldog
12-15	Glock 22
16-17	M1 Garand
18	Colt 1911A1
19-20	Browning Hi-Power
21-24	Mk. 4 Rifle
25-27	FN/FAL Rifle
28	R7
29-30	M-16 Rifle
31-33	Steyr AUG
34-36	Adler A110
37-38	P3 in .38 Special
39-45	SG21
46-50	SG18
51	SG7
52	SG12
53-54	C5
55	C4
56-57	R8
58	Ruger Mini-14
59	P-16

60	Philips and Rogers Medusa revolver
61-63	Glock 17
64	Owen Gun
65	Thompson M1A1
66-67	Mk. 2 Sten
68	C18
69	C8
70	R31
71-73	R13
74-75	R27
76	R16
77	R42
78	R43
79	R48
80-82	R30
83	Mauser M1896
84	Luger P-08
85	Walther PPK
86	Walther P-38
87-88	AK-47
89-90	AK-74
91-92	Moisin-Nagant 91-30
93	Parker-Hale M82
94	Random Pistol
95	Random Rifle
96	Random Carbine
97-99	Random Shotgun
100	Random Military Weapon

## 2.10 HOSPITALS AND HEALTHCARE

Good medical care is available in public hospitals in several Perth suburbs and some communities in the south-west. Emergency room care in these hospitals is free except for the cost of medical supplies (bandages, antibiotics, painkillers, etc.), but longer stays and other services cost extra. Locals are charged 1 BP/day for in-patient care, plus 1 BP/day for food; travelers are typically charged 3 BP/day for a bed in a large ward (2D3 patients) plus the cost of food, medical supplies, etc., but will be charged at local prices on a Very Good or better reaction. Therapy care as an outpatient costs 3 BP/week for locals, 5 BP/week for travelers.

A few private hospitals also exist, charging 6 BP/day in advance for food and good medical care in private rooms.



### 3. PERTH AND ITS ENVIRONS



# PERTH

**Size:** 1.01 million

**Military Strength:** 360,000 TSP. Equipment includes M-113 Armored Personnel Carriers, helicopters, light and medium mortars and machine gun crews.

**Resources:** Farms; light industry producing or repairing survival gear, vehicles, weapons and ammunition, clothing and luxuries; hospitals; markets; breweries; schools; libraries. Seaport and fishing harbor at Fremantle. Natural foods available at 1 BP upwards from markets and food trucks.

**Trade:** Trades openly in almost anything except slaves, human flesh, dangerous drugs, and military weapons – and the last three can usually be bought on the black market if you know where to shop. Procurement officers for The Force (Commerce BCS 17) will pay 50% above demand for 10mm, .223 and 7.62mm ammunition, while gasoline and explosives (often salvaged from mine sites and other settlements north of the sprawl) fetch 50%-100% above standard barter value.

## **General Reaction:** 0

**Background:** Perth is used both as the name of the central business district (CBD) and for the entire 124 kilometer (77 mile) long metropolitan sprawl from Yanhep to Mandurah. Some residential suburbs still have those services once considered essential – electricity, police, schools, etc. – and some light industries still survive and provide at least a subsistence-level employment to locals. Other areas are little more than wasteland: anarchic, dominated by gangs, or all but abandoned to the rats and wild dogs.

Residential blocks within the sprawl can broadly be classified as A to D.

**A-class areas** are largely self-sufficient, with a reliable supply of clean water and access to food, some street lighting, and some private or communal vehicles. Right of ownership is enforced by police or by private security forces, and at least one resident in a block will have a phone or radio that can be used to summon armed support within 2D3 minutes (90% chance of cell phone coverage within the A-class area). Some of these areas will be gated communities where strangers are firmly, and sometimes lethally, kept out; others will allow visitors who have goods or skills to trade (General Reaction ranging from -20 to +20), though open carry of any firearm larger than a handgun is likely to draw the attention of the Force, who may ask outsiders to surrender their weapons (permanently, on a Bad reaction or if the cop is corrupt: guns capable of FA and/or AB are 90% likely to be confiscated if discovered). Foraging is considered theft, and not permitted. Medical help may be available within an hour, either from medics living in the area or from emergency services. 90% of residences will be occupied. Likely resources include hospitals, libraries, teachers, and people with Technical and High Technology skills. Most inhabitants over twenty years of age will have the initial skills from Group 3 (*Aftermath!* Book Two, page 1) as well as some job skills, and under-twenties will have from Group 2 (“Community upbringing” Origin, page 2). Milk, bread, vegetables and other perishable foods are sold door-to-door, for cash, most days. Locals encountered outside their homes will usually be unarmored, and armed with nothing more lethal than a jackknife, but 40% of women over twelve will carry a Mace can, and 10% of men and women carry a fully loaded handgun (usually a .38 revolver, 9mm autoloader, or a .22). All carry 2D10 BP, usually in banknotes, matches, batteries and loose ammo.

**B-class areas** generally have fewer resources, but are still reasonably safe by daylight. Most houses will have their own solar panels, and some will have

storage batteries, but street lighting will be minimal or non-existent. Drinkable water mostly comes from artesian bores and rainwater tanks; some food is grown on-site (vegetable gardens, poultry, rabbits, etc.), but most is traded for in markets. Right of ownership is enforced by the Force and/or private security, and by the neighbors: there is a 60% chance that at least one resident can and will summon police, private security guards or other emergency services if trouble breaks out, but if so, help will take 2D10 minutes to arrive. Residents have few guns and will be reluctant to waste ammunition, but knives, axes, clubs, machetes and other melee weapons will be plentiful: on a sufficiently bad reaction, potential troublemakers may be killed and their bodies unceremoniously disposed of (possibly fed to pigs or other domestic animals, but not usually eaten by humans). Sixty to eighty percent of residential buildings will be occupied; uninhabited spaces are 90% likely to have been cleaned out. Milk, bread, vegetables and other perishable foods are regularly delivered to local markets for sale or barter. Likely resources include food, skilled workers, and teachers of lower-tech skills: most inhabitants over twenty will have the initial skills from Group 3 (*Aftermath!* Book Two, page 1) as well as some job skills, and under-twenties will have from Group 2 (“Community upbringing” Origin, page 2). Locals encountered outside their homes will usually be unarmored, but 40% of women over twelve will carry a Mace can, 30% of men and women carry a knife, and 10% of men and women carry a handgun with 2D3 rounds (usually a .38 revolver, 9mm autoloader, or a .22). All carry 2D6 BP, usually in banknotes, matches, batteries, cigarettes and spent cartridges.

**C-class areas** are poorer still: safe drinking water and healthy food may be precious commodities, brought in from outside and hoarded. Police and other emergency services rarely venture into these areas, and almost never by night: in many places, established local gangs provide ‘protection’ from outsiders, at a price. The residents mostly respect each other’s property, and an occupied house may still have solar panels, a bicycle or treadmill generator, a rainwater tank, a vegetable garden and/or a henhouse (10% chance of each item)... but any residence with more than one of these will also be surrounded by fences, walls or palisades and 70% will be protected by at least one large dog. Milk, bread, vegetables and other perishable foods are sometimes delivered to local markets for sale or barter. Most residents work in nearby industrial areas and/or trade goods and skills at local markets: most inhabitants will have the initial skills from Group 2 (*Aftermath!* Book Two, page 1) as well as some job skills, and under-twenties will have skills appropriate to an “Adopted by an older survivor” Origin. General Reaction to strangers tends to be negative. 40 to 60% of residential buildings in the area will be occupied; empty residences are 80% likely to have been cleaned out. 30% chance of cell phone coverage without a satellite uplink. Locals encountered outside their homes will usually be unarmored, but 90% of adults carry a knife, straight razor or collapsible club and 5% carry a loaded gun. All carry 2D3 BP, usually in matches, batteries, cigarettes and spent cartridges.

**D-class areas** are lawless, largely abandoned, and officially ‘terra nullius’. Five to thirty percent of residential buildings are still occupied, but mostly by squatters who own little more than they can carry. Most of the businesses are illegal or at best unregulated - brothels, casinos, drug factories, gunsmiths, markets for stolen goods – and have their own protection. Armed bandits and adventurers move freely; unarmed visitors are likely to be mugged if they walk down the wrong street during the day and almost certain to be attacked if they come here at night. Gangs from C-class areas and some of the private security

forces recruit new members here; police and mercenaries occasionally enter in force to hunt for fugitives or shut down criminal enterprises that threaten safer areas. Sixty percent of residents are under twenty, with Group 1 initial skills (Literacy is rare) and “Tribal upbringing” origin; older residents and some of their children who haven’t escaped the area will have Group 2 or Group 3 initial skills. There is a ten percent chance of a cell phone working without satellite uplink. Locals encountered outside their homes will usually be unarmed, but 90% of adults carry a melee weapon ranging from a switchblade to a machete, and 5% carry a gun or crossbow. All carry 1D3 BP, usually in matches, batteries, cigarettes and spent cartridges.

## 3.1 COMMUNITIES AROUND PERTH

### 3.1.1 Fremantle

**Size:** 27,000

**Resources:** Seaport, fishing harbor, hospital, market, brewery, school, library. Drinking water is free, natural foods available at 1 BP upwards.

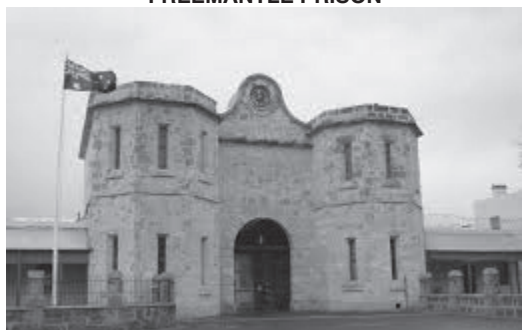
**Trade:** Exports food and clothing/armor, smaller quantities of HtH and muscle-powered ranged weapons, vehicles, tools, containers, underwater gear, luxury goods and survival gear. Limited trade in ammunition. Imports tech, raw materials. Merchants typically have Commerce BCS of 10 + 2D3.

**General Reaction:** +5



**Background:** Fremantle (“Freo”) is Perth’s port city, and has effectively become the unofficial capital (Boss City) not only of WA, but of mainland Australia. Even before Cybele was detected, the city council had been working to make the town sustainable with solar power and other initiatives. The fishing fleet provides food, the market is the busiest in post-ruin WA, visiting ships from the US Fleet bring luxuries, and the weekly football games draw large crowds in winter. Musicians perform in the streets, particularly along the cappuccino strip, and the town also offers the entertainments found in other port cities, including pubs, brothels, and gambling. The historic prison and old fire station, both close

#### FREMANTLE PRISON



to the city center, now provide Spartan accommodation for visitors (1 BP/day), and the public hospital still provides good medical care and therapy. Most of the residents have a strong sense of community and civic pride; the democratically elected local government helps provide a reliable supply of electricity and clean (recycled or desalinated) water, and the town center and most of the surrounding suburbs are well policed and relatively safe. 75% of the region is A-class residential, 20% commercial, 5% rural.

The Fremantle Markets specialize in fresh natural food (raw or cooked), clothing, shoes and leather goods, bicycles (including electric bicycles), and luxuries such as soap and sunglasses – but smaller quantities of preserved or packaged food, books, maps, arrows and crossbow bolts, reproduction weapons, containers, fabric gear, candles, hand tools (including knives), kitchen utensils, and watches are always available, and traders frequently bring in items they have scavenged or repaired, including working cars, vans and powerboats. Manufacturers at the market will also make crossbows, armor, clothing, containers and hand-to-hand weapons to meet customers’ specifications. Most local merchants accept pre-Ruin banknotes as currency (\$100 = 1 BP), but eternabatteries, ammunition and other items are also commonly traded. Travelers looking for guns, however, will have to go out of town.

Fremantle's schools teach most non-technical physical skills and knowledges, as well as Automobile Driving, Automobile Mechanic, Boating, Carpentry, First Aid, High Technology Use, Lab Technique, Marine Mechanic, Machining, Powerboat Pilot, Radio Communication, Seamanship and Technology Use. Fremantle is also home to Catholic and Anglican (Episcopalian) cathedrals (transplants from the abandoned Perth city centre), and Baptist, Wesleyan, and Scots Presbyterian churches – though 40% of the population claims no religion, 28% is Catholic, only 22% Protestant, and 3% Buddhist.

## RACHEL MARCIANO, MAYOR OF FREMANTLE

Superior Elite



**Skills:** (BCS 17) Bicycle Riding; First Aid; Fishing (Hook); Foreign Language (Italian); High Technology Use; Literacy (English, Italian); Survival (Urban); Swimming; Technology Use; Unarmed Combat. (BCS 14) Advanced Farming; Automobile Driving; Basic Research; Boating; Botany (Post-Ruin); Commerce; Culture (Post-Ruin); Dirt Farming; Foreign Language (Mandarin Chinese); Literacy (Chinese); Marine Mechanic; Motorcycle Driving; Nutritionist; Powerboat Pilot; Rifle, Modern; Salvage Food; SCUBA; Seamanship; Survival (Rural). (BCS 11) Acrobatics; Automobile Mechanic; Beast Riding; Culture (Pre-Ruin); Pistol, Modern; Radio Communications; Search (Urban).

**Armor:** Typically jeans (HC 10-18), shirt (LC 4-9, 21-28), sneakers (HC 19-20) and broad-brimmed hat (LH 1). Deluxe street suit and work boots in colder weather.

**Weapons:** 1-shot Mace spray pen.

**Notes:** Age 44, 5'9" tall. Above average looks, with tanned complexion and wavy dark hair. Recognition Factor 1, Rep 18.

When Cybele hit, Rachel Marciano ('Rocky' to her friends and lovers) was a champion triathlete and long-distance swimmer, paying her way through her university course in sports medicine by working as a bike courier, surf lifesaver



(lifeguard) and jujitsu instructor. After the Australian economy collapsed, she worked on her father's fishing boat and as a volunteer for the State Emergency Service and various charities. Charismatic, hard-working and intelligent, she was elected mayor of Fremantle at 37, and has held the office ever since. Assisted by an able team, she has kept her city remarkably safe and clean, and is popular enough with locals that she feels confident walking or biking around Fremantle, or even swimming at the nude beach in Swanbourne, without the need for armor, weapons or a bodyguard.

## POLICE SUPERINTENDENT NICK GOSS

Superior Elite



**Skills:** (BCS 17): Automobile Driving; Fast-Draw; Interrogation; Motorcycle Driving; Pistol, Modern; Rifle, Modern; Search (Urban); Single Weapon; Technology Use; Unarmed Combat. (BCS 14) First Aid; Foreign Language (Maori); High Technology Use; Literacy (English, Maori); Weapon and Shield; Streetwise; Survival (Urban); Swimming; Tactics. (BCS 11) Automobile Mechanic; Autoweapon; Basic Research; Beast Riding; Bicycle Riding; Boating; Commerce; Culture (Post-Ruin); Lockpicking; Operational Command; Polearm; Radio Communications; Strategic Command.

**Armor:** On duty, load-bearing vest (SY and BC10 3-9, AV 5/10) over shirt and trousers (HC 3-18, 21-24), motorcycle boots (HL 17-20), and a broad-brimmed hat (LH 1).

**Weapons:** Single-shot Taser; Glock 20; Tactical Flashlight. M-14, SG9, P24 and transparent Police Shield in car.

**Notes:** Age 44; 6'5" despite apparent lack of a neck. Brown skin, crewcut black hair, bushy mustache, dark eyes. Recognition Factor 3, Rep 17.

Superintendent Nikau Goss (Nick, or "Gus the Bus", to most Fremantle locals) is in command of Fremantle's police, and acts as advisor and occasional bodyguard to Rachel Marciano as well as liaising with the state's other police commanders. Goss, a Maori, came to Perth with New Zealand's All-Blacks rugby team, and was stranded there by the grounding of all commercial flights. He joined the WA Police, was soon recruited for the Tactical Response Group, earned the respect of other cops and quickly rose through the ranks. A cheerful, easy-going man by nature, he prefers to rely on his size and the power of his voice to intimidate his opponents rather than shooting them or clubbing them into submission – but he won't hesitate to use violence to prevent worse violence.

## CAPTAIN ALAN RENNIE, MD

Average Elite

**Skills:** (BCS 17) Advanced Medical; Basic Research; High Technology Use; Literacy (English); Technology Use. (BCS 14) Boating; Culture (Pre-Ruin); Fencing; First Aid; Gambling; Lab Technique; Pistol, Modern; Powerboat Pilot;

Seamanship; Tactics; Therapy. (BCS 11) Astronomy; Automobile Driving; Autoweapon; Brawling; Culture (Post-Ruin); Fishing; Decontamination; Foreign Language/Literacy (Cantonese, Japanese, Russian); Knife; Missile Launcher; Navigation; Nutritionist; Operational Command; Pathology; Pharmacy; Rifle, Modern; Salvage Food; Streetwise; Survival (Oceanic); Swimming.

**Armor:** Coverall (PX 4-18, 21-28); Boots (SY 17-20).

**Weapons:** Browning Hi-Power; Belt Knife.

**Notes:** Age 57; 6'1", Above average appearance, with short dark hair turning gray. Recognition Factor 2, Rep 15.

Alan Rennie served as a medical officer on a Royal Australian Navy frigate and at HMAS Stirling before returning to Fremantle Hospital to run the Intensive Care Unit and advise the city council on health services. A cautious man, he keeps an SG16 under his desk and only removes his sidearm when in bed, the shower, or the operating theater. He and Rachel Marciano separated amiably after living together for two years, and he remains one of her most loyal supporters.

## JOHN ARCHER

WT	WL	STR	DFT	SPD	HLH
36	20	6	12	12	6
BAP	MNA	PCA	CDA	DRT	
6	2	3	1	19	

**Skills:** (BCS 17) Chess; Culture (Pre-Ruin); Gambling; Commerce; Literacy (English). (BCS 14)

Culture (Post-Ruin); Encryption; High Technology Use; Lab Technique; Mathematics; Technology Use.

(BCS 11) Automobile Driving; Basic Research; Chemistry; Distillation; First Aid; Physics; Simple Explosives; Single Weapon; Stealth; Swimming.

**Armor:** Jacket, shirt and trousers (HC 3-18, 21-24), sneakers (HC 19-20), and a broad-brimmed hat (HC 1).

**Weapons:** Heavy cane (club).

**Notes:** Age 96; 5'6", Homely appearance; leathery complexion and mostly bald.





Recognition Factor 3, Rep 18.

“Honest John” Archer was a Fremantle-born high school principal who served two terms as education minister, one as state treasurer, and two as opposition leader before retiring from politics in 2000. A gifted teacher and the last surviving chess grandmaster in the southern hemisphere, he now serves as Rachel Marciano’s unofficial financial and political adviser, particularly in her dealings with the unions. In good weather, he can usually be found at the outside chess boards in Fremantle’s King’s Square.

### 3.1.2 Perth City/CBD

**Size:** Unknown, but estimated to be <200.

**Resources:** Limited shelter and scavenging opportunities.

**General Reaction:** -10

**Background:** Once dubbed “Dullsville”, Perth’s Central Business District was a conglomeration of skyscrapers and retail stores, with just enough pubs, food halls and convenience stores to sustain the population of office workers and shop staff before they went home to the suburbs, leaving the twelve blocks of the city center effectively empty until the following morning except for a few homeless and the business travelers staying in the hotels. There were some half-hearted (or possibly half-witted) attempts to create tourist attractions within the CBD

or near the riverbank to the south, and some small overpriced apartments were built close to the city center, but the office buildings were mostly abandoned after the collapse of the world economy and the shopkeepers and residents soon followed. The cathedrals and churches were deconsecrated and given to squatters. Royal Perth Hospital’s staff and equipment were relocated to other hospitals, leaving the old building empty, and Perth Library’s stock was moved to the State Reference Library in Northbridge.

Having been looted of all that was useful (and much that wasn’t), the CBD would now more aptly be described as “Deadsville”. 75% is former commercial (mostly office space above the second floor), 20% is former residential, 5% is rubble, and nearly all of it has been worked out. Some of the apartments and hotel rooms are still occupied by squatters, many of them hiding from the police who rarely venture into the otherwise deserted D-class area.

A few blocks east of the CBD is a grassed area converted to farmland and an adjoining strip (one block deep) of occupied residential apartments. Treat as a C-class area. West of the CBD, on the other side of the freeway, are the gutted shells of Parliament House and Dumas House, the four square kilometres (1000 acres) of mostly natural bushland of King’s Park, and a small gated A-class community with well-armed private security.

### 3.1.3 Northbridge and the City of Vincent



**Size:** 25,000

**Resources:** Library, gun shop, street markets, accommodation, entertainment.

**General Reaction:** +5

**Trade:** Exports food, guns and ammunition, clothing/armor; imports tech, fuel, luxuries. Merchants typically have Commerce BCS of 10+2D3.

**Background:** Northbridge lies across the railway line from the CBD, and while most of the old shops and restaurants in the commercial blocks have been abandoned or used as storerooms, the streets and parks are home to market stalls selling food, clothing, books, and assorted salvaged items from late morning to midnight. The State Reference Library has a huge collection of References, Texts and Manuals, as well as working computers. The Art Gallery has been looted, the Museum was being renovated when Cybele hit, and the theatres are dark, but the Jumbotron screens at the Cultural Centre and the Piazza show free movies every afternoon and evening, and a large number of bars, dance halls and sex workers offer other forms of entertainment at a wide range of prices. Solar screens are less plentiful than in Fremantle, but the Universal Gym has converted its exercise bikes and treadmills to generate power for much of the commercial district, paying a day's rations in exchange for (3 hours divided by STR group) of labor.

40% of Northbridge is commercial, 60% B-class residential. Ten well-maintained backpacker hostels offer accommodation for travelers with goods or services to trade (1 BP/day for a dorm, 3 BP/day for a private room, 30% chance of 1D6 vacancies in any hostel and a good place to gamble or barter with other foragers), and the Salvation Army Fortress offers free dorm beds to those who obviously have nothing they can trade (e.g. no weapons). Police regularly patrol both the commercial and residential blocks on foot and horseback, and, as their headquarters on Fitzgerald Street has a large lock-up, they are less reluctant than most WA police to make arrests and let prisoners wait for their friends to pay their fines. The Technical College offers classes in Commerce, Pre-Ruin Culture, Computer Science, English Language/Literacy, First Aid, and Technology Use; a dozen martial arts schools teach Unarmed Combat and a few also teach Single

#### NORTH METRO TAFE



Weapon, Flexible Weapon, Knife, Nunchaku, Polearm, Sai, and/or Tonfa skills, as well as selling the appropriate weapons.

60% of Northbridge's population was born overseas, with approximately 20% being of Asian descent (mostly Chinese, Malaysian, Korean or Vietnamese). Northbridge is also home to the Perth Mosque, as well as Baptist, Lutheran, Presbyterian, Serbian and Greek Orthodox churches.

The City of Vincent, north and west of Northbridge, is 80% C-class residential, 13% commercial and 7% parkland. North Metropolitan TAFE, a technical school, offers courses in Advanced Farming, Architecture, Automobile Driving, Automobile Mechanic, Basic Research, Blacksmithing, Carpentry, Commerce,

Computer Science, Electrician, First Aid, Lab Technique, Literacy (English), Machining, Marine Mechanic, Masonry, Nutritionist, Radio Communications, Salvage Food and Television Communications. Facilities include an Auto Repair Kit #3, Tool Kit 4, an Electric Forge, and Drafting and Electrician's Kits; students also offer services such as hairdressing, leatherworking and tailoring, and mechanics. The area is home to the city's largest gay enclave, patrolled and kept relatively safe by former members of the Dykes on Bikes motorcycle club and the Nyoongar Patrol.

## POLICE COMMISSIONER RICHARD JOHANSSON

Average Veteran

**Skills:** (BCS 14) Brawling; Operational Command; Pistol, Modern; Single Weapon; Strategic Command; Tactics; Technology Use. (BCS 11) Automobile Driving; Autoweapon; Beast Riding; Culture (Pre-Ruin); Direct Fire Cannon; First Aid; Gambling; Grenade Launcher; Heavy Equipment Driving; High Technology Use; Literacy (English); Missile Launcher; Mortar; Radio Communications; Rifle, Modern; Swimming; Tracking; Weapon and Shield.

**Armor:** Jacket and pants (HC 3-18, 21-28) over ballistic armor (BC10 3-12); shoes (HL 19-20).

**Weapons:** Glock-22; collapsible baton (club).

**Notes:** Age 70; 6'1", Mediocre appearance; heavy-set, with thinning gray hair. Recognition Factor 3, Rep 14.

Richard Johansson joined the Queensland Police after two tours in Afghanistan with the ADF's 2<sup>nd</sup> Cavalry, and rose to the rank of Deputy Commissioner before being offered the position of Commissioner with the WA Police. He moved to Perth a few weeks before his former home was destroyed by bushfires in the wake of Cybele's impact, and soon set to work turning the police department into an organization that could deal with the food riots, looting and chaos as people dealt with the collapse of the pre-Ruin economy and social order. He recruited ex-soldiers, diverted resources away from the Criminal Investigation Branch into the Tactical Response Group and uniformed patrols, persuaded the government and private donors to equip his riot police with new armor and military surplus equipment, and was largely responsible for determining which areas would receive protection from his underfunded force.

At seventy, though decades of mostly deskbound work have taken their toll on his physique and skills, he is resisting calls for his retirement. He has the support of the Lodge, of which he is a member, and of most of the Force – but even some of them believe he should start grooming a successor from among his Assistant Commissioners.

## DEPUTY POLICE COMMISSIONER HELENA BLOOM

Superior Elite

**Skills:** (BCS 17) Basic Research; High Technology Use; Technology Use. (BCS 14) Acting/Disguise; Culture (Pre-Ruin); First Aid; Literacy (English, Greek, Hebrew); Operational Command; Pistol, Modern; Search (Urban); Survival (Urban); Swimming; Tactics; Unarmed Combat. (BCS 11) Automobile Driving; Beast Riding; Bicycle Riding; Chemistry; Computer Science; Fast-Draw; Foreign Language (Italian, Korean, Mandarin Chinese, Spanish, Vietnamese); Lab Technique; Nutritionist, Rifle, Modern; Salvage Food.

**Armor:** Jacket and pants (HC 3-18, 21-28) over ballistic armor (BC10 3-12); shoes (HL 19-20).

**Weapons:** Glock-22; tear gas pen (1 shot).



**Notes:** Age 48; 5'11", Above average appearance; tanned complexion, short blond hair, bright blue eyes. Recognition Factor 1, Rep 16.

Before being promoted to Deputy Commissioner (Specialist Services) last month, Helena Bloom had served thirty years with the WA Police, half of it as a detective in the Sex Assault Squad. She is well known in Northbridge, where she has a large network of friends and paid informants. Her approach to the job relies heavily on community policing, public relations and intelligence-gathering rather than on armed confrontation – but she is also trained in Krav Maga, works out and swims regularly to keep in shape for the annual women's triathlon, and keeps a 12 Ga Magnum SG12 in her car.

## BETH BROWNING



WT	WL	STR	DFT	SPD	HLH
13	16	16	26	16	14
BAP	MNA	PCA	CDA	DRT	
8	3	2	2	22	

**Skills:** (BCS 20) Firearms Repair, Modern; Handloading; Rifle, Modern. (BCS 17) Commerce; Pistol, Modern; Firearms Repair, Primitive; Technology Use. (BCS 14) Chemistry; Culture (Post-Ruin); Crossbow; Fast-Draw; High Technology Use; Hunting; Knife; Lab Technique; Literacy (English);

Machining; Motorcycle Driving; Rifle, Primitive; Search; Simple Explosives; Stealth; Tracking; Unarmed Combat. (BCS 11) Automobile Driving; Basic Research; Climbing; First Aid; Leatherworking; Mathematics; Nutritionist; Pistol, Primitive; Salvage Food; Single Weapon; Swimming; Tailor; Throwing.

**Armor:** Deluxe Street Suit (PX 3-18, 21-28, BC10 4-12); combat boots (LL, 17-20).

**Weapons:** Colt Lightweight. 12 Ga Magnum SG16, Single-barrel Taser and 10-shot can of Mace under counter.

**Notes:** Age 38; 5'10", Above average appearance, with pale complexion, shoulder-length red hair and green eyes. Recognition Factor 2, Reputation 20 as a gunsmith and shooter.

The daughter of a gun enthusiast and by far the best shot in the family, Beth was WA's female rifle champion when Cybele hit and Australia's gun laws were relaxed. She married gunsmith and Army reservist John Browning in 2029, and took over his business after he died of avian flu.

Though she always stocks, at a minimum, two Lee-Enfield Rifles, one Mk. 4, one R33, one Adler A110, two SG21s, 1D3 random rifles and 1D3 random shotguns, the shop's main business is in salvaged and handloaded ammunition. She has rifle, shotgun and pistol handloading equipment in the house behind the shop (Efficiency Factor 1.5), with swages (all Efficiency Factor 100) for 12 and 20 gauge shotgun shells, 9mm Parabellum, .357 Magnum, .40 S&W, 10mm ACP, .45 ACP, .44 Magnum, .222, .223, .243, .303, and .308. Her stock at any time will include 1D3 boxes of each of these pistol calibers, 1D6 boxes of each rifle of these rifle calibers, 2D6 boxes of 12 ga and 20 ga shotgun shells (random shot size), and 1D10 boxes of .22 LR, 1D3 boxes of .410, 1D100 units each of primers and smokeless powder, and a 5% chance of a random quantity of any other caliber a character needs (use table from Book 3, p. 82). She also stocks 1D3 crossbows, a large quantity of powder and shot for black powder weapons, and a range of telescopic sights, rifle bags, gun cleaning kits and other accessories. She does not stock pistols, apart from the ones she and her apprentices carry, but can obtain them in 2D3 days if she has a Good or better reaction to the purchaser. She does not trade in fully automatic or military weapons, and will not convert guns to fully automatic.

Browning lives behind her heavily fortified gun shop, on the border between the commercial and residential areas: the shop is open from noon to sunset every day except Sunday, and always occupied by Browning and/or 1D3 apprentices (Average Trained, armed with Zastava CZ40s). Four people who have been foolish enough to try to rob her are buried in the potato patch (formerly a small park) across the road.

### 3.1.4 Armadale

**Size:** 13,000

**Resources:** Light industry, timber, public hospital

**General Reaction:** -5

**Trade:** Exports building materials, farming equipment, packaged food, drugs; imports food, high-tech, luxuries. Typical merchant has a Commerce BCS of 10+1D3.

**Background:** The City of Armadale is a 545 square kilometer cluster of suburbs and former state forest, approximately twenty-eight kilometers south-east of Perth. 60% of the area is Rural – either C-class orchards, or D-class nature reserves and bushland populated mostly by kangaroos, small game and venomous snakes. 10% is Industrial and B-class. 5% is Commercial, most of it abandoned and D-class. 5% is Rubble. Residential blocks near the hospital and the B-class industrial areas are also mostly B-class, inhabited by workers,

## ARMADALE



policed by a private security force, and provided with fresh water and a fairly reliable electricity supply by dams in the area. The rest of the area is Residential, 30% of it C-class, the rest D-class. Most buildings in D-class areas, particularly those near bushland, have been damaged by bushfires and/or looters removing pipes, wiring and other building supplies: Structural Stability is 1D10.

The Forrestdale Business Park, the largest of the B-class Industrial areas, mostly produces dressed timber and metalwork for construction, specializing

in transportable houses, roofing, plumbing supplies, storage tanks and pumps, protective fences, gates, and security screens. Other businesses at the park include scrap metal merchants, a small cannery for packaging foods, and manufacturers of a range of agricultural equipment, including axes and machetes. Disassembled and hidden in one warehouse is the necessary machinery to mass-produce Kalashnikovs and Owen Guns in a variety of calibers: this can be removed from storage and put into operation if the Force decides it needs extra firepower. However, the only ammunition stored at the park is in the armory for the local security company. Private security guards in the B-class areas are Average Veterans, armed with random 9mm Parabellum autoloaders and tactical flashlights, wearing helmets (MP 1), jackets (PH 4-10, 21-28), cargo pants (HC 11-18) and boots (LL 17-20). If an alarm is sounded, they grab 12 ga shotguns and plastic flak jackets (LP-MP 4-12). Patrols are usually one guard and one large attack dog, but each guard can summon 2D3 more guards with a hand-held radio or personal alarm.

Relatively few of the area's pre-Ruin inhabitants, even if they owned rather than rented their homes, were wealthy enough to equip them with solar screens, security systems, and the other features that would have turned them into self-sufficient strongholds. While most of these houses have been abandoned, some of the methamphetamine labs for which the region was notorious are still operating. Drugs, stolen and looted items, and locally made fermented and distilled drinks are readily available at the shebeens in the D-class areas, as are sex workers, hirelings, and gambling on anything from two-up to dogfights and bare-knuckle brawling.

## 3.1.5 Bassendean

Size: 9,000

Resources: Light industry, market.

General Reaction: 0

## BASSENDEAN AND BAYSWATER



**Trade:** Exports solar screens, bows and arrows, vehicle parts, food; imports luxuries. Typical merchant Commerce BCS of 10+1D3.

**Background:** The Town of Bassendean covers 10.4 square kilometers approximately twelve kilometers northeast of the CBD. 25% is B-class residential, including some small but well-protected gated communities; 15% is C-class residential; 20% is D-class residential. 30% is a B-class industrial area centered around Tonkin Business Park, including an elite bowyer and fletcher, a factory producing solar screens, and a large number of auto wreckers and salvage yards cobbling vehicles and farm machinery out of spare parts. Parkland and empty lots have been turned into well-policed commons (B-class security) for sheep, goats and pigs. Most of the commercial buildings have been abandoned, except by squatters and rats, but the weekly street market sees a brisk trade in natural and packaged food, clothing, books, and luxuries. The Swan Districts Football Club based at Bassendean Oval doubles as the headquarters of the area's main security force, which manages to keep the peace with a minimal expenditure of ammunition.

### 3.1.6 Bayswater

**Size:** 48,000

**Resources:** Markets, hospital, gunsmith.

**General Reaction:** 0

**Trade:** Exports food, guns and ammunition, medical, luxuries, services; imports hardware. Typical merchant Commerce BCS of 10+1D3.

**Background:** The City of Bayswater is a 33 square kilometer area eight kilometers northeast of the CBD. 80% of it is residential, 10% commercial, 7% industrial and 5% rural. 60% is B-class, 30% C-class, with a few small D-class areas – mostly old apartment buildings of poor structural stability, and abandoned shopping complexes. The Maylands Police Complex is home to the twenty Mounted Police and the Police Canine Section, who regularly patrol

#### MAYLANDS POLICE, BAYSWATER



the area, and Mercy Hospital (private) provides advanced medical care and therapy. Many smaller shops still operate, including a compounding pharmacy, a bicycle shop and a gunsmith. The area is also home to Anglican, Catholic and Pentecostal Churches, a Buddhist temple, a Sikh Gurdwara, and significant Chinese, Italian, Indian and Vietnamese communities.

### REX ROBERTS

Average Veteran

**Skills:** (BCS 14) Commerce; Firearms Repair, Modern; Firearms Repair, Primitive; Handloading; High Technology Use; Literacy (English); Rifle, Modern; Streetwise; Technology Use. (BCS 11) Automobile Driving; Autoweapon; Fast-Draw; First Aid; Hunting (Shoot); Machining; Nutritionist; Pistol, Modern; Salvage Food; Survival (Rural); Tracking.

**Armor:** Concealable ballistic vest (BC10 4-9) under Field Jacket (HC 4-11, 21-



REX ROBERTS

28), fatigue pants (10-18), combat boots (LL, 17-20).

**Weapons:** .357 Magnum P49. 12 Ga Magnum SG16 and Mace canister under counter.

**Notes:** Age 58; 5'8", Average appearance; tanned complexion, with brown hair and brown eyes. Recognition Factor 0.

Rex Roberts was a supply sergeant in the Australian Army when Cybele hit. Realizing that money would soon be worthless but guns and ammunition would be in demand, he apprenticed his sons to a gunsmith and took over the business when the owner retired. He has used his contacts in the army to provide him with munitions and a few military weapons, and doesn't ask too many questions when people sell him guns, but he and his family live well enough on his legitimate business that he mostly operates within the law. He is also proud of never selling guns that don't shoot straight (nothing below DUR 3).

Roberts has shotgun handloading equipment (Efficiency Factor 1) with swages for 10, 12 and 20 gauge and .410 caliber (all Efficiency Factor 80), and his stock at any given time includes 2D10 boxes of 12 ga and 12 ga Magnum (random shot size) and .223; 2D6 boxes of 20 ga, 20 ga Magnum and .410 shotgun shells, .22LR, 9mm Parabellum, .40 S&W, .303 and .308; and a 5% chance of a random quantity of any other calibre a character needs (use table from Book 3, p. 82). His stock of guns, at a minimum, is one Medusa revolver, 1D3 Lee-Enfield Rifles, one Mk. 4, one R7, one R33, one R42, one C1, one C18, 1D3 Adler A110s, 1D3 SG4s, one SG18, and a .50 caliber rifled muzzle loader. He also stocks a large range of knives, 1D100 units each of primers and smokless powder, a quantity of black powder and shot for black powder weapons, and a range of telescopic sights, bullet and cartridge belts, gun cleaning kits and other accessories. He does not sell modern military weapons, but on a good or better reaction he may arrange a meeting with a contact who does.

## JOSEPH MARSHALL

Average Veteran

**Skills:** (BCS 14) Commerce; Disguise/Acting; High Technology Use; Literacy (English); Search (Urban); Streetwise; Technology Use. (BCS 11) Automobile Driving; Carpentry; Culture, Pre-Ruin; Dirt Farming; Fermentation; Distillation; Fishing; Gambling; Hunting; Pistol, Modern; Rifle, Modern; Stealth; Survival (Urban).

**Armor:** Concealable ballistic vest (BC10 4-9) under jacket (HC 4-11, 21-28); shirt (LC 4-9, 21-28), pants (HC 10-18), sneakers (HC 19-20).

**Weapons:** P25 in .44 Magnum.

**Notes:** Age 66; 5'10" tall, Above average appearance, with silver hair and dark eyes. Recognition Factor 1. Reputation 20 among his flock.

Growing up poor in Card Switch, Alabama, Joseph Isaiah Marshall dreamed of becoming a wealthy televangelist, but despite (or possibly because of) his flashy snake-handling routine, his traveling revival show never managed to bring in more than a modest income which he frequently had to supplement with odd jobs, petty theft and fraud. His debts, his failed apocalyptic predictions, and some difficulties with the seventh and eighth commandments motivated him to leave the USA in 2013, and a year later he married the daughter of an Australian farmer. In 2020, his apocalyptic prophecies largely came true, and he began to believe that God had spared him so that his family and his snakes could help cleanse the world of sinners while saving the righteous. He took over and renamed the Pentecostal church in the Maylands commercial district, and he and his charismatic son Johnny selected the more fanatical followers from his congregation to act as recruiters and bodyguards, and occasionally as killers.

Most days and nights, the Rockhouse is a fairly conventional evangelistic church, with rock music, apocalyptic sermons, speaking in tongues, and Sunday school classes; handling serpents is an optional extra, restricted to adults. Occasionally, though, Marshall conducts his "ritual cleansing" sessions (known to his disciples as "midnight mass murders") for the benefit of the inner circle of his cult, throwing suspected sinners into the snake pit to see who God has chosen to let live.

## JOHNNY MARSHALL

WT	WL	STR	DFT	SPD	HLH
13	39	13	16	26	13
BAP	MNA	PCA	CDA	DRT	
13	3	4	2	39	



**Skills:** (BCS 14) Disguise/Acting; Literacy (English); Search (Urban); Survival (Urban); Technology Use. (BCS 11) Brawling; Commerce; Fishing; High Technology Use; Hunting (Shoot); Pistol, Modern; Psychology (Human); Rifle, Modern; SCUBA; Streetwise; Swimming.

**Armor:** Concealable ballistic vest (BC10 4-9) under long coat (HC 4-16, 21-28); shirt (LC 4-9, 21-28), pants (HC 10-18), sneakers (HC 19-20).

**Weapons:** P25 in .45 Long Colt.

**Notes:** Age 16; 6' tall, Handsome appearance, with strawberry blond hair and blue eyes. Recognition Factor 4, Reputation 20 among his flock.

John Wayne Marshall is the only surviving legitimate son of Joseph Marshall. He is also a Charismatic Telepath (Book 3, p. 64) with a Charisma Talent of 16 and a Natural Talent of 13. He began preaching in his father's revival meetings at the age of six, and since his voice broke, has largely taken over the preaching duties at the Rockhouse Holiness Church, leaving his parents to concentrate on administrative duties. His Natural Telepathy enables him to handle the

Rockhouse's snakes with immunity, and while his knowledge of scripture is shaky, his looks, voice, charisma and unshakeable confidence have earned him a following.

Johnny's father has taught him not to be caught using his Psychic Induction power in church, though he has no compunction about him using his Animal Telepathy when handling snakes. Unknown to his parents, Johnny does enjoy using it on attractive young women, either by planting suggestions in their minds as a prelude to an attempted seduction or after the fact to make them believe that they had only imagined that sex had happened.

## MARY MARSHALL

Average Veteran

**Skills:** (BCS 14) Literacy (English); Salvage Food; Tailor; Technology Use. (BCS 11) Brawling; Commerce; First Aid; High Technology Use; Pistol, Modern; Rifle, Modern; Tailor.

**Armor:** Concealable ballistic vest (BC10 4-9) under dress (HC 4-16, 21-28), shoes (LL 19-20).

**Weapons:** .38 Special P57

**Notes:** Age 39; 5'4" tall, average appearance, with blond hair and brown eyes. Recognition Factor 0.

Mary Marshall married Joseph Marshall partly out of infatuation, but mostly to escape from the sugarcane plantation where she lived with her widowed father and four older brothers. She has loyally followed her husband across Australia, and is glad that – whether by divine providence or dumb luck – this led to her escaping the worst effects of the apocalypse. She is fiercely protective of her son Johnny, believing him to be a true miracle worker; she is willing to kill for him, and blind to his sociopathic and sadistic tendencies.

Mary attends the Rockhouse's revival meetings and concerts and occasionally handles serpents, though she does not preach. She occasionally attends the midnight mass murders, and helps train the "flirty fishers" the church uses to lure in worshippers. She also teaches rudimentary English literacy (with a strong evangelical bias) to boys and girls at Sunday school and on weekday mornings, and sewing and food preparation skills to girls and women on weekday afternoons.

## ROCKHOUSE DISCIPLES

Average Trained

**Skills:** (BCS 11) Brawling; Commerce; Disguise/Acting; Literacy (English); Pistol (Modern); Rifle (Modern); Search (Urban); Streetwise; Survival (Urban); Technology Use.

**Weapons:** Single-shot Taser, small can of mace spray (1D6 shots), or electro-weapon brass knuckles.

Most of Marshall's followers are harmless, but the Disciples, also known as the Elect, are men and women aged 16-30 who the Marshalls trust to do the Rockhouse's dirtiest work and keep its secrets. All are of above average appearance or better, and male and female alike, serve as "flirty fishers", using sex appeal to try to entice people to attend meetings at the church. They are usually honest about this, but sometimes seek out people they believe to be sinners to be sacrificed to the Rockhouse's collection of venomous snakes.

Outside the church, Disciples typically wear street clothes and rarely carry weapons – but when in the Rockhouse, they have access to guns and won't hesitate to use them to defend the Marshalls or the church.



## 3.1.7 Belmont

Size: 29,000

**Resources:** Light industry, shooting range, horse breeding.

**General Reaction:** 0



**Trade:** Metal and plastics fabrication to order; small trade in horses: imports food. Typical merchant Commerce BCS of 10+1D6.

**Background:** The City of Belmont, eight kilometers east of the CBD, is a cluster of suburbs that includes the abandoned Perth Airport (occupying approximately one-third of its forty square kilometers), as well as the horse-racing tracks at Ascot and Belmont Park. 75% of the remainder is residential: 5% B-class, 30% C-class and 40% D-class. The industrial and commercial areas (18% and 7%) were mostly abandoned at the same time as the airport, though some machining and plastic-forming businesses still operate and can produce armor on demand (Maximum AV 8), and Helena Schweitzer, an Expert Teacher at the Lone Ranges shooting complex, offers firearms training.

The unused land at the airport is frequently used for mock battles by re-enactment groups, including the Guild (Dark Ages to Medieval re-enactors), the First Corps (US Civil War), the Australian Light Horse (WWI), and the European Theatre (WWII).

## 3.1.8 Cambridge

Size: 22,000

**Resources:** Skills and knowledge

**General Reaction:** -5

**Trade:** Exports food, alcohol, luxuries, knowledge and skills; imports hardware. Typical merchant Commerce BCS of 10+3D3.

**Background:** The twenty-two square kilometers of the Town of Cambridge, three kilometers west of the CBD, is 70% A-class residential suburbs; 20% parks, reserves, and well-maintained sporting facilities; and 10% commercial



property – most of it still in use as shops, warehouses, eateries or pubs. It has no industries, but many of its inhabitants have marketable skills such as architecture, medical specializations, and power generation.

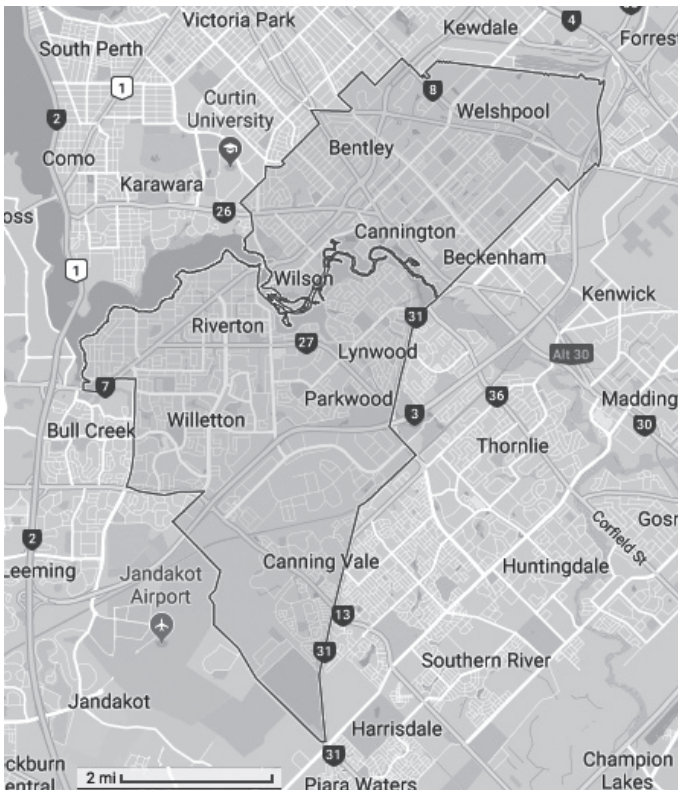
### 3.1.9 Canning

**Size:** 64,000

**Resources:** Light industry, some farming.

**General Reaction:** 0

**Trade:** Metal fabrication, construction services, food; imports luxuries. Typical merchant Commerce BCS of 10+1D3.



**Background:** The City of Canning, sixty-five square kilometers ten kilometers south-east of the CBD, is 50% residential, 20% industrial (including a large abandoned brewery), 20% rural (mostly reclaimed parkland growing potatoes and other crops), and 10% commercial (mostly abandoned). 25% of the

residential areas are B-class, 45% C-class and 30% D-class. The area has large Chinese, Indian and Malaysian communities, a Catholic private college, a Hindu temple and a Sikh gurdwara.

Hakea Prison, in Canning Vale, was abandoned in 2021; local legend has it that the site is haunted by the ghosts of a small number of prisoners judged too dangerous to release, and left to starve in the maximum security cells.

### 3.1.10 Claremont and Millionaire's Row

**Size:** 13,000

**Military Strength:** 19,000 TSP (600 Veteran/Elite riflemen, machine-gun and mortar crews and APC at Campbell Barracks)

**Resources:** Security forces; market; skills and knowledge.

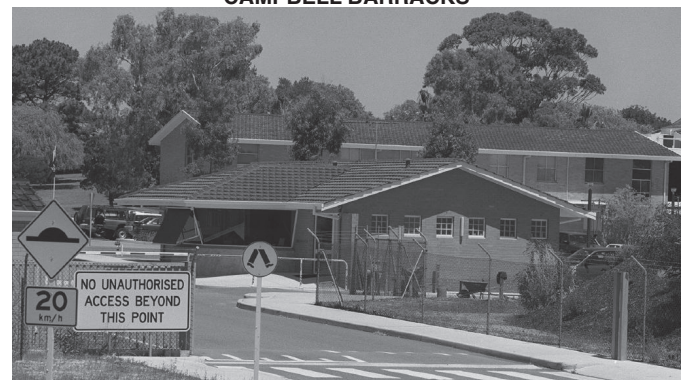
**General Reaction:** -5 to -15



**Trade:** Mercenaries for hire. Surplus pre-ruin items auctioned or traded on market days. Imports food. Typical merchant Commerce BCS of 10+3D3.

**Background:** The Town of Claremont, midway between Fremantle and the CBD, is an A-class residential suburb with 10% commercial space. SAS

#### CAMPBELL BARRACKS



commandos are trained at Campbell Barracks, which overlooks the nudist beach at Swanbourne. The area is also home to three exclusive private schools, as well as the Claremont Showgrounds (used as a marketplace) and a number of other sporting venues. The adjoining residential suburb of Cottesloe features a popular public beach and a well-maintained members-only golf course.

Millionaire's Row runs along the riverside through Nedlands, Claremont, Cottesloe and Mosman Park and encompasses the residential area of Peppermint

## CAMPBELL BARRACKS, CLAREMONT



Grove, once WA's most exclusive suburb. Some of these palatial and well-fortified houses are still inhabited by the entrepreneurs and mining magnates who owned them, or their descendants, but others have been taken over by their bodyguards or other staff who decided that their loyalty could no longer be purchased with promises backed by dollars, share portfolios, or other currency made worthless by the collapse. Many of these mansions were equipped with fallout shelters and large stores of emergency rations; the current occupants occasionally sell off surplus luxuries, ammunition, clothing, and packaged and freeze-dried food, making the Claremont market the ideal place to bid on anything from a Rolls Royce Phantom, a Gucci satchel or a bottle of Dom Perignon to a spare defibrillator or boxes of exotic ammo.

Millionaire's Row has an unofficial curfew of 10 pm for non-residents, who will be watched through the high-powered night vision scopes of sniper rifles and may be challenged by heavily-armed Superior Elite guards in Field Infantry armor (General Reaction -10) or even by prototype Wardroids. Many of the other homes in Claremont now belong to SAS-trained soldiers who hire out as mercenaries and private security, and even the smaller houses are likely to be protected by lethal booby-traps. Cottlesloe tolerates visitors to the beach during the day, but non-residents caught on the streets after dark are liable to be stopped by police or security guards, strip-searched, and escorted out of town without their weapons (indifferent to poor reaction), valuables and footwear (very poor reaction) or clothing and most of their subdual DRT (bad reaction).

## WARRANT OFFICER EUGENE FLETCHER

Superior Elite

**Skills:** (BCS 17) Autoweapon; Defusing Explosives; Demolitions; Grenade Launcher; Interrogation; Knife; Motorcycle Driving; Powerboat Pilot; Rifle, Modern; Stealth (Rural and Urban); Survival (Rural); Tactics; (BCS 14) Automobile Driving; Complex Explosives; Fast-Draw; First Aid; Literacy (English); High Technology Use; Hunting; Mortar; Operational Command; Pistol, Modern; Search (Rural and Urban); Salvage Food; Simple Explosives; Strategic Command; Swimming; Technology Use; Tracking; Unarmed Combat.

(BCS 11) Automobile Mechanic; Chemistry; Commerce; Culture (Pre-Ruin); Disguise/Acting; Foreign Languages (Farsi, Indonesian); Lab Technique.



**Armor:** Jacket and pants (HC 3-18, 21-28) over ballistic armor (BC10 3-12); boots (SY 17-20). When expecting trouble, add Light Reconnaissance Armor helmet.

**Weapons:** Glock-19, short bayonet. When expecting trouble, M4A1 with grenade launcher.

**Notes:** Age 61; 5'10"; Average appearance, with a sunburned complexion, crewcut blond hair with widow's peak, and blue eyes. Recognition Factor 0, Reputation 13 as a fighter.

Gene Fletcher was born in Zimbabwe, four months after his father - a sergeant in the Rhodesian Light Infantry's 3 Commando Battalion - was killed in the bush war. The family then moved to South Africa, where Gene enlisted in the army and served in the 6 Reconnaissance Commando. After the end of white minority rule in 1996, the Fletchers moved to Australia where Gene joined the SAS. In 2017, he left the army and was hired by mining magnate Victoria Cole as head of her personal security team. As Cybele approached, he advised her

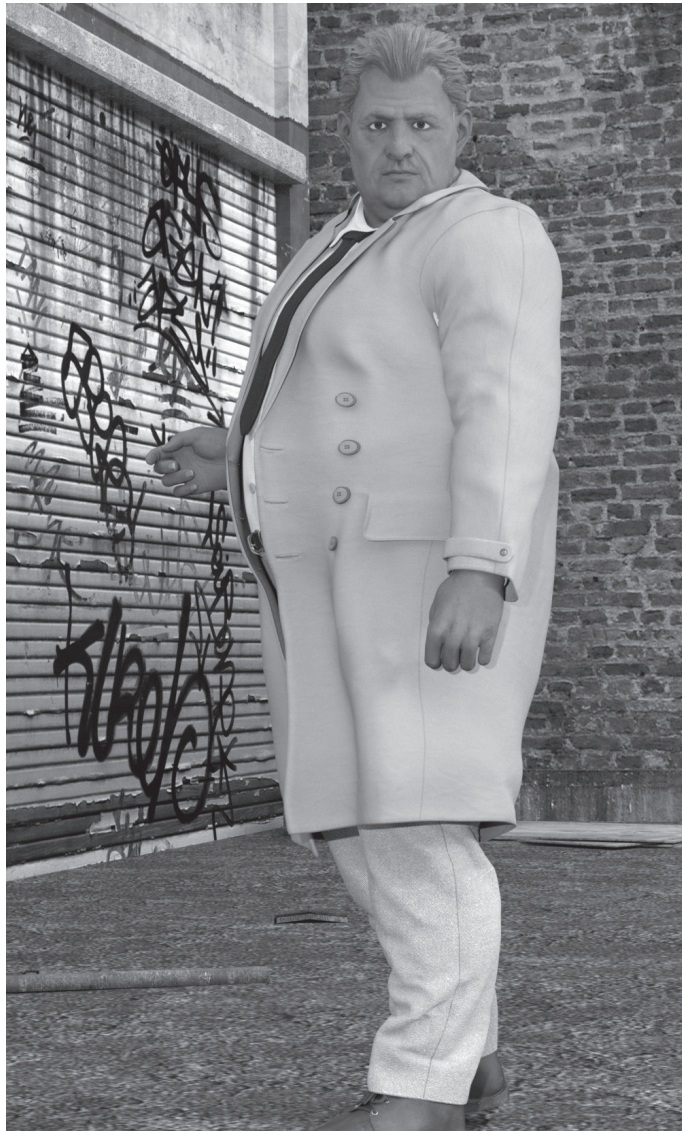
to fortify her Mosman Park mansion and sell off her controlling interest in the company's mines to buy survival equipment and the privatized Kurara Prison Farm. Cole died in her sleep in 2026, leaving everything to Fletcher.

Fletcher is the Sergeant-at-Arms of The Lodge, a secretive men's club who see the Ruin as a way of restoring white male rule over Australia. He commands a large team of well-armed mercenaries, known in the Lodge as the Society of Assassins: some with military training, some ex-cops, and some violent criminals he had released from the privatized prisons. A high-functioning psychopath, he is usually able to disguise his dislike of civilians, women, aborigines, foreigners and homosexuals for a few hours at a time, at least when sober; on the rare occasions when he loses his temper, he tends to shout and swear for several turns, only resorting to violence if his antagonists are foolish enough to stay in range.

## SIR MALCOLM COREY

Average Veteran

**Skills:** (BCS 14) Commerce; Culture (Pre-Ruin); Gambling; High Technology Use; Literacy (English); Technology Use. (BCS 11) Automobile Driving; Basic Research; Mathematics; Pistol, Modern; Powerboat Pilot; Seamanship.



**Armor:** Jacket and pants (HC 3-18, 21-28) over ballistic armor (BC10 3-12); boots (SY 17-20).

**Weapons:** S&W Model 4516.

**Notes:** Age 67; 5'11", Mediocre appearance; pot-bellied and jowly with gray hair. Recognition Factor 2, Reputation 11 around Millionaire's Row and among Lodge members.

Malcolm Corey is the nominal mayor of Peppermint Grove and secretly the Grand Master of the Lodge. An undistinguished politician and administrator who inherited his safe seat and his position from his more famous father, he is no longer able to rely on his boyish good looks to win over voters, but he still has support from the majority of the Lodge (including Police Commissioner Johansson and Professor Nathan Tucker), who regard Gene Fletcher as an occasionally useful nouveau-riche thug.

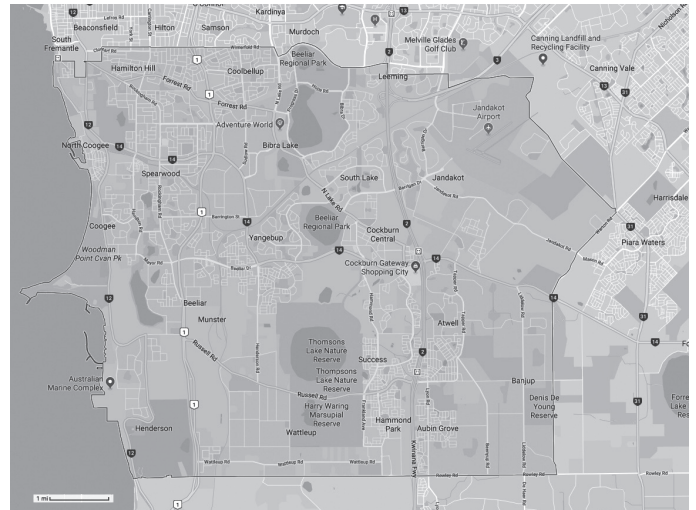
## 3.1.11 Cockburn

**Size:** 64,000

**Resources:** Shipyard, natural food, technical college, horse studs, factories.

**General Reaction:** 0

**Trade:** Exports boats and ships, cement, natural food, horses, and high-tech; imports luxuries. Typical merchant Commerce BCS of 10+1D3.



**Background:** The City of Cockburn is a 617 square kilometer cluster of suburbs, beginning eight km south of the CBD and incorporating former internment camp and vacation spot Rottnest Island (now D-class wilderness). 65% of the land is residential, 15% industrial, 15% rural and 5% commercial. The Australian Marine Complex still produces fishing boats and other vessels, Raytheon Australia manufactures high-tech electronics and weapons systems (mostly for the US Fleet, but some for sale locally), and a cement works produces building supplies. Industrial areas and the residential areas near the coast are B-class; rural and residential areas further inland are mostly C-class. The region has significant South African, Croatian and Chinese communities.

## 3.1.12 Gosnells

**Size:** 76,000

**Resources:** Forests, farmland.

**General Reaction:** 0

**Trade:** Exports eggs, poultry, fruit, timber, dogs; imports food, hardware,





luxuries. Typical merchant Commerce BCS of 10+1D3.

**Background:** The City of Gosnells, 128 square kilometers twenty kilometers south of the CBD, is 55% residential, 30% rural, 10% commercial (mostly abandoned) and 5% industrial (likewise). 70% of the area is C-class, 20% B-class and 10% D-class. The baseball park, greyhound track and many other sporting facilities are derelict (Structural Stability 2D3), but the skate parks, basketball courts and football fields are still popular with local kids, and illegal dogfights are held weekly in empty commercial buildings. The local street gangs carry baseball bats and sometimes wear baseball helmets, modeling themselves on the Baseball Furies from *The Warriors*.

### 3.1.13 Joondalup

**Size:** 98,000

**Resources:** University (including police academy), fishing, farms, hospital, library

**General Reaction:** 0

**Trade:** Exports food (mostly seafood); provides education and healthcare. Imports food, hardware. Typical merchant Commerce BCS of 10+2D3.



**Background:** The City of Joondalup covers 99 square kilometers at the north-western extreme of the Perth suburban sprawl. 75% of the land is Residential, 20% Rural and 5% Commercial. 20% of the residential and commercial areas are A-class, mostly around Joondalup Learning Precinct (which includes the police academy) and the Joondalup Health Campus (public hospital): 40% is B-class, mostly near the coast, and the remainder C-class. Joondalup also has a fishing harbor, good surfing beaches, an outdoor cinema, the last remaining drive-in in Perth, a large South African community, and Anglican, Baptist, Pentecostal, Presbyterian, Salvation Army and Mormon churches. The University and Technical College offer courses in Advanced Medical, Architecture, Automobile Mechanic, Basic Research, Botany (Pre- and Post-Ruin), Carpentry, Chemistry, Commerce, Computer Design, Computer Science, Electrician, First Aid, High Technology Use, Lab Technique, Literacy (English), Machining, Masonry, Mathematics, Mechanically Generated Power, Nutritionist, Physics, Power Generation (Electrical), Psychology, Technology Use, Therapy, and Zoology.

### 3.1.14 Kalamunda

**Size:** 28,000

**Resources:** Grain silo, timber, orchards, poultry, cattle, horses

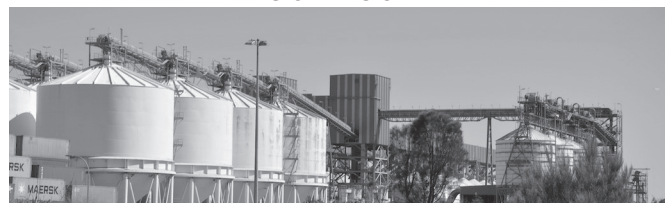
**General Reaction:** 0

**Trade:** Exports food and recycled hardware; imports fuel, weapons, luxuries. Typical merchant Commerce BCS of 10+2D3.



**Background:** The Shire of Kalamunda, 324 square kilometers of hilly, largely forested land on the eastern edge of the metro area, is home to the Metro Grains Center, a well-guarded warehouse and distribution hub for millions of tons of wheat (and a frequent robbery target). 60% of the area is rural, most of it either orchards or natural forest; 35% is residential, mostly C-class except for a small B-class area around the Metro Grains Centre; the remaining 5% is industrial, recycling vehicles and electronics. Casual work is available October to April picking fruit; see 2.3.2, Jobs. Local police will confiscate firearms on a poor or worse reaction, but mostly ignore other weapons.

#### METRO GRAINS CENTRE



### 3.1.15 Kwinana

Size: 26,000

**Military Strength:** 20,000 TSP (250 veteran and 1000 trained rifles, HMG crews stationed at Fleet Base West)

**Resources:** Refineries, fishing harbor, farms, grain silo, hospital, safe water.

**General Reaction:** 0

**Trade:** Food and fuel distribution center for the southern suburbs; imports raw materials and luxuries. Typical merchant Commerce BCS of 10+2D3.

**Background:** The City of Kwinana sits on the coast thirty-eight kilometers south of the CBD, and is home to the state's only oil and biofuel refinery, an intermittently working aluminum refinery and tailing ponds, a harbor, a bulk



grain-handling facility, a wastewater treatment plant, disused quarries, and Casuarina Prison. A causeway runs from the coast to Fleet Base West on Garden Island, a Royal Australian Navy base which operates repair and refit services for fishing vessels and the Fleet, as well as a small hospital, an explosives workshop and fuel storage. The RAN's last operational vessels, the ANZAC-class frigate

#### HMAS PERTH GARDEN ISLAND



HMAS Perth, and the Collins-class diesel submarine HMAS Rankin, are docked at the island: the frigate makes occasional patrols with a skeleton crew, but the Rankin has not sailed in years. Fleet Base West is powered by a wave energy installation which also desalinates water.

40% of Kwinana's 118 square kilometer expanse is Rural, most of it unused

native bushland; 35% is Residential, 20% is Industrial and 5% Commercial. The industrial area and 10% of the residential areas are A-class; residential areas around the major industries are mostly B-class (40%); 20% of the rural and remaining residential areas are C-class and the rest are D-class.

The refineries produce enough fuel for monthly dirt track speedcar and sprintcar races at the Motorplex Speedway at Kwinana Beach, which draw large crowds.

Casuarina Prison, formerly the state's main maximum security prison with a reputation for being one of the toughest in Australia, has been largely abandoned except for the hospital and a workshop that produces boots and shoes.

### 3.1.16 Melville

Size: 71,000

**Resources:** Hospitals, university, schools

**General Reaction:** +2

**Trade:** Provides medical care, education, technology skills; imports food, hardware. Typical merchant Commerce BCS of 10+1D3.

**Background:** The City of Melville, twelve kilometers south of CBD, is home to the Fiona Stanley (public) and St John of God Murdoch (private) hospitals,



the main campus of Murdoch University, and several private schools (Catholic, Anglican and Baptist). 20% of the region is A-class residential, 20% B-class, 10% C-class and 30% D-class. 10% is unused Rural land, the local soil being too poor and sandy for agriculture. 3% is Commercial; the remaining 7% is a mix of abandoned Industrial and Commercial properties. The region is also home to Malaysian, Indonesian, Singaporean and Chinese communities, and to Catholic, Anglican, Evangelist, Baptist, Pentecostal, Seventh Day Adventist, Korean Presbyterian, Indonesian Charismatic, and Uniting Churches, as well as a Salvation Army Fortress and a Bahai temple.

#### MURDOCH UNIVERSITY



Murdoch University is well known for its research into renewable energy, particularly solar and wind power, and for cybernetics and robotics. The solar-powered campus is home to several robots – mostly second and third generation robot-controlled devices and surrogate animatrons (*Aftermath!* Book 3, pp. 39-40), with a few prototype wardroids. It has an extensive library of Texts, Manuals, References and fiction, and teaches courses in Advanced Farming, Basic Research, Botany (Pre-Ruin and Post-Ruin), Chemistry, Commerce, Computer Science, Computer Design, Foreign Languages and Literacy (Indonesian and Japanese), Lab Technique, Mathematics, Physics, Power Generation (Solar), Psychology, and Zoology.

### 3.1.17Mundaring

**Size:** <700

**Resources:** Timber

**General Reaction:** -10



**Background:** A heavily forested area in the hills east of Perth, Mundaring Shire was devastated by bushfires shortly after the Ruin and largely abandoned - except by a few hundred dedicated survivalists who'd built bunkers there and remained or returned after the fires had died down. Rockhouse disciples periodically venture into the bushland in search of snakes, and rumors of unoccupied shelters and caches in the region lure many scavengers there; most of them return empty-handed or not at all. Treat as 80% rural, 20% rubble.

### 3.1.18Nedlands

**Size:** 16,000

**Military Strength:** 7300 TSP (100 trained rifles, Western Australian University Army Regiment)

**Resources:** Hospitals, university, schools

**General Reaction:** 0

**Trade:** Provides medical care, education, technology skills; barter pre-Ruin luxuries for food. Typical merchant Commerce BCS of 10+3D3.



**Background:** The twenty square kilometers of the City of Nedlands is all A-class and 90% residential, but also features the campus of the University of Western Australia, Sir Charles Gairdner Hospital (public), Hollywood Private

#### GAIRDNER HOSPITAL



Hospital, and the one-hundred hectare Karrakatta Cemetery. The University is home to the WAUR, has an extensive library of References, Texts and Manuals, and teaches courses in Advanced Medical, Architecture, Astronomy, Basic Research, Botany (Pre-Ruin and Post-Ruin), Chemistry, Commerce, Computer Science, Computer Design, Decontamination, Foreign Languages and Literacy (Chinese, French, German, Indonesian, Italian, Japanese, Korean), History, Lab Technique, Mathematics, Pathology, Pharmacy, Physics, Psychology, and Zoology.

The thick ivy covering many Nedlands buildings provides a comfortable home for rats; rat encounters are twice as likely here as in other A-class and B-class areas, though mutant rats are uncommon. Non-residents caught on the streets after dark are liable to be stopped and frisked by police or security guards: if armed, they will be arrested and driven or dragged to WAPOL HQ in Northbridge.

#### UNIVERSITY OF WESTERN AUSTRALIA



## PROFESSOR NATHAN TUCKER

WT	WL	STR	DFT	SPD	HLH
38	16	6	12	12	6
BAP	MNA	PCA	CDA	DRT	
6	2	3	1	17	

**Skills:** (BCS 17) Basic Research; Chess; Commerce. (BCS 14) Boating; Culture (Pre-Ruin); High Technology Use; Literacy (English); Mathematics; Powerboat Pilot; Psychology; Technology Use. (BCS 11) Advanced Farming; Automobile Driving; Chemistry; Computer Science; Culture (Post-Ruin); Fencing; Fishing (Hook); Foreign Languages (Arabic; Latin; Mandarin Chinese); History; Interrogation; Lab Technique; Marine Mechanic; Nutritionist; Physics; Pistol, Modern; Swimming.

**Armor:** Jacket and pants (HC 3-18, 21-28) over ballistic armor (BC10 3-12); shoes (LL 19-20).

**Weapons:** Bersa Model 86 in concealed holster.

**Notes:** Age 68; 6'4", Above average appearance, with immaculately-groomed silver hair. Recognition Factor 5, Reputation 13.

Professor Tucker was the last Dean of Economics at the University of Western Australia, frequently consulted by both the pre-Ruin and post-Ruin WA state



governments on financial policy. When the state government effectively collapsed, he became treasurer of the City of Nedlands, then Vice-Chancellor of UWA. He is also the nominal treasurer of the Lodge and steers its long-term policy – which includes entrenching his own power base, by assassination and mass slaughter if necessary.

A widower whose son and grandchildren disappeared in the devastation of the eastern states, Tucker is outwardly charming but utterly ruthless. An ultra-conservative Anglophile, he distrusts nomads, Muslims, and indigenous Australians (reacts at -10); he has no particular antipathy to Asians, other foreigners, or homosexuals, but never openly disagrees with other members of the Lodge unless he worries that their actions risk exposing them and endangering his position.

## DAGNY TUCKER

Average Trained

**Skills:** (BCS 11) Basic Research; Bicycle Riding; Boating; Climbing; Commerce; Culture (Pre-Ruin and Post-Ruin); First Aid; Handicraft (Painting); High Technology Use; Literacy (English); Swimming; Technology Use. (BCS 8) Archery; Beast Riding; Brawling; Chess; Computer Science; Fishing (Hook); Nutritionist; Pistol, Modern; Salvage Food; Search (Urban); Stealth.

**Armor:** Pants, sneakers and shirt (HC 4-20, 21-22).

**Weapons:** none

**Psionic mutation:** Cellular Psychokinesis. Psi 7.

**Notes:** Age 16; 5'5", 105 lbs, average appearance. Strawberry blonde hair, tanned complexion. Recognition Factor 0.

Dagny Tucker is the daughter of Nathan's second wife and the professor's only



surviving descendant. She has been aware of her power for less than a year, and has kept it a secret from her father, but has used it to heal friends of hers who were injured while scavenging in the CBD and rumors have begun to circulate. Though somewhat spoilt and distrustful of older men (reacts at -5), she lacks her father's prejudices and enjoys adventuring with a diverse bunch of fellow teenagers from across the metropolitan area.

### 3.1.19 Rockingham

**Size:** 68,000

**Resources:** Abattoir, Hospital, Library, Schools

**General Reaction:** 0

**Trade:** Provides medical care, education; imports food. Typical merchant Commerce BCS of 10+1D3.



**Background:** Named after a shipwreck, the City of Rockingham, south of Kwinana, is 50% residential (mostly C-class), 30% rural (mostly wetlands or wildlife reserves too sandy for agricultural use), 15% industrial (mostly ruins except for the abattoir) and 5% commercial (likewise). The public hospital offers free ER service; the libraries on the Murdoch campus have an extensive range of Texts, Manuals and References; and the schools offer courses in Literacy (English), Basic Research, Carpentry, Commerce, Computer Science, First Aid, Lab Technique, Masonry and Nutritionist. Some locals can also teach skills such as Heavy Equipment Driving, Automobile Mechanic, Demolitions, Electrician and Machining. There are small clusters of A-class and B-class housing around Rockingham General Hospital, Murdoch University's Rockingham campus, Challenger Institute and some of the popular beaches, and travel through most of the region is relatively safe, at least during the day.



### 3.1.20 South Perth

**Size:** 28,000

**General Reaction:** -5



**Trade:** Provides skills and knowledge and barter pre-Ruin luxuries for food. Typical merchant Commerce BCS of 10+2D3.

**Background:** Previously an expensive residential suburb a short ferry ride from the CBD four km north, and home to the Perth Zoo and several private high schools (all now abandoned), the twenty square kilometer City of South Perth is now a B-class area. Most of the high-rises and commercial areas are empty, but many of the single-family dwellings have been heavily fortified, and clashes between private security forces and scavengers are common, particularly at night. There are also unconfirmed reports of former zoo animals roaming wild in the region, including the Komodo Dragon, hyenas, orangutans, and giant constrictors. Some of the less reclusive inhabitants have, and will sometimes teach, useful skills including Commerce, Architecture, medical skills, computer skills, and High Technology Knowledges.

### 3.1.21 Stirling

**Size:** 140,000

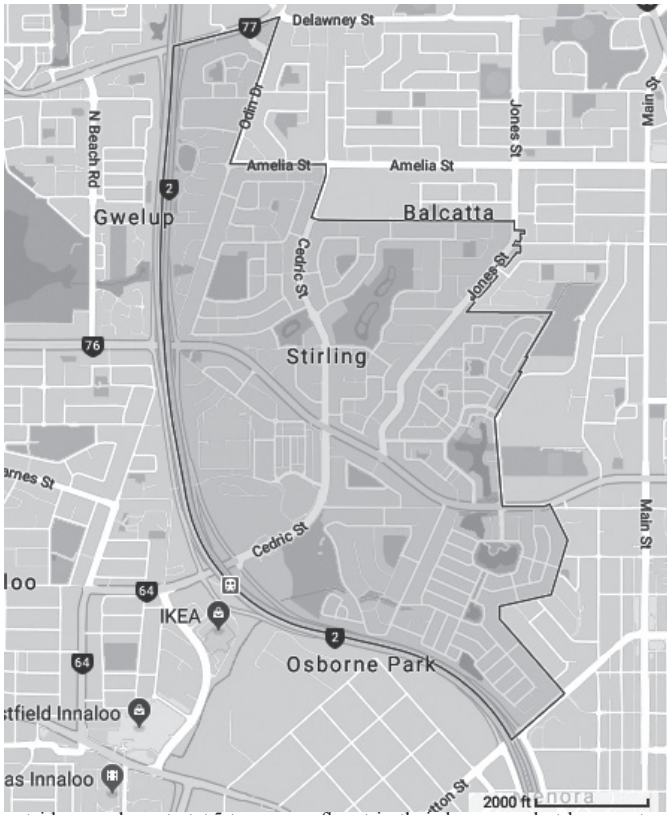
**Resources:** Light Industry, Markets

**General Reaction:** 0

**Trade:** Exports machined metal, wooden, leather and plastic goods; imports food. Typical merchant Commerce BCS of 10+1D6.

**Background:** The City of Stirling, ten kilometers north of the CBD, is a cluster of suburbs which, pre-Ruin, ranged from affluent to notorious. 50% of the 105 square kilometers is now C-class residential, 15% D-class residential, 10% rural (mostly abandoned parks and nature reserves), and the remaining 25% a mix of still-active commercial and light industrial buildings. Machine shops, plastic formers and other small factories still produce furniture and household utensils, but also manufacture and repair armor (Maximum AV 8) and shields, muscle-powered vehicles and generators, good quality backpacks and sleeping bags, and other survival gear. Salvaged items and natural food can also be bartered for at the markets.

Some areas in Stirling have become enclaves for ethnic or religious groups, including Italians, Macedonians, Chinese, Vietnamese, Bosnian Muslims, the largest Jewish community in the post-Ruin southern hemisphere, and a Greek community second only to the one in Northbridge. Most of these tolerate



outsiders, and react at +5 to anyone fluent in their language, but have a strong sense of community and a well-organized, if lightly armed, local watch that responds quickly to any perceived threat: 1D6 trained rifles and 2D100 green troops armed with clubs, cudgels, machetes, and reproduction weapons.

### 3.1.22 Subiaco

**Size:** 14,000

**Resources:** Hospitals, markets.

**General Reaction:** 0



**Trade:** Provides medical care; knowledge and skills, entertainment. Surplus pre-ruin items auctioned or traded on market days. Imports food and hardware. Typical merchant Commerce BCS of 10+2D3.

**Background:** A small collection of suburbs three kilometers west of the CBD, the City of Subiaco is home to King Edward Memorial Hospital for Women (public), and St John of God Hospital (private). The football oval and theater center are popular entertainment venues; the rest of the seven square kilometer

### KING EDWARD MEMORIAL HOSPITAL



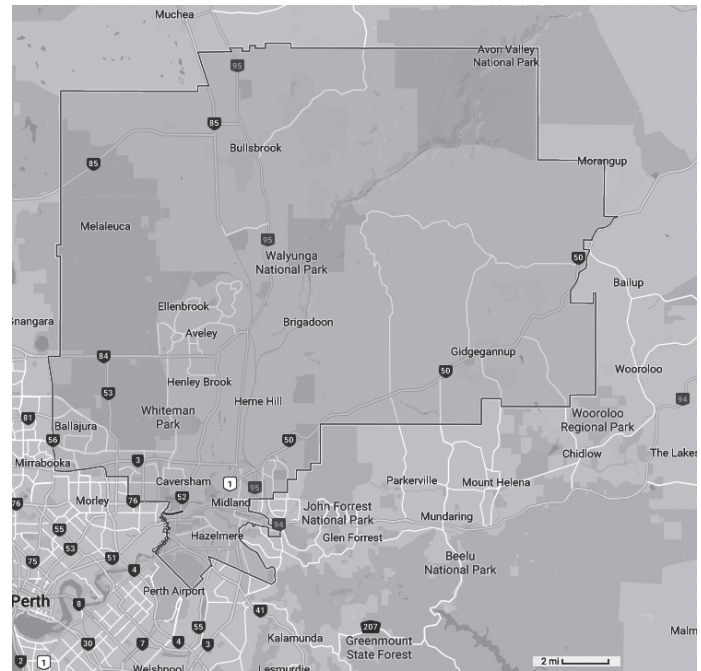
area is 90% A-class residential (popular with staff from nearby hospitals and universities) and 10% commercial. Outsiders are usually free to travel through Subiaco at any time unless visibly armed, but police will stop and attempt to disarm anyone openly carrying a weapon, then either take them to WAPOL HQ or fine them heavily before releasing them.

### 3.1.23 Swan

**Size:** 52,000

**Resources:** Horses, dairy cattle, poultry farms, wineries, light industry, brickworks

**General Reaction:** -5



**Trade:** Exports food, wine, horses, building materials, generators, agricultural machinery; imports solar screens, weapons, ammunition, luxuries. Typical merchant Commerce BCS of 10+1D6.

**Background:** The City of Swan, twenty kilometers north-east of the CBD, covers 1044 square kilometers of often hilly terrain, 50% of it rural. The RAAF airfield, Police Operations Center and Swan Districts Hospital have been abandoned, and with them most of the residential suburbs and commercial precincts. B-class residential areas surround the still-active small farms, wineries, horse studs, brickworks, light industrial district, and shooting complex, but the remaining 75% of the residential and commercial blocks are D-class. Most of the unoccupied buildings have been looted and vandalized, and many are bordering on ruin (Stability 1D10); home to rats, feral animals, feral children, and vicious if poorly-armed gangs. Many of the local farmers have armed themselves with

bows and/or modern or primitive rifles, and trained in their use – nominally to protect their crops from rabbits, but also as a response to the lack of a police presence. Trespassing on farms is not recommended.

Casual work is available in the vineyards January-February and July-August: see Jobs, 2.3.2. Machine shops in the Malaga industrial area can manufacture metal armor up to AV 10, and the chemical labs produce small quantities of explosives, smokeless powder and primers. Stalls at the markets nearby sell knives, swords, arrows, and handloading supplies, as well as local wines and the usual food and salvaged pre-Ruin items. The shooting complex offers courses in Archery and Small Arms skills.

The Iron Nation has turned an abandoned Midland shopping mall, in Swan, into a makeshift barracks for the squads stationed on the Great Eastern and Great Northern Highways, both of which pass through Swan.

### 3.1.24 Victoria Park

**Size:** 31,000

**Resources:** Light Industry, University, Technology Park, Market

**General Reaction:** 0



**Trade:** Exports solar screens, electronics, guns and ammunition, building materials and furniture, knowledge and skills; imports food. Typical merchant Commerce BCS of 10+2D3.

**Background:** The Town of Victoria Park, across the river from the CBD, is 60% B-class residential, 30% active light industrial, 5% commercial and 5% rural. It is home to Curtin University and Technology Park, an abandoned casino and golf course, a derelict sports stadium, and the 3000-seat charismatic evangelical Riverview Church. 8% of the area's population is of Chinese descent, with another 17% from elsewhere in South or South-East Asia.

Curtin University teaches courses in Advanced Farming, Advanced Medical, Architecture, Basic Research, Botany (Pre-Ruin and Post-Ruin), Chemistry, Commerce, Computer Design, Computer Science, Foreign Languages (Chinese and Japanese), Lab Technique, Mathematics, Nutritionist, Pharmacy, Physics, Power Generation (Electrical), Production of Fuel (Petroleum), Psychology, Radio Communications, Therapy and Zoology. The library has an extensive

### CURTIN UNIVERSITY



range of References, Texts and Manuals. The nearby Technology Park houses powerful computers, 'Doomsday Vaults' of data and DNA, and a prototype encephalographic educator. The light industrial area is a major producer of solar screens, readout detectors and decontamination equipment, intruder-alert systems, and air conditioning and refrigeration units.

The land at the abandoned Crown Casino complex and golf course at Burswood is frequently used for mock battles by re-enactment groups, including the Guild (Dark Ages to Medieval re-enactors), the First Corps (US Civil War), the Australian Light Horse (WWI), and the European Theatre (WWII). Weston's Guns and Militaria, the main supplier of the re-enactors, has taken over most of a shopping mall: as well as guns and ammunition, it sells old military uniforms (including helmets, bullet belts and cartridge belts), ceremonial swords and machetes, crossbows and bolts, and a wide array of knives and reproduction weapons. Other vendors in the mall sell and repair backpacks, tents, sleeping bags, kayaks and inflatable boats, underwater gear, fishing equipment, traps and snares, and other survival gear.

### PETER 'POPPA' WESTON

Average Veteran

**Skills:** (BCS 14) Brawling; Commerce; Firearms Repair, Modern; Firearms Repair, Primitive; Handloading; High Technology Use; Knife; Literacy (English); Pistol, Modern; Rifle, Modern; Streetwise; Survival (Rural); Technology Use; Weaponsmithing. (BCS 11) Automobile Driving; Autoweapon, Chemistry; Crossbow; Demolitions; Distillation; Fast-Draw; Fermentation; First Aid; Fishing; Hunting (Shoot); Lab Technique; Leatherworking; Machining; Nutritionist; Salvage Food; Simple Explosives; Single Weapon; Stealth; Tactics.



**Armor:** Concealable ballistic vest (BC10 4-9) under long coat (HC 4-14, 21-28), camouflage fatigue pants (10-18), combat boots (LL, 17-20), broad-brimmed hat (LL 1).

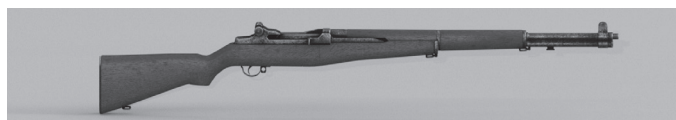
**Weapons:** Colt Delta Elite and Trench Knife on belt. C.O.P. .357 in Auto Wrist Holster. S&W Model 500 and Micro Uzi under counter.

**Notes:** Age 61; 6'2", Mediocre appearance, with a weathered complexion and a graying blond comb-over. Recognition Factor 3, Reputation 13 to Iron Nation members.

Peter Weston – ‘Poppa’ to his friends - inherited his gun shop from his father, and since the Ruin has turned a once-modest business selling guns, military memorabilia and survival equipment into a small empire. He borrowed heavily to import as many guns as possible after the laws were relaxed, but also purchased many stolen from military Q-stores or hidden after gun laws were tightened in 1996. The guns he has on display are legal, but he always has military weapons stashed in the vault of the shopping mall’s former bank branch which he has converted into a modest apartment.

Weston is also the nominal head of Perth’s chapter of the Iron Nation, a neo-Nazi group that meets at least once a week in a shebeen opposite the mall. The group usually limits its activities to raucous drinking sessions and occasional acts of vandalism against mosques, synagogues and Asian food vendors, but prospective members are encouraged to murder a foreigner in order to prove their loyalty. Most of their victims are sex workers, who make easy targets: Weston, a divorcee, hates women and homosexuals as much as he does immigrants or indigenous Australians. Despite his bigotry, he will sell non-military guns to anyone, though he overcharges people he dislikes (multiply the Barter Point value by his negative reaction number) and deliberately sells them dud, faulty or weak ammo. His best stock, including military weapons, he reserves for those he considers his allies.

Weston’s display stock consists of 1D3 Lee-Enfield Rifles, 1D3 Adler A110s, 1D3 KAR 98Ks, 1D6 Mosin Nagant 91-30s, one Ruger Mini-14, one replica Spencer Rifle, one R30, one C12, 1D3 M1 Garand Rifles, 1D3 SG24s (random calibers), one SG18, one Walther P38, one M1911A1, one 1851 Navy Revolver, one Medusa revolver, one 1860 Army Revolver and 1D3 muzzle loading long guns, as well as 1D6 bayonets, 1D3 ceremonial swords, 1D3 sabers, and 2D6 steel pot helmets from various armies and wars. He has rifle, shotgun and pistol handloading equipment in the shop (all Efficiency Factor 1.5), with swages for 12 and 20 gauge shotgun shells, 9mm Parabellum, .380 ACP, .357 Magnum, .40 S&W, 10mm ACP, .45 ACP, .223, .303, .30-06, 7.62x39mm, 5.56x39mm, 8mm Mauser and .44-40 (random Efficiency Factor from 50 to 100). His stock at any time includes 1D6 boxes of each of these calibers, 2D6 boxes of .22LR, and a 5% chance of a random quantity of any other caliber a character needs (use table from Book 3, p. 82). He also stocks 1D3 crossbows, 1D100 units each of primers and smokeless powder, a large quantity of powder and shot for black powder weapons, and a range of telescopic sights, rifle bags, gun cleaning kits and other accessories. His private stock, hidden away, includes 1D3 MP-40s, 1D3 Mk. 2 Stens, one PPSH-41, one Thompson M1A1, 1D6 AK-47s, 1D3 AK-74s, 1D3 M16 rifles, 1D3 Steyr AUGs, 1D3 SG16s, one Mauser MG1, one Franchi SPAS-12, and 1D6 boxes of ammo for each gun, as well as 2D6 US Mk.7 Defensive and 2D6 US Mk.8 Offensive hand grenades, 1D3 Claymore mines and one M-72 LAW. He has armed the other vendors, most of whom sleep in the mall, with random 9mm handguns; anyone attempting to rob the shop in his absence will have to deal with 3D6 Average Trained NPCs plus any customers.



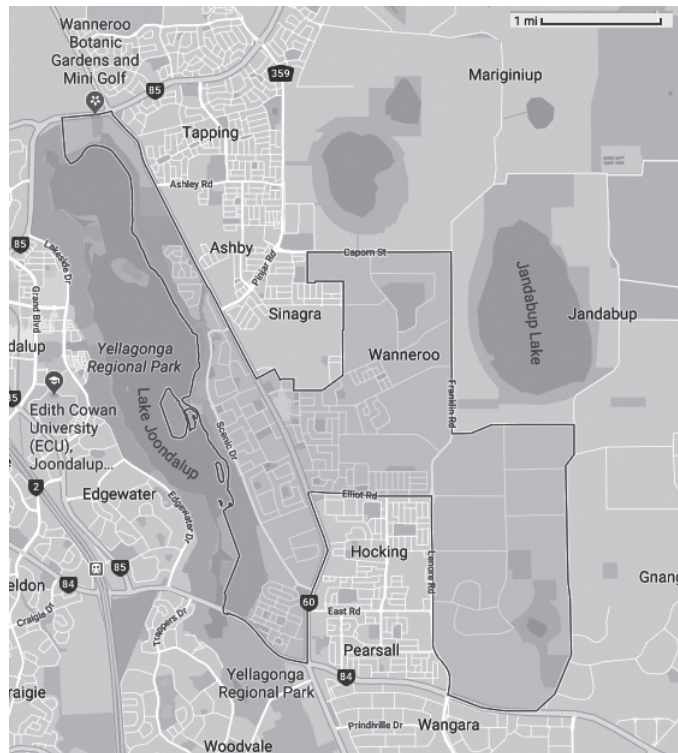
## 3.1.25 Wanneroo

**Size:** 26,000

**Resources:** Fishing Harbors, Farms

**General Reaction:** 0

**Trade:** Exports food, solar screens, building supplies; imports tech, weapons, luxuries. Typical merchant Commerce BCS of 10+1D3.



**Background:** As Perth expanded, the 658 square kilometer City of Wanneroo twenty-five kilometers to the north was becoming increasingly residential, but post-Ruin, most of the housing developments in the northern half have been abandoned (except for those around marinas, which are now C-class fishing communities). The rest of the north, further inland, has reverted to sheep stations, poultry farms, market gardens or wild bushland (treat as Rural). The southern half is 90% B-class residential, 5% commercial (mostly abandoned except for two rival street gangs, the Thrashers and the Norsemen, all easily identified by their neck tattoos), and 5% industrial (an industrial precinct at Wangara, producing solar screens, building supplies, air conditioning and refrigeration). The road racing track has been abandoned, but the shooting center still offers courses in Small Arms and is popular with the First Corps – US Civil War re-enactors trained with primitive and modern rifles, who enjoy hunting in the bushland.

## 3.2 THE SOUTH-WEST AND WHEAT BELT

The wetter, cooler lands south of Perth – 95% rural, 3% residential, 1% commercial and 1% industrial - provide it with most of its food. Some of the smaller towns have thrived as the barter value of their produce has increased, some have been ravaged by bushfires or abandoned as unsustainable, and others have become enclave communities. Unless otherwise indicated, all have at least a small WAPOL presence, an automobile mechanic (BCS and tools will vary



according to the population), a source of safe drinking water, a small library (20% chance of a text or manual for any given skill) and at least one pub offering food and accommodation as well as alcohol.

Police and security guards seeing outsiders carrying weapons in the A and B-class residential and commercial areas of most country towns will confiscate firearms on a poor or worse reaction roll, and armor, HtH weapons and some valuables (“suspected stolen property”) on a bad reaction roll: otherwise, they will not bother anyone who isn’t creating a disturbance.

### 3.2.1 Albany

**Size:** 34,000

**Military Strength:** 1985 TSP with 1D3 days ammo, 655 TSP with no ammo

**Resources:** Fishing harbor, farms, technical college, wind farm, hospital, market



**General Reaction:** 0 (-5 to suspected homosexuals)

**Trade:** Exports food; imports tech and luxuries. Typical merchant Commerce BCS of 10+2D3.

**Background:** A port city 410 kilometers south of Perth, Albany is largely self-sufficient thanks to its farms, fisheries and the electricity supply from its wind farm (treat as A-class). The public hospital has an emergency department, and the college offers courses in Advanced Farming, Basic Research, Carpentry, Commerce, First Aid, Lab Technique, Literacy (English), Marine Mechanics, Masonry, and Mathematics. Casual work picking fruit is available November-February (popular with travelers trying to escape Perth summers). The gun shop (Commerce BCS 14) buys and sells civilian rifles and shotguns, as well as bows, crossbows, and survival gear; at any given time, it stocks 1D3 Lee-Enfield rifles, 1D6 random rifles, 1D3 random carbines, 2D6 random shotguns, 1D6 bows and 1D3 crossbows (random utility), 1D10 boxes of shotgun ammunition in any caliber, 1D10 boxes of .22 rimfire ammunition, and a 20% chance of a random quantity of any caliber of rifle ammunition. He has rifle and shotgun handloading equipment in the shop, with swages for .223, .303 and .308 rounds, and 12 and 20 gauge shotgun shells.

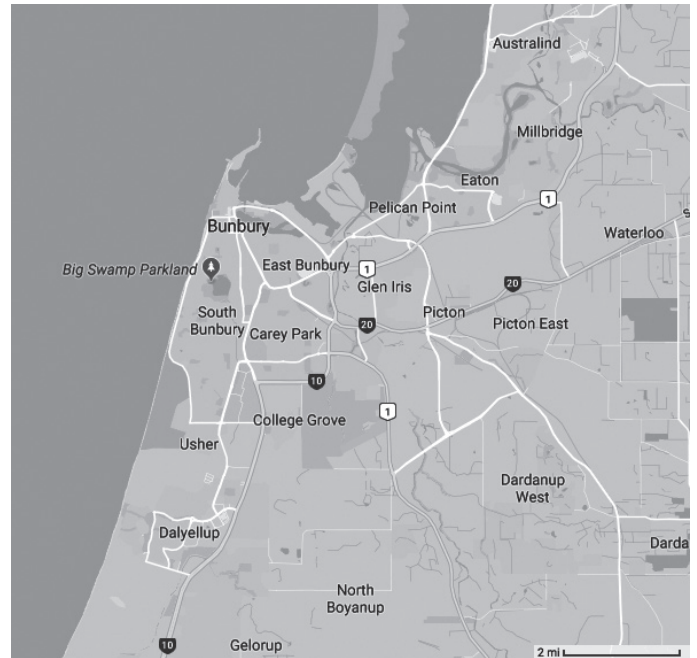
Albany is defended by 150 Force regulars and volunteers as well as eighty members of the Australian Light Horse.

### 3.2.2 Bunbury

**Size:** 67,000

**Military Strength:** 2700 TSP with 1D2 days ammo, 900 TSP with no ammo

**Resources:** Farms, fishing harbor, abattoir, factories, brewery, hospital, technical college, market



**General Reaction:** 0

**Trade:** Exports Food. Timber, Tools, Machinery; imports solar screens, boats, luxuries. Typical merchant Commerce BCS of 10+2D3.

**Background:** The port city of Bunbury, 175 kilometers south of Perth, has weathered the ruin relatively well and overtaken Mandurah as WA’s second largest city. Most of the mines in the surrounding area have closed, but farms and fisheries export food, and wave power provides electricity to the city’s hospital and factories (homes and shops in the mostly B-class commercial and residential areas have to rely on their solar panels and small generators). The factories manufacture and export tools, machinery, electrical supplies (including batteries and electric lights), chemicals, bicycles, and safety clothing including plastic and metal armor up to AV 10. The college offers courses in Basic Research, Commerce, Computer Science, First Aid, Lab Technique, Literacy (English), Mathematics, Nutritionist and Salvage Food. The gun shop specializes in weapons and ammunition for farmers for vermin control: at any given time, it stocks 2D6 Double Barrel Shotguns, 2D6 Rimfire Rifles or Carbines, 1D6 Centrefire Bolt-Action Rifles, 2D100 boxes of .22 ammunition and 1D100 boxes of birdshot, but only 2D10 boxes of buckshot and slug, with 1D6 boxes of ammo for each of the Centrefire rifles in stock. Bunbury’s C-class residential suburb of Usher has become a Goth enclave.

### 3.2.3 Busselton

**Size:** 24,000

**Military Strength:** 1330 TSP with 1D3 days ammo, 488 TSP with no ammo.

**Resources:** Fishing fleet, farms, forests, public hospital



**General Reaction:** -5

**Trade:** Exports food for raw materials and manufactured goods, including fishing boats. Typical merchant Commerce BCS of 10+1D6.)

**Background:** The coastal city of Busseton, 220 kilometers south-west of Perth, has suffered economically from the demise of its tourist and mining industries, and many residents fled north or inland as their jobs disappeared. The farms and fishing fleet produce more than enough seafood, meat and vegetables, dairy products, olives and wine to feed the remaining locals with a little left over for trading, but nearly all of the commercial and industrial areas have been abandoned, and the surrounding rural areas and 60% of the town's residential area are C-class, with 30% D-class and a small A-class area around the hospital and police station. The wealthiest people in town are the doctors, the gunsmith, a few of the more successful farmers, the publicans and the priests. Almost everyone who has remained in Busseton is nominally Christian; attendance at one of the town's twelve churches is effectively mandatory, and absentees suffer a -10 reaction modifier.

70% of homes in the residential areas will contain at least one loaded gun, farm families will have 2D3, and 10% of men routinely carry a sidearm (though because of the cost of ammunition, skill is variable: BCS 2D6). The gunsmith, Wayne Morrison, has a BCS of 14 in Commerce, Firearms Repair (Modern and Primitive), Handloading, Pistol (Modern), and rifle, shotgun and pistol handloading equipment in the shop, with swages for 12 and 20 gauge and .410 shotgun shells, 9mm Parabellum, .38 Special, .40 S&W, 10mm ACP, .44 Magnum, .45 ACP, .222, .223, .303, .308, .30-30, 7.62x54R and 9x39mm. His stock at any time includes 1D10 boxes of each of these calibers, 1D100 boxes of .22LR, and a 5% chance of a random quantity of any other caliber a character needs (use table from Book 3, p. 82). He also stocks 1D3 Lee-Enfield rifles, 1D3 Adler A110s, 1D3 R26s, 1D3 R30s, 1D3 R33s, 1D3 C11s, 1D3 C18s, 1D6 random pistols, 1D10 random shotguns, 1D3 crossbows, and a range of telescopic sights, rifle bags, gun cleaning kits and other accessories. He will sell ammunition to anyone, but guns only to anyone over twelve to whom he has a positive reaction.



## 3.2.4 Cunderdin

**Size:** 1,100

**Military Strength:** 450 TSP with 1D3 days ammo, 150 TSP with no ammo.

**Resources:** Farms, public hospital with emergency room, grain silos, schools, market

**General Reaction:** 0



**Trade:** Exports food for agricultural machinery, solar screens and other manufactured items. Typical merchant Commerce BCS of 10+1D3.

**Background:** A self-sufficient small town 155 kilometers east of Perth, Cunderdin is an A-class community surrounded by farmland (mostly wheat fields). The Agricultural College and public schools are well equipped with labs and workshops, and teach courses in Advanced Farming, Automobile Driving, Automobile Repairs, Basic Research, Blacksmithing, Carpentry, Chemistry, Heavy Equipment Driving, High Technology Use, Lab Technique, Literacy (English), Machining, Masonry, Mathematics, Rifle (Modern), Technology Use, and Swimming. A Force contingent and local volunteers guard the grain silos and hospital and keep order in the town: outsiders with goods or skills to trade are welcome, but will be asked to surrender any weapons for the duration of their stay if they receive a less than good reaction from the Force sergeant.





**Resources:** Farms, abattoir, wind farm, dam, market, technical college, public hospital with emergency room

**General Reaction:** 0

**Trade:** Exports beef and dairy products; imports manufactured items. Typical merchant Commerce BCS of 10+1D3.

**Background:** A largely self-sufficient medium-sized town 140 kilometers south of Perth, Harvey survived several major bushfires before and after the Ruin – unlike many smaller towns nearby which have been reduced to rubble. Some members of the local volunteer fire brigade who work in the abattoir sometimes form a vigilante group, the “Law and Order Party”, to hunt down and lynch suspected arsonists.

Harvey exports 90% of the region’s beef and a large quantity of milk. The college offers courses in Advanced Farming, Automobile Mechanic, Beast Riding, Blacksmith, Carpentry, High Technology Use, Literacy (English), Machining, Mathematics and Technology Use.

### 3.2.8 Kittanning

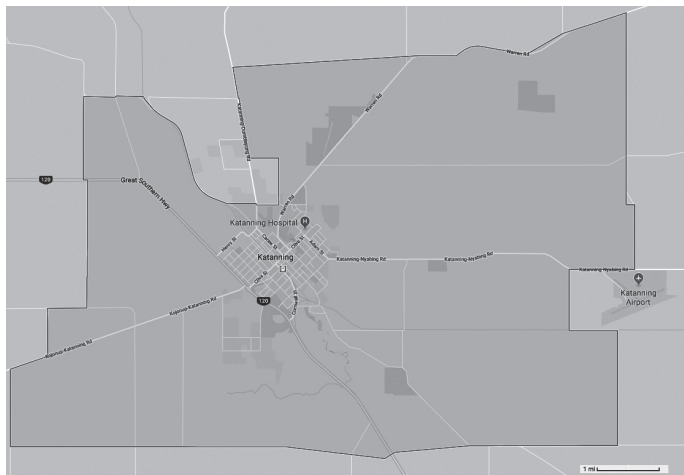
**Size:** 3,700

**Military Strength:** 1800 TSP with 2D2 days ammo, 500 TSP with no ammo

**Resources:** Farms, market, grain silo, hospital, gun shop

**General Reaction:** +5

**Trade:** Wheat and wool for manufactured goods. Typical merchant Commerce BCS of 10+1D3.



**Background:** Katanning is a medium-sized A-class market town 277 kilometers from Perth, providing commercial services to residents of nearby farms and smaller towns – including a grain silo, a police station, a small public hospital with emergency department, two vets, a pharmacy, a library, equipment hire and repairs, a pool offering swimming lessons, and thirty-three sporting clubs including rifle, pistol, martial arts, archery and horse riding. Unusually, 10% of the locals are Muslims, and the town has a mosque as well as eleven churches and a football oval (the most sacred of holidays for most locals is the annual AFL match against nearby Kojonup). The gun shop (Commerce BCS 14) stocks 1D6 SG21s, 1D3 R16s, 1D3 R33s, 1D3 P39s, 1D3 random pistols, and supplies of most commonly used civilian ammunition calibers for pistol, rifle and shotgun.



### 3.2.9 Kojonup

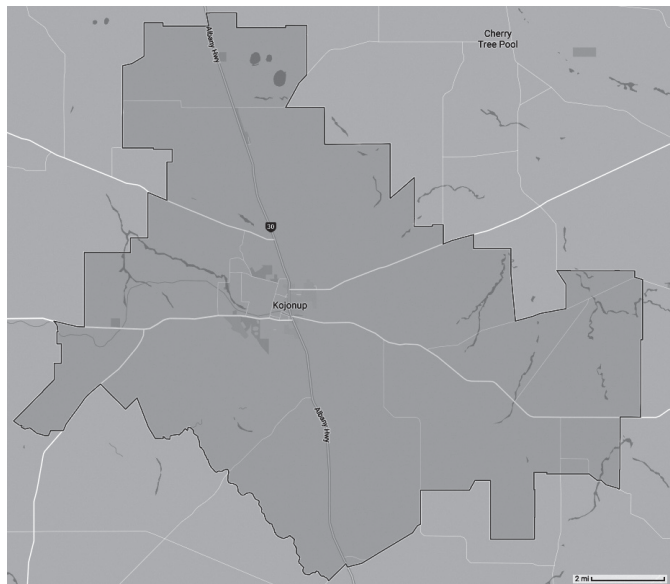
**Size:** 880

**Military Strength:** 300 TSP with 1D2 days ammo, 75 TSP with no ammo

**Resources:** Farms, grain silo, public hospital with emergency department

**General Reaction:** 0

**Trade:** Wool, lamb, wheat and GM crops for manufactured goods. Typical merchant Commerce BCS of 10+1D3.



**Background:** Kojonup, a small town 43 kilometers east of Katanning, is surrounded by farmland – sheep stations, some organic farms, and some growing genetically modified grain. Roughly a third of the town’s population, including the police and the hospital staff, identify as Noongars with another 9% of Maori descent. The town elder, Michael Shannon, is a Gifted Teacher of Fishing (Trap or Spear), Survival (Australian Outback), Stealth (Rural) and Tracking (Rural); he will take on students of any gender or ethnic background to whom he has a good or better reaction.

### 3.2.10 Kondinin

**Size:** 300

**Resources:** Farms, grain silo, public hospital with emergency room, auto mechanic, small market.

**General Reaction:** +5

**Trade:** Small quantity of food and biofuel for manufactured items and medical supplies.



**Background:** A small town 279 kilometers east of the CBD, Kondinin has become a haven for teenage mutants who have taken on apprenticeships in the hospital (where they are being studied) and the surrounding wheat farms. Smarts and Immunes are learning medical skills, while Strongs and Quicks work as orderlies, trades or laborers.

### 3.2.11 Mandurah

**Size:** 32,000

**Military Strength:** 11,000 TSP with 1D2 days ammo; 3,000 TSP with no ammo

**Resources:** Fishing harbor

**General Reaction:** 0



**Trade:** Trades seafood, pre-Ruin luxuries, knowledge and skills for other food and luxuries. Typical merchant Commerce BCS of 10+2D3.

**Background:** Mandurah, south of Rockingham and 72 kilometers south of the CBD, was briefly WA's second-largest city, an expensive dormitory suburb of Perth. The tourist attractions and most of the houses inland have now been abandoned, but the fishing and crabbing industry supports an A-class residential area around the marina. Armed non-residents spotted in the A-class area are liable to be stopped by police or security guards and strip-searched; on a good or better reaction, their weapons will be returned to them after they are escorted out of town, but on a bad or worse reaction, they will be beaten as well as robbed.

### 3.2.12 Manjimup

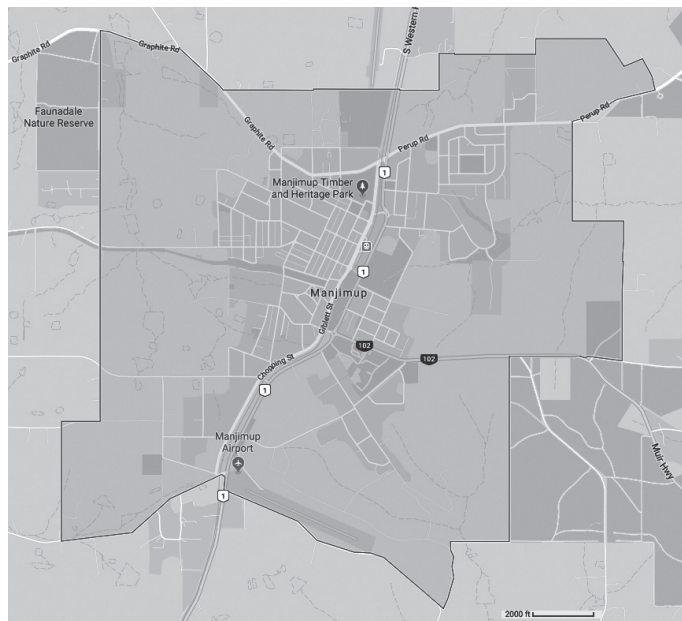
**Size:** 1,900

**Military Strength:** 770 TSP with 1D2 days ammo; 240 TSP with no ammo

**Resources:** Farms, sawmills, vineyards, markets, public hospital with emergency room

**General Reaction:** -10

**Trade:** Trades luxury foods and wine for manufactured items and pre-Ruin luxuries. Typical merchant Commerce BCS of 10+3D3.



**Background:** The Shire of Manjimup, 320 kilometers south of the CBD, produces truffles, shellfish, green tea, cherries, wine, spring water, tobacco, potatoes, pears and apples for export to the wealthier suburbs of Perth. The shire's old growth forests were the site of bitter conflicts between the timber industry and green groups: the shire council is ruled by members of the ultra-conservative Lodge, and while local orchards hire casual fruit-pickers in March-April and Manjimup town hosts a Cherry Festival in December along with a cherry-pit spitting competition (use Blowgun skill), scruffy-looking outsiders are regarded with suspicion and on a Bad reaction may be hanged from trees.

Manjimup townsite is an A-class area (85% residential, 15% commercial), but the smaller towns in the shire are 35% B-class and 65% C-class.

### SERGEANT JAMES WHITMAN

Average Veteran

**Skills:** (BCS 14) Brawling; Interrogation; Motorcycle Driving; Pistol, Modern; Single Weapon; Technology Use; Tracking. (BCS 11) Automobile Driving;

Commerce; Fast-Draw; First Aid; High Technology Use; Hunting (Shoot); Knife; Literacy (English); Rifle, Modern; Search (Rural and Urban); Stealth (Rural); Survival (Outback); Tactics; Throwing; Weapon and Shield. (BCS 8) Automobile Mechanic; Beast Riding; Bicycle Riding; Blowgun; Nutritionist; Salvage Food; Swimming.

**Armor:** On duty, load-bearing vest (SY and BC10 3-9, AV 5/10) over leather jacket (HL 39, 21-28), shirt and trousers (HC 3-18, 21-24), motorcycle boots (HL 17-20), and a broad-brimmed hat (LH 1).

**Weapons:** Single-shot Taser; Glock 20; Tactical Flashlight. M-14, SG10, electro-baton, police riot helmet with gorget and transparent Police Shield in car.

**Notes:** Age 43; 6'2", mediocre appearance, with windburned skin, black hair and beard, broken nose and missing teeth. Recognition Factor 3.



Former outlaw biker and private security guard Jimmy Chapman joined the Force under an assumed name after his gang dissolved; he was promoted and transferred after proving himself as an effectively brutal member of the riot squad, and is now Sergeant Whitman, officer in charge at Manjimup Station. He can be bribed on an indifferent or better reaction, but is loyal to the Lodge and can call on his fellow Iron Nation supporters to back him up when he wants to do torture a suspect, dispose of a body, or anything else he fears that other police at the station might balk at doing.

### 3.2.13 Margaret River

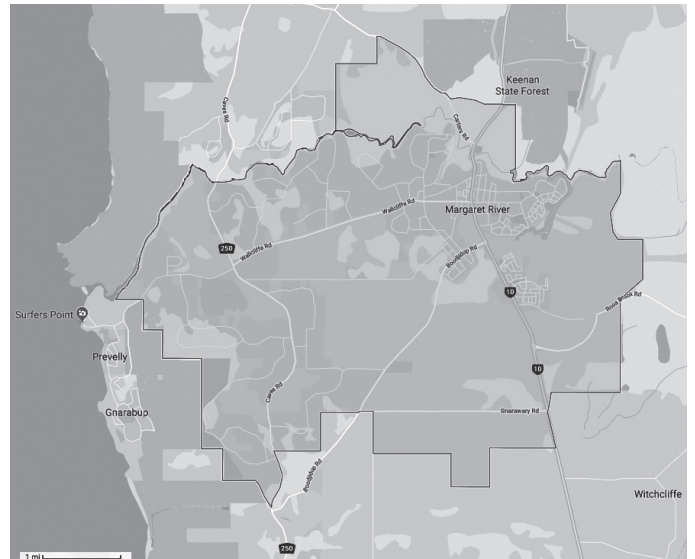
**Size:** 3,700

**Military Strength:** 1100 TSP with 1D2 days ammo; 360 TSP with no ammo

**Resources:** Wineries, dairies, hemp plantations, public hospital

**General Reaction:** +5

**Trade:** Exports wine, dairy products, hemp and marijuana for manufactured items. Typical merchant Commerce BCS of 10+3D3.



**Background:** A pre-Ruin surfing mecca and successful tourist town 277 kilometers south of Perth, Margaret River offers casual work grape-picking in January to March, conveniently coinciding with good surfing weather. Treat as a B-class area.



### 3.2.14 Mount Barker

**Size:** 2,400

**Military Strength:** 1100 TSP with 2D2 days ammo; 360 TSP with no ammo

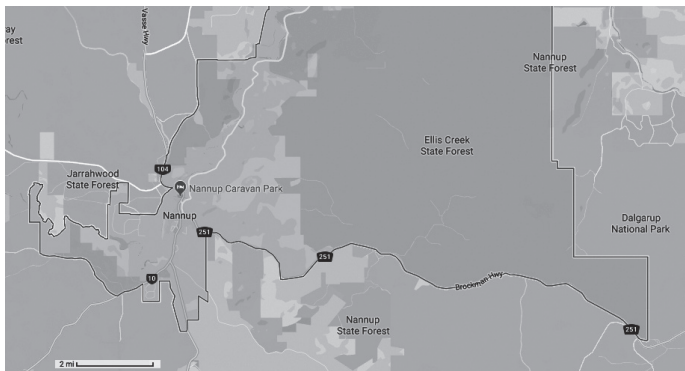
**Resources:** Farms, timber plantation, wineries, wind farm, public hospital with emergency room, market. Typical merchant Commerce BCS of 10+1D3.

**General Reaction:** 0

**Trade:** Wheat, canola, timber, meat, dairy products, wool, wine



**Background:** A self-sufficient market town 360 kilometers from Perth and 50 kilometers north of Albany, Mount Barker has a cattle saleyards, a small public hospital, a gun shop, and colleges offering courses in Advanced Farming, Basic Research, Commerce, First Aid, High Technology Use, Literacy (English) and Technology Use. Casual work picking fruit is available July-August and November-February. The gun shop (Commerce BCS 14) specializes in firearm repairs (BCS 17), ammunition and handloading supplies. The owner, Dave Blakeley, has handloading kits for rifle and shotgun (Efficiency Factor 1.5), and swages for .223, .243, .270, .303, 12 Ga and 20 Ga (Efficiency Factor 50 to 100); he keeps 2D10 boxes of each of these calibers in stock, as well as 1D100 boxes of .22 LR and 2D100 units each of primers and smokeless powder, 2D3 random rifles, 1D3 random carbines, 3D3 random shotguns, and 1D3 random pistols.



### 3.2.15 Nannup

**Size:** 600

**Military Strength:** 220 TSP with 1D2 days ammo; 75 TSP with no ammo

**Resources:** Farms, wineries, timber, market, public hospital with emergency ruin

**General Reaction:** +5

**Trade:** Exports dairy products, beef, woodwork, wine; imports manufactured items. Typical merchant Commerce BCS of 10+1D3.

**Background:** A pre-Ruin tourist town 281 kilometers from Perth, once known for its annual music festival and unconfirmed sightings of the ‘Nannup tiger’ (rumored to be either a surviving thylacine or a descendant of big cats escaped from a circus), Nannup exports wine, food, and fine wooden furniture to Perth in exchange for solar screens and other high-tech. The town center is A-class, the surrounding farms B-class.

### 3.2.16 Northam

**Size:** 4,800

**Military Strength:** 2700 TSP with 2D2 days ammo; 870 TSP with no ammo

**Resources:** Farms, market, horse stud, college, public hospital with emergency room

**General Reaction:** +5

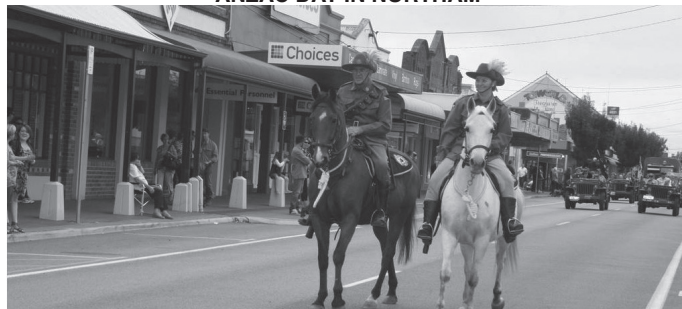
**Trade:** Exports wheat, horses; imports manufactured items and luxuries.



Typical merchant Commerce BCS of 10+2D3.

**Background:** An A-class wheatbelt town 97 kilometers east-northeast of the CBD, Northam provided horses for Australian cavalry units in World War I and

#### ANZAC DAY IN NORTHAM



facilities for the army and air force in WW2, and nearly two-hundred re-enactors now live there and are prepared to defend the town, with experienced hot-air balloonists directing troop movements.

The town is also the starting point for the Avon Descent whitewater river race, and the Muresk Institute and local schools teach Advanced Farming, Automobile Mechanic, Basic Research, Beast Riding, Boating, Chemistry, Commerce, First Aid, Heavy Equipment Driving, High Technology Use, Lab Technique, Literacy

### MURESK INSTITUTE



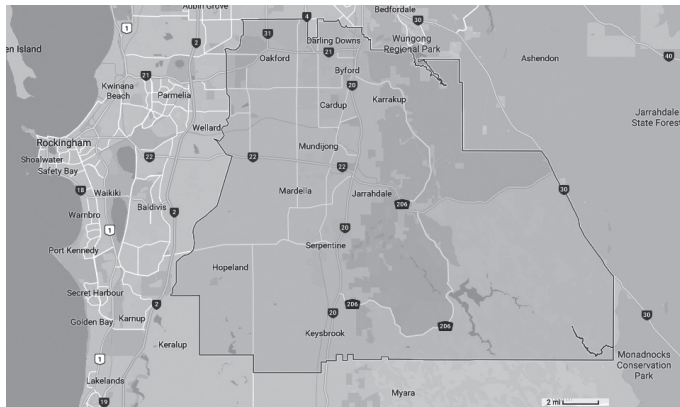
(English), Marine Mechanic, Mathematics, Motorcycle Riding, Nutritionist, Powerboat Pilot, Swimming, and Technology Use.

## 3.2.17Serpentine-Jarrahdale

Size: 13,000

Military Strength: 4900 TSP with 1D3 days ammo; 1700 TSP with no ammo

Resources: Farms, horse studs, abattoir, orchards, flour mill, vineyards



General Reaction: 0

Trade: Horses, flour, meat, dairy products, fruit, biofuels, wine, wool. Typical merchant Commerce BCS of 10+1D3

Background: Serpentine-Jarrahdale, bordering Armadale, is a mostly rural area with abandoned mines, timber mills, and brickworks, plus a few small market towns and a self-sufficient Buddhist monastery, but its farms provide much of Perth's food and keep the abattoir at the Kurara Prison Farm busy.



## 3.2.18Toodyay

Size: 3,700

Military Strength: 4900 TSP with 1D3 days ammo; 1700 TSP with no ammo

Resources: Farms, horse studs, market, artisans



General Reaction: +5

Trade: Exports food, olive oil, bows and arrows and reproduction weapons; imports higher-tech items. Typical merchant Commerce BCS of 10+2D3.

Background: Toodyay, eighty-five kilometers northeast of Perth by and twenty-five kilometers northwest of Northam, is another pre-Ruin tourist town that has adapted to the post-Ruin world by turning hobby farms to producing essential food. The pre-Ruin archery park has long been popular with the Guild, medieval and ancient re-enactors who have now settled in the town and begun small industries producing well-made low-tech items: leather armor, bows and

### TOODYAY ARCHERY SHOP



crossbows, arrows and bolts, reproduction weapons, shields, horse-drawn carts, candles, etc. Guild members teach skills including Archery, Armorer (metal) Beast Riding, Blacksmithing, Boating, Bowyer, Dirt Farming, Fermentation, History, Leatherworking, Lockpicking, Longsword, Nutritionist, Polearm, Salvage Food, Sling, Tailor, Weapon and Shield, Weaponsmithing, Weaver/



Spinner and a variety of Handicrafts (basket weaving, pottery, etc.).

A number of farms on the outskirts of town have merged boundaries to form a self-sustaining lesbian separatist collective known as Amazonia. Men are not permitted on the property, which is defended by Veteran Archers with 40lb-pull bows and armor-piercing arrows. A Gifted teacher will teach women Archery, Beast Riding, Bola, Bowyer, First Aid, Knife, Leatherworking, Polearm, Stealth (Rural or Urban), Swimming, Two Weapon, Unarmed Combat, and Weapon and Shield. 2D6 Amazonians come to market days in the town's B-class residential and commercial areas to sell produce and have friendly competitions with members of the Guild in the archery park.

## GEORGINA “GEORGE” LEE

WT	WL	STR	DFT	SPD	HLH
27	21	15	27	25	15

BAP	MNA	PCA	CDA	DRT
12	3	4	2	33

**Skills:** (BCS 17) Acrobatics; Archery; Two-Weapon Skill; Unarmed Combat. (BCS 14) Commerce; High Technology Use; Knife; Leatherworking; Literacy (English); Motorcycle Driving; Polearm; Survival (Rural and Urban); Stealth (Rural and Urban); Streetwise; Technology Use; Throwing; Tonfa. (BCS 11) Advanced Farming; Automobile Driving; Automobile Mechanic; Basic Research; Beast Riding; Bike Riding; Boating; Culture (Pre-Ruin); Dirt Farming; First Aid; Foreign Language (Cantonese, Japanese); Hunting (Shoot); Lockpicking; Magnalock Penetration; Nutritionist; Pistol, Modern; Powerboat Pilot; Rifle, Modern; Salvage Food; Swimming.

**Armor:** Typically leather vest/chest guard (HL 4-9), pants (HC 10-18), shirt (LC 4-9, 21-28), sneakers (HC 19-20) and bracer (HL 27).

**Weapons:** Bow, 50 lb pull, with sight; quiver of 20 fiberglass-shafted arrows (6 hunting, 6 armor-piercing, 5 target, 3 barbed); machete; tonfa; belt knife.

**Notes:** Age 37, 5'4" tall. Comely looks, with Asian features, golden-brown skin and short black hair. Recognition Factor 4, Reputation 16. Wears wristwatch and archer's ring; carries compass, pocket flashlight, and high quality lockpicks in pockets.

GEORGE AND MAIA



Born in Broome but mostly raised in Perth, George Lee is a striking woman of mixed ancestry (including Japanese and Yamatji) and wide-ranging talents. When Cybele struck, she was an apprentice automobile mechanic who taught mixed martial arts; over the next decade before settling down in Toodyay, she became a courier, a car thief, a bouncer, an ambulance driver, a scavenger and a

vigilante. She reacts to woman at +10 and to men at -5, but respects intelligence and skill.

## MAIA MORGAN

Superior Elite

**Skills:** (BCS 17) Archery; Beast Riding; Knife; Survival (Rural). (BCS 14) Acrobatics; Advanced Farming; Boating; Bowyer; Climbing; Dirt Farming; First Aid; Fishing (Trap); Handicraft (Tattooing); High Technology Use; Literacy (English); Sling; Stealth (Rural); Swimming; Technology Use; Throwing; Unarmed Combat. (BCS 11) Basic Research; Boating; Commerce; Culture (Post-Ruin); Foreign Language (Gaelic); Hunting (Shoot and Trap); Literacy (Gaelic); Nutritionist; Powerboat Pilot; Rifle, Modern; Salvage Food; Search (Rural); Tailor.

**Armor:** Typically leather vest/chest guard (HL 4-9), pants (HC 10-18), shirt (LC 4-9, 21-28), boots (LL 17-20) and bracer (HL 27).

**Weapons:** Bow, 60 lb pull, with sight; quiver of 20 fiberglass-shafted arrows (10 hunting, 5 target, 3 barbed, 2 armor-piercing); kukri; belt knife; sling with 12 pellets.

**Notes:** Age 27, 6" tall. Above average looks, with tanned complexion, short blond hair, blue eyes. Recognition Factor 2, Reputation 15. Wears archer's ring, and carries Medkit 1, magnifying lens and filter canteen in saddlebags.

Maia Morgan grew up on her parents' lavender farm and b&b near Toodyay, and helped turn it back into a wheat farm as tourism dwindled. The farm was incorporated into Amazonia after her father's death, and she joined their guards, training in archery alongside George Lee, who taught her other combat skills and became her partner. Maia reacts to women at +10, to men at 0, and is contemplating having children if she finds a suitable donor.

## OLIVER RYAN

Superior Elite

**Skills:** (BCS 17) Archery; Weapon and Shield. (BCS 14) Armorer (Metal); Basic Research; Blacksmith; Crossbow; Hunting (Shoot); Knife; Leatherworking; Literacy (English); Longsword; Polearm; Tactics; Technology Use; Two-Weapon skill; Weaponsmithing. (BCS 11) Architecture; Beast Riding; Bowyer; Brawling; Carpentry; Commerce; Culture (Pre-Ruin); Dirt Farming; Fermentation; Firearms Repair, Primitive; First Aid; High Technology Use; History (Ancient and medieval military); Masonry; Primitive Siege Engines; Repair Muscle-Powered Vehicles; Rifle, Primitive; Survival (Rural); Single Weapon; Swimming; Tailor; Throwing.

**Armor:** Hardened leather body armor (H-HL 4-12); shirt (HC 4-9, 21-28); pants (HC 10-18); boots (HL 17-20); bracer (HL 27); hat (LH 1). In combat, replace hat with Pot-helm (SP 1).

**Weapons:** Bow, 60 lb pull, with sight; quiver of 20 aluminum-shafted arrows (6 hunting, 6 target, 5 armor-piercing, 3 barbed); broadsword; Class 2 shield, ½" plywood with ¼" leather facing; main gauche; hand axe.

**Notes:** Age 23, 6'6" tall. Above average looks, with freckles, chestnut hair and hazel eyes. Recognition Factor 4, Reputation 15. Wears archer's ring. Metalworking tool kit 1, 1D6 knives and 1D3 books in saddlebags.

The son of a history teacher and a bookseller, Oliver Ryan has been fascinated by the middle ages since before he could read, and like many others in the post-Ruin Guild, believes that returning to a sustainable lifestyle of individual artisans and small organic farms is a better option for WA than trying to restore high-tech industries in the absence of global trade – though like most in the Guild, he also believes in maintaining and using modern scientific knowledge

such as germ theory, genetics, chemistry, metallurgy, etc. He apprenticed himself to a blacksmith and bowyer in Toodyay, and sells the weapons and armor he makes at the markets in town, though most of his business is sharpening knives and tools for the local farmers and tradies. Though normally easy-going and even-tempered, he can also be fiercely competitive when challenged to a contest of skills.

### 3.2.19 York

**Size:** 1100

**Military Strength:** 400 TSP with 1D2 days ammo; 140 TSP with no ammo



**Resources:** Farms, public hospital with emergency room, horse studs, market

**General Reaction:** 0

**Trade:** Food, horses. Typical merchant commerce BCS 10 + 1D3

**Background:** WA's oldest inland town, on the Avon river ninety-six kilometers east of Perth, York is another tourist town that has returned to its agricultural past, producing wheat, fruit and vegetables, and horses.

### 3.2.20 Ghost Towns

#### GHOST TOWN



WA had dozens of ghost towns even before the Ruin, but since Cybele, almost every inland town north of Northam or east of Kondinin has been left to rot. Some coastal towns north of Wanneroo still survive as enclave fishing villages and occasionally send boats to Perth to trade, but apart from these small communities, most of the rest of WA is a D-class desert with abandoned residential, commercial, and industrial areas ripe for foraging. Many smaller towns will have been reduced to rubble by bushfires or storms, and most encounters will be with fellow wanderers: use the tables in *Aftermath!* Book 3, pages 16-17.

## 4. ADVENTURES

The following scenarios can be played in almost any order, though the first few are useful for letting the PCs acquire a reputation and contacts that will lead to them hearing of work and of rewards being offered for particular items, and the siege on Kurara Prison and the rescue of Dagny Tucker should ideally be left until late in the campaign. The players should decide for themselves which side to ally themselves with in any scenario – local communities, the Force, or even the Lodge or Iron Nation.

### 4.1 STREET LIFE

**Location:** Any B-class Perth suburb.

The PCs are traveling along a suburban street late one afternoon when four white teenagers come running from a corner shop a block away. The teenagers are armed, though only one has a gun. Two combat turns later, a dark-skinned man, turbaned and bearded, emerges from the shop brandishing a length of pipe in his left hand. The player-characters should decide quickly whether to tackle

the teenagers who are running towards them, step aside to let them pass, or attack the older man.

The four boys who have robbed the store are Niall, Harry, Liam and Louis, the only members of a small-time street gang, the Nick-o-Teens; they are interested in getting away with their loot rather than fighting and will try to evade the PCs if possible. The shopkeeper chasing them is Amanbir Singh, a Sikh; his wife Banita has already called the Force. Niall has grabbed a carton of imported cigarettes, worth 800 BP; Harry has Singh's cashbox; Liam has a bottle of pre-Ruin bourbon; and Louis has an Auto Repair Kit 1.

For each thief the characters catch alive and each stolen item retrieved intact before two Force constables arrive, they will each gain a merit point towards a positive reputation. Singh will apologize for not being able to reward the PCs other than offering them a hot meal, the address of a hostel run by his cousin Sanjay, occasional paid work as a delivery driver until his arm heals, and the use of his plug-in hybrid van when he doesn't need it for deliveries (the cigarettes and whisky were security for a loan, and not yet his to sell).



## NIALL

WT	WL	STR	DFT	SPD	HLH
8	16	16	10	12	16
BAP	MNA	PCA	CDA	DRT	
6	3	2	1	28	

**Skills:** (BCS 11) Brawling; Single Weapon; Survival (Urban). (BCS 8) Climbing; Knife; Literacy (English); Pick Pockets; Search (Urban); Stealth (Urban); Streetwise; Technology Use; Throwing.

**Armor:** Leather jacket (HL 4-9, 21-28); hoodie (HC 1-9, 21-28); camo cargo pants (HC 10-18); sneakers (HC 19-20).

**Weapons:** Saber; belt knife.

**Notes:** Tough Mutant, Resistance Number 2. Age 14. 5'8". Ugly, with pale pitted skin, brow ridge, crooked nose and dirty blond hair. Recognition Value 3. Bullied because of his appearance but protected by his tough hide, Niall "Nail" Clark responded by becoming an even nastier bully. He sometimes works as a casual laborer, but prefers the thrill he gets from armed robbery.

## HARRY

WT	WL	STR	DFT	SPD	HLH
16	13	11	17	22	7
BAP	MNA	PCA	CDA	DRT	
11	3	3	2	13	

**Skills:** (BCS 11) Climbing; Knife; Pick Pockets; Pistol, Modern; Survival (Urban); Technology Use. (BCS 8) Brawling; Commerce; Culture (Post-Ruin); Electrician; High Technology Use; Literacy (English); Search (Urban); Stealth (Urban); Streetwise.

**Armor:** Leather jacket (LL 4-9, 21-28); hoodie (HC 1-9, 21-28); bicycle pants (LC 10-14); sneakers (HC 19-20).

**Weapons:** P2 in .22 Long Rifle; Switchblade.

**Notes:** Quick Mutant. Age 15. 5'8". Average appearance; skinny, with freckled complexion, ginger hair and blue eyes. Recognition Value 3.

Harry 'Hurry' Burgess, an apprentice electrician, is the brains of the Nick-O-Teens. He became a sneak thief because his speeded-up metabolism requires him to eat twice as much as an average teen, and later recruited Niall Clark as muscle for those occasions when he couldn't outrun his pursuers.

## LOUIS

Average Novice

**Skills:** (BCS 11) Brawling; Single Weapon; Survival (Urban). (BCS 8) Flexible

Weapon; Knife; Literacy (English); Search (Urban); Stealth (Urban); Streetwise; Technology Use.

**Armor:** Baseball helmet (MP 1); Jacket (PC 4-9, 21-28); turtleneck (LC 3-9, 21-28); jeans (HC 10-18); shoes (LL 19-20); gloves (PH 29-30).

**Weapons:** Baseball bat; belt knife.

**Notes:** Age 14. 5'7". Mediocre appearance; pale skin, white hair, pale blue eyes.

Lou Ellis is also a mutant, with a melanin deficiency similar to vitiligo or partial albinism – rather than tanning or burning, his skin becomes paler when exposed to sunlight, and all his hair is white. His health is otherwise normal.

If attacked, Lou will threaten to smash the bottle.

## LIAM

Average Novice

**Skills:** (BCS 11) Brawling; Flexible Weapon; Survival (Urban). (BCS 8) Knife; Literacy (English); Search (Urban); Single Weapon; Stealth (Urban); Streetwise; Technology Use.

**Armor:** Jacket (PH 4-9, 21-28) with hood (HC 1-2); camo cargo pants (HC 10-18); sneakers (HC 19-20); gloves (PH 29-30).

**Weapons:** Chain; straight razor.

**Notes:** Age 14. 5'7". Mediocre appearance; pale skin, white hair, pale blue eyes. Wears sunglasses.

Lee is Lou's identical twin brother.

## AMANBIR SINGH

Average Trained

**Skills:** (BCS 11) Commerce; Foreign Language (Punjabi); High Technology Use; Literacy (English, Punjabi); Technology Use. (BCS 8) Nutritionist; Salvage Food; Single Weapon; Survival (Urban).

**Armor:** Turban (HC 1); shirt (LC 4-9, 21-28); pants (HC 10-18); shoes (LL 19-20).

**Weapons:** Heavy pipe (SW).

**Notes:** Age 48. 5'10". Average appearance; light brown skin, black hair, mustache and neat beard. Defensive injuries on right arm: current DRT 19.

Singh's shop is a fairly typical post-Ruin suburban mini-mart/pawnshop: he sells bread, natural and packaged foods, and a range of small pre-Ruin items. He accepts payment in banknotes, ammunition and eternabatteries, but many of his clients pawn their valuables in exchange for food and other necessities. His cashbox contains \$500 in pre-ruin \$50s and \$20s, two marijuana cigarettes, twenty-four matches, fourteen .22 rimfire rounds, six E-1 and two E-5 eternabatteries, five .38 special cartridges, five .303 rounds, one 12 ga slug and a small calculator. Gear for sale includes two cartons of MREs, 44 rations of preserved natural food in tins and jars, fourteen glass bottles and twenty-two glass flasks of local beers, fifteen empty plastic flasks and twenty-seven plastic bottles, a range of paperback fiction books, a pack of twelve bandages, thirty-six assorted medical supplies a motorcycle helmet, an Auto Repair kit #1, a backpack, nine pocket flashlights, four space blankets, six working watches. The store also contains a medium fire extinguisher, a Medkit 1, a leech, a walkie-talkie cell phone and Singh's tulwar, none of which are for sale. If the PCs attempt to rob the shop, the police will arrive before they leave: Singh has a good reputation with the local Force, and they will believe his version of events rather than the player-characters'.

If the PCs encounter the police, they will be shown a photo of Dagny Tucker

and asked if they've seen her (they haven't). The police will explain that she has been missing for two days and her father is distraught. Her father is also the wealthy Vice Chancellor of the University, and is expected to lavishly reward whoever finds and returns his daughter unharmed.

## 4.2 FISHERS OF MEN

**Location:** Market in Perth suburbs

The PCs are approached in a marketplace by flirtatious Rockhouse disciples (male and female) and offered invitations to a free concert. If they decline (a WIT AST will reveal that most of the locals do so), the disciples will move on, though the characters are likely to meet other disciples next time they visit a market. If they accept the invitation, they will experience nothing worse than hearing loud amateurish Christian rock music, people speaking in tongues, and the grand finale, a sermon from Marshall while he handles dugites and tiger snakes. If they stay for this, it will give the disciples the chance to continue flirting and drop hints about visiting them at home in an attempt to discover where they are staying. If the PCs avoid this trap and do not return to the Rockhouse, they are unlikely to have any conflict with Marshall or the disciples until section 4.13.

If a male or female player-character tells a disciple of the same sex where they are staying, Marshall will assume they are homosexual and choose them for throwing into the snake pit at a midnight "ritual cleansing". The disciple will visit them late at night with a walkie-talkie cell phone, electro-weapon brass knuckles, and a liter of wine laced with a sedative (G, vomiting - N - WIT, WIL, SPD - 1 minute - 2 per 125 ml glass - 1 minute): the disciple has taken an antidote beforehand, and will only suffer the normal effects of the wine. If the PC refuses the wine and does not attempt to seduce the disciple, the disciple will leave in search of a fresh victim. If the player-character becomes aggressive, the disciple will use their brass knuckles to defend themselves while calling for help: there are another five disciples waiting outside in a van and listening in - armed with Tasers and P37s, and ready to carry the PC off to the snake pit. See 4.2.1.

If a male or female character tells a disciple of the opposite sex where they are staying, they will be visited one morning and invited to a picnic. See 4.2.2.

### 4.2.1 PIT VIPERS

Anyone taken prisoner by Marshall or his Disciples will wake to find themselves stripped to their underwear (if worn), with a leg-iron chained to a loop in the center of the floor of a smooth concrete pit, four meters deep and three meters in diameter. A loose net covers the pit; the ceiling is 4 meters above that.

Six hours before sunrise, the pit will be surrounded by the Marshall men and 2D6 disciples, two of them carrying camper's floodlights. Marshall will then drop 2D2 tiger snakes, 2D3 dugites and 1D3 death adders into the pit, telling the captive that if they let the snakes bite them and survive until after sunrise, they will be released. If they die, it is because God has judged them and found them guilty. If the prisoner does not pick up any snakes to let them bite him (the net prevents him throwing any back up at the spectators), Johnny will use his Natural Telepathy to make them aggressive. 2D2 people will stay to watch, in two-hour shifts, until everybody returns six hours later, removes the net and either drops a rope ladder if the victim is conscious or sends a recently recruited disciple down with a rope and a sack to collect the victim and the snake. If the victim has survived and is conscious, he will be given a choice of being blindfolded and bound for release, or being pushed back into the pit. If he has survived and is unconscious, he will be driven to Nedlands and thrown out of a van near the public hospital.

If a PC is captured by the disciples, their best hope is that other PCs will notice

that they are missing before the van leaves, or that the disciple inadvertently leaves a clue that enables them to follow him to the pit.

## THE ROCKHOUSE

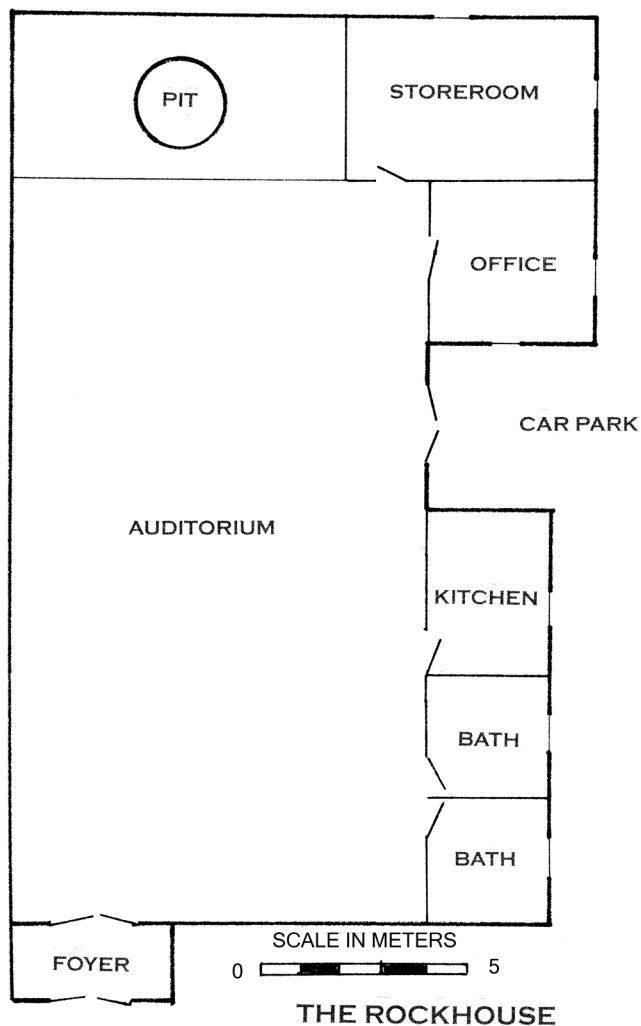
The Rockhouse is a converted meeting hall and theatre. The walls are 6" reinforced brick (Barrier Factor \*180), the doors are 1" plywood (Barrier Factor 20) with standard key locks (Complexity 3), windows are ¼" shatter-resistant glass (Barrier Factor 6) behind ½" structural metal mesh security screens (Barrier Factor \*15) and the roof is ¼" structural metal (Barrier Factor \*15) over a ceiling of ½" plaster and plywood (Barrier Factor 10). Interior walls are decorated with amateurishly painted murals of biblical scenes.

**Foyer.** Contains a medium table, two medium folding chairs, and a plywood bookcase holding 10d10 cheaply produced Bibles.

**Auditorium.** Contains 288 stackable small chairs. Twelve Gravity lights are mounted on walls. The stage is elevated one meter above the floor level of the rest of the auditorium, and is usually bare apart from a movable podium with two battery-powered lanterns: floor is ½" solid wood, Barrier Factor 5.

**Kitchen.** Contains cupboards and sink, medium table and six small chairs. Cupboards contain 300 assorted mugs, cups and drinking glasses (mostly plastic). Large fire extinguisher mounted on wall.

**Pit.** Covered with a double trapdoor (½" plywood, Barrier Factor 10). ¼" structural metal loop stuck into concrete floor.



**Office.** Contains an old desk, an old couch, a large chair, two small chairs, an electric lantern, and a gun rack holding four M16s and three 12 Ga SG11s, all loaded. Desk drawers contain an S&W Model 4516, a jack knife, two single-shot Tasers, four small cans of mace spray, twelve boxes 5.56mm, one box .44 Magnum, one box .45 Long Colt, one box .45 ACP, a calculator, a CB radio, two civilian hand radio units, a small flashlight, a Medkit 2, four old-fashioned leg irons with standard Complexity 3 padlocks, a keychain, a cashbox, and assorted stationery. The cashbox (Complexity 1 lock) contains 1D100 BP in \$20 banknotes, 2D10 rounds of .22 ammo, 6D10 matches, and 2D10 assorted spent cartridges.

**Bathrooms.**

**Storeroom.** Contains a box of sixty 6” candles, 48 sewing kits, 1D100 units of thread, 1D100 units of light cloth, 1D100 units of heavy cloth, a bicycle generator and leech, an electric lantern, the net to cover the pit, the rope ladder, and a hutch containing a swarm of rats for feeding the snakes.

## 4.2.2 DANGER ISLAND

If any of the PCs accept a Disciple’s invitation to a picnic, they will be asked to meet them at the harbor in Fremantle. When they arrive, they will find a small powerboat waits to take them, along with 2D3 disciples, to Carnac Island, ten kilometers to the south-west. A successful roll on Boating, Powerboat Pilot or Seamanship will tell the characters that the boat is in bad condition and dangerously overloaded.

When they arrive, the point of the picnic will be made clear: Carnac Island is home to a thriving colony of tiger snakes, which the disciples want to catch to take back to the Rockhouse. Everyone on the boat will be given a sack and a forked stick and told to look for snakes. If the PCs accept this challenge (+5 to

reaction roll from disciples) rather than electing to stay in the boat (-5 to reaction roll from disciples), finding a snake requires a successful Tracking or Search (Rural) roll, and pinning one down with a stick, a successful Single Weapon roll. Transferring it into the sack requires an AST on the average of their DFT and SPD: on a failure, the snake has a chance to attack. Each snake captured adds +5 to the reaction roll from the disciples.

The disciples have enough experience at snake handling that none of them will be bitten, and after two hours, they will return to the boat. If the disciples have a Bad reaction to the PCs, they will leave them on the island; if not, they will let them board. Unfortunately, on the way back, the boat starts taking on water, and three kilometers from shore (seven kilometers from the island), the pilot advises everyone to abandon ship.

This scenario is meant to be nerve-wracking rather than life-threatening: even characters without Swimming skill should be able to survive, though it may require them to ditch items that encumber them (particularly their armor) before they can grab some wreckage which will help keep them afloat. Disciples may inadvertently frighten them with tales of box jellyfish, snakes may escape from the bags, and dolphins may be mistaken for sharks. If they are unable to swim to shore, rescue (a fishing boat) should arrive before anyone dies of thirst.

## 4.3 ICE STATION

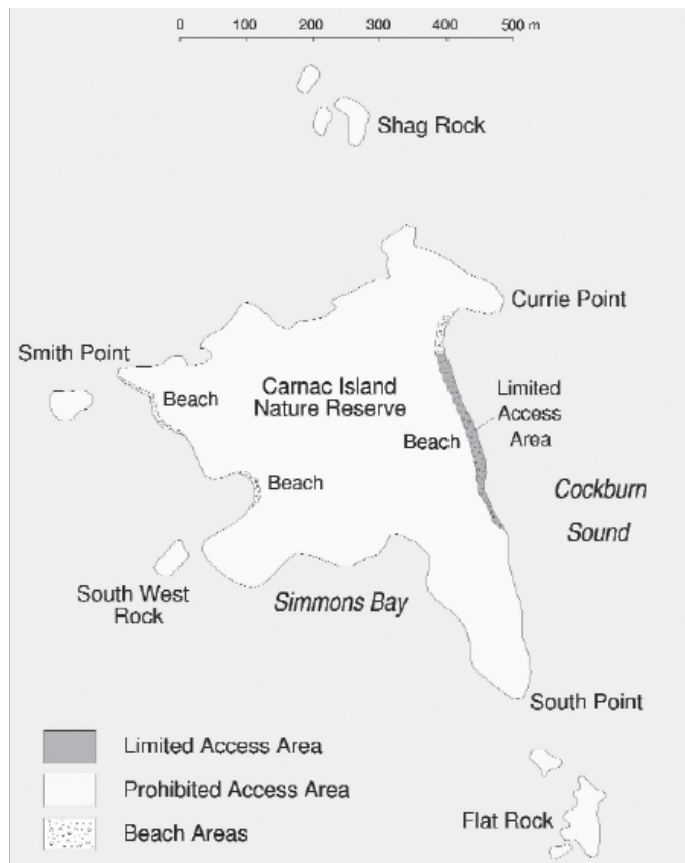
**Location:** Armadale

The PCs are in or near a pub in the Armadale area one evening when they are approached by a scrawny man, ‘Spider’ Webb, who tells them that he knows where they can get some drugs for free. If the player-characters listen, Webb will tell them that the meth lab is only lightly guarded because the boss and most of his muscle are out: an experienced and well-equipped team should be able to break in and loot the place before they return. He’s unarmed and not much of a fighter, but he’ll lead them there for an equal share of whatever they can find.

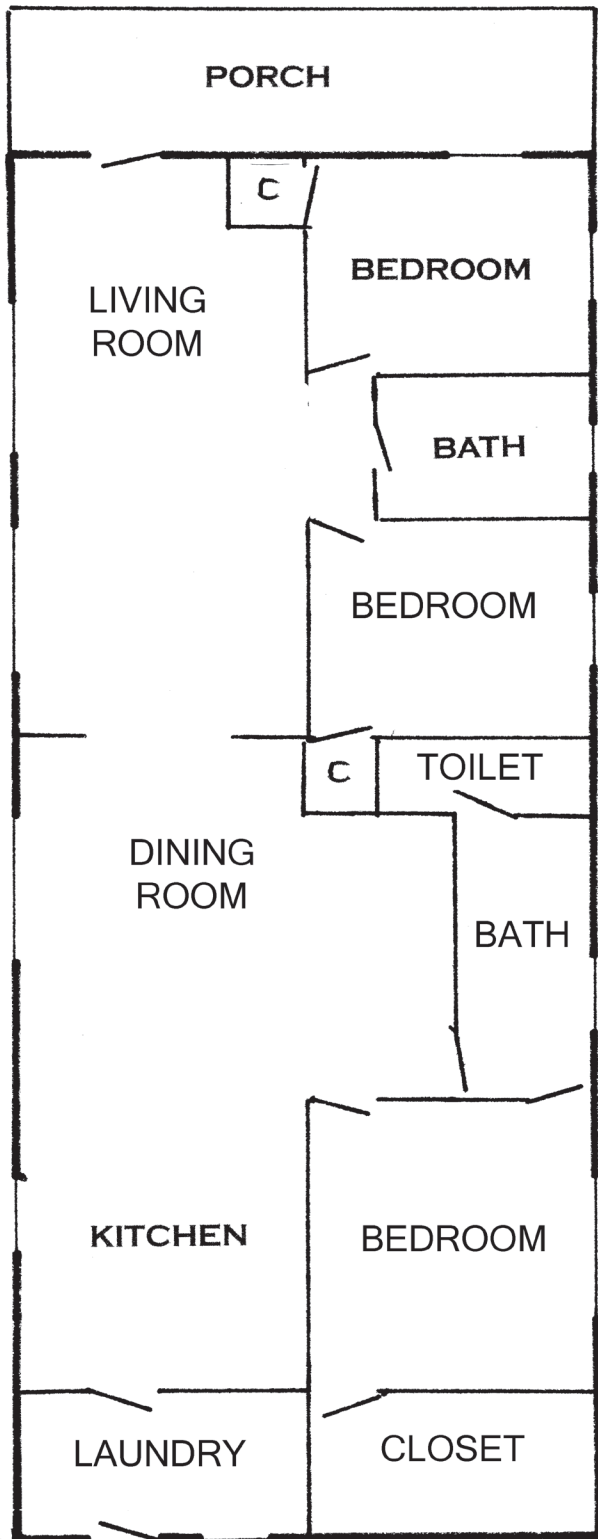
If the characters refuse, Webb may try to sell them his last remaining belongings, or to pick their pockets – but if they agree to follow him, Webb will take them to a run-down brick house a few blocks from the pub. The front doors and all the windows are boarded up, but Webb assures them that access is via the back door – the house is only used as a lab and a warehouse, while the drugs are traded for goods at local pubs and pawnshops. The smell of ammonia (like cat urine) and the solar screens on the roof (not visible from the front) indicate that they’ve found the right house.

The back door is inch-thick plywood with a ¼” metal veneer (Barrier Factor 25) locked with a Complexity 5 Magnalock, and the walls 6” brick (Barrier Factor 180), but a PC making a WT AST will spot the open bathroom window at the back of the house, two meters from the ground. Characters can enter this way one at a time – Climbing roll or STR AST to reach the window from outside, DFT AST to squeeze through the gap, one Combat Turn per attempt. Successful Stealth rolls will enable them to catch the cooks unaware: if Stealth fails, the cooks will have time to call for help.

The two cooks are both working in the meth lab (Chem Lab 3, powered by fifteen Ev-100 batteries recharged by the solar screens) in the kitchen, but have their weapons within reach. Most of the drugs have already been removed, but the kitchen contains a civilian CB radio, a large fire extinguisher, an analysis-capable Chemical Contamination detector, two campers’ LED lanterns, Full Range texts in Chemistry, Lab Technique, Mathematics and Physics (.3 ENC each), and a scientific calculator (.1 ENC). Drawers in the kitchen cupboards contain twenty syrettes of HDAP, five of 8-Gamma-PCP-III, and a Medkit 1. The laundry contains two electric bikes; the master bedroom, two old mattresses



# THE METH LAB



SCALE IN METERS



and a Plastics Repair Kit 1 with 10 repair charges.

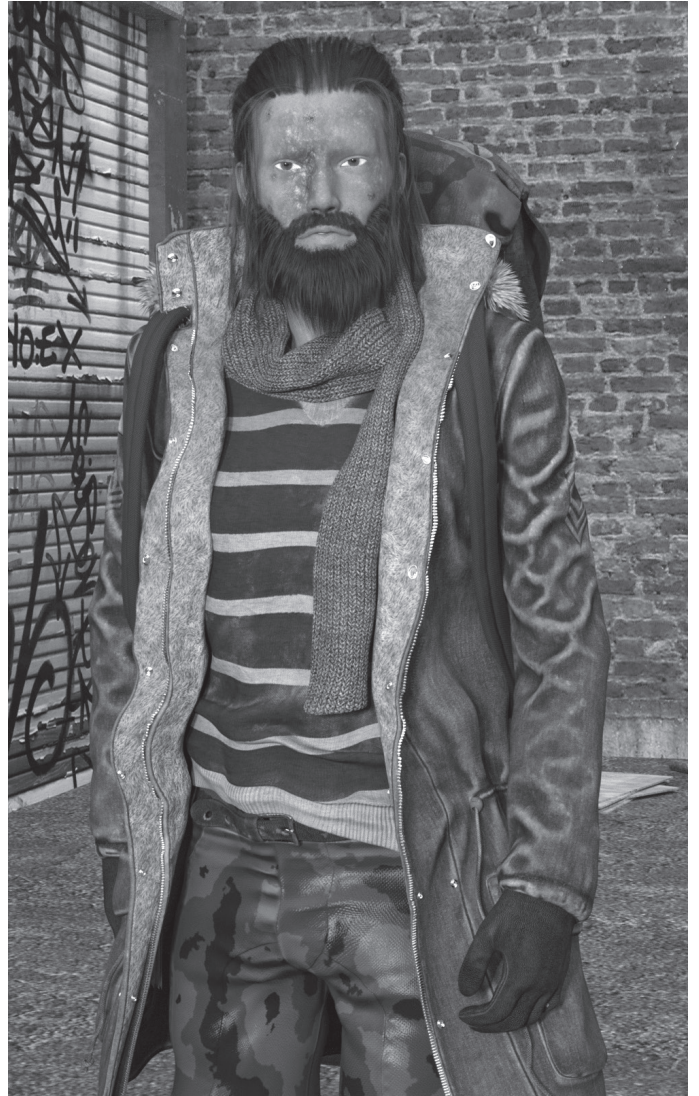
If the cooks call for backup, the player-characters and Webb should still have time to get away unless they try to grab too much of the heavy equipment (wrecking the chem lab should only take a moment). The door can be opened from the inside without needing a key.

If the PCs decide to wait for the cooks' boss to return, they will be confronted by a heavily armed gang: 1D2 average veteran rifles for every player-character, wearing deluxe street suits and armed with AKS-74Us. They also have the key to the back door.

## JULIAN 'SPIDER' WEBB

Average Trained

Skills: (BCS 11) Acting/Disguise; Climbing; Commerce; Literacy (English);



Lockpicking; Pick Pockets; Stealth (Urban); Streetwise; Survival (Urban); Technology Use; Throwing. (BCS 8) Automobile Driving; Basic Research; Bicycle Riding; Chemistry; Computer Science, Culture (Post-Ruin); Distillation; Fermentation; Gambling; High Technology Use; Knife; Lab Technique; Mathematics; Pistol, Modern.

Armor: Anorak (PC 1-3, Q-PC 4-12, 21-28); camo cargo pants (HC 10-18);

sneakers (HC 19-20); gloves (PH 29-30).

**Weapons:** Jack knife.

**Notes:** Age 24. Mediocre looks, 5'8", brown hair, neck beard and mustache, bad skin. Recognition Factor 1.

Webb is a HDAP addict who has pawned, traded or gambled away nearly all of his possessions for drugs, leaving himself with nothing but the clothes he wears, a mostly empty knapsack, his Swiss Army knife, a set of standard lockpicks, a magnifying lens, a space blanket, and a pawn ticket for his solar-powered digital watch. If the PCs succeed in defeating the cooks and getting away, he will offer to let them keep everything else if he can have the HDAP and one of the lanterns.

## COOKS

WT	WL	STR	DFT	SPD	HLH
21	12	10	16	12	11
BAP	MNA	PCA	CDA	DRT	
6	3	2	1	22	

**Skills:** (BCS 14) Basic Research; Chemistry; Distillation; High Technology Use; Lab Technique; Technology Use. (BCS 11) Autoweapon; Decontamination (Biological & Chemical); Fermentation; First Aid; Literacy (English); Mathematics; Pistol, Modern; Rifle, Modern; Simple Explosives; Streetwise; Survival (Urban). (BCS 8) Bicycle Riding; Commerce; Complex Explosives; Demolitions; Physics; Throwing.

**Armor:** Deluxe Street Suit with Gas Mask (Q-PX 1-2, BC10 4-12, PX 3-18, 21-28); boots (SY 17-20); gloves (PC 27-30).

**Weapons:** Calico M-951 with box 100; 12 Ga SG16; Glock 20; Retch Gas grenade (all on kitchen bench).

## 4.4 THE OX-CART INCIDENT

**Location:** Albany Highway, Serpentine-Jarrahdale

The player-characters are traveling along the highway (a good road) when they encounter a team of drovers herding 220 head of cattle south to the abattoir at Kurara Prison Farm. The team has stopped because the front axle on the wagon hauling hay for the cattle, the temporary fence, and food for the drovers has come adrift, and they're attempting to fix it.

The drovers and teamster are secretly members of Iron Nation, and will react to the PCs at -10 unless any of them has Repair Muscle-Powered Vehicle skill, in which case they will be glad of their help and offer to share their food (packaged and preserved natural food, and beer) in exchange. Close examination of the cart (WIT CST) will reveal many boxes of ammunition under the hay. If the characters reveal that they've noticed this, the drovers will draw their guns and



try to kill the PCs to keep the secret.

The cart holds eighty-four 25-round boxes of .308 ammo, thirteen boxes of .303, one-hundred units of primers, five-thousand units of smokeless powder, and enough lead for one-thousand bullets – enough to supply the Iron Nation defenders at Kurara for three battle turns. Stopping it will not only give the PCs considerable wealth, it will potentially save lives by shortening the inevitable siege at Kurara. The ammo is guarded by at least one drover per player-character (minimum of four) and as many cattle dogs (attack-trained Dog IV) as well as the teamster.

## TEAMSTER AND DROVERS

Average Veteran

**Skills:** (BCS 14) Brawling; Beast Riding; Flexible Weapon; Pistol, Modern; Rifle, Modern; Survival (Rural). (BCS 11) Commerce; Fast-Draw; Gambling; Knife; Literacy (English); Salvage Food; Technology Use; Throwing. (BCS 8) First Aid; High Technology Use; Hunting (Shoot); Tracking (Rural).

**Armor:** Hat (LH 1); oilskin coat (HC 4-11, 21-28); shirt (HC 4-9, 21-28); pants (HC 10-18); boots (HL 17-20); gloves (LL 29-30).

**Weapons:** Leather whip; bowie knife. Teamster (Wayne) has a .44 Magnum P23. Drover 1 (Jake) has a KAR 98K on saddle. Drover 2 (Gazza) has a 12 ga Adler A110 on saddle. Drover 3 (Slim) has a .357 Magnum C6 on saddle. Drover 4 (Robbo) has a .44 Magnum C3 on saddle. Any other drovers have P25s in random calibers.

**Notes:** Each drover has a bedroll or swag, a mess kit, a flashlight, and a canteen, waterskin or metal drink bottle behind his saddle, 2D6 loose rounds for his gun in his pockets or on a bullet belt, and basic survival gear (matches, lens, compass, etc.) Wayne's gear, in the box seat, includes a box of .44 Magnum rounds, a machete, a hatchet, a folded entrenching tool (pick ax), a hammer, a folding a plastic vial of twenty-five waterproof matches, a lightweight sleeping bag, basic cooking gear, twenty-four rations packaged food, a waterskin, a civilian hand CB, a camper's floodlight, a deck of cards, a Medkit 1, and a harmonica.

## 4.5 NOTHING BUT THE TOOTH

**Location:** A-class or B-class area in Perth suburbs

While at a food market or eatery, the PCs overhear news that the teenaged daughter of Nathan Tucker, the mayor of Nedlands, has disappeared and that her wealthy father is expected to offer a substantial reward for her return. A moment later, they notice a man, with a pie in one hand grasping his throat with the other, trying to speak but not making a sound. A successful roll on First Aid or Advanced Medical, or a WT CST, will tell them that he is choking: another success on First Aid or Advanced Medical will enable them to treat him. The man, Roy Todd, will cough up a lump of gristle; a WT CST will reveal that it contains a human tooth with a filling.

The next person to come to the man's rescue (who will save him if the player-characters can't) is Dr Sternberg. She will collect the tooth and take it to her mother, an anthropologist at the Forensic Science Center, to check against dental records. Todd, a mechanic and reservist, will express his gratitude by offering whoever saves him by offering them "mate's rates" if they ever need alcohol, or any mechanical work done.

## ROY TODD

Average Veteran

**Skills:** (BCS 14) Automobile Repair; Aviation Mechanic; Commerce;

Distillation; High Technology Use; Technology Use. (BCS 11) Automobile Driving; Basic Research; Defusing Explosives; Fermentation; Gambling; Heavy Equipment Driving; Literacy (English); Machining; Physics; Rifle, Modern; Search (Urban). (BCS 8) Brawling; Chemistry; Demolitions; Electrician; First Aid; Lab Technique; Mathematics; Mechanically Generated Power; Pistol, Modern; Simple Explosives.

**Armor:** Boiler suit (HC 3-18, 21-28); boots (HL 19-20).

**Weapons:** Jackknife. FAL Assault Rifle and 12 Ga SG24 in shop.

**Notes:** Age 41. Average looks, 5'11", sunburnt complexion, brown crew-cut, tattooed arms and torso.

Todd, a former RAAF engine fitter, lives in his auto repair shop, which is equipped with an Auto Repair Kit 3 and a still, powered by solar screens and a bicycle generator for backup. He drives a multi-fuel SUV with a P37 (Box 7) in the glovebox, and an Auto Repair Kit 2, a Medkit 1, a small fire extinguisher in the back.

## DR HANNAH STERNBERG

Superior Elite

**Skills:** (BCS 17) Advanced Medical; Basic Research; First Aid; High Technology Use; Technology Use. (BCS 14) Bicycle Riding; Chemistry; Lab Technique; Literacy (English); Nutritionist; Pathology; Salvage Food; Swimming; Unarmed Combat. (BCS 11) Automobile Driving; Beast Riding; Culture (Pre-Ruin); Decontamination (Biological & Chemical); Foreign Languages (French, German, Hebrew, all Spoken/Written); Knife; Pharmacy; Search (Urban); Tailor; Throwing.

**Armor:** Akubra hat (LH 1); street suit (PX 3-18, 21-28); lab shoes (HL 19-20). Gloves (BC5 29-30) in pockets.



**Weapons:** Improved belt knife: WDM 1.4.

**Notes:** Age 33. Above average appearance, 5'9", tanned complexion, dark blond hair, green eyes. Recognition Factor 1, Reputation 12 as a skilled medic.

Canadian-born Hannah Sternberg is a pathologist at Sir Charles Gairdner hospital and a lecturer at the University of Western Australia.

## 4.6 THE FIRE NEXT TIME

**Location:** Swan or Kalamunda

While near the borders of Mundaring, the player-characters are recruited to help fight a fire that threatens to spread to populated areas. As an incentive, they are

offered ID cards that qualify them for three months free public hospital cover (not including food or medical supplies). The job is simple: head along some of the firebreaks a safe distance from the fire and make sure they're clear both of people and flammable material. If they accept, they will be issued high-vis plastic cloth vests and macroplast helmets, one police hand radio unit with built-in GPS for the group, and their choice of machetes and axes.

Half an hour along one firebreak (poor road, through hills), the PCs will hear a dog whining. If they investigate, after crossing ninety meters of heavily wooded ground, they will see a noticeably skinny Rottweiler (Dog VII, attack-trained) on a ten-meter rope tied to a tree three meters from the door of a mostly-buried and well-camouflaged Quonset hut (Hidden Thing) and four meters from a chicken run with four chickens. The dog has not been fed in a week, and the trough from which it and the chickens drink is dry. If the PCs venture into the henhouse, they will find twenty-two eggs in the nests, none more than a week old. They may also find (Hidden Thing) a trapdoor in the floor of the henhouse, the entrance to a tunnel leading inside the Quonset hut. A solar shower hangs from a tree next to the camouflaged rainwater tank (fitted with a tap and water filter); a chemical toilet stands next to the woodpile; two solar screens are on positioned on top of the roof of the hut.

The chicken run is surrounded by a two-meter high chain-link fence (BF 6) topped with barbed wire, and the gate is locked with a Complexity 3 standard key padlock. The hut's front and side windows (1/4" standard glass) and front door are covered with security mesh screens (1/4" structural metal, Barrier factor 15\*) with Complexity 3 standard key locks; the front door is 1" plywood with a Complexity 5 heavy key lock; the hut is 2/10" thick structural metal (Barrier Factor 12\*). Curtains are closed, preventing anyone from looking in without breaking in, but the stench of decomposition (Hidden Thing) leaks out from under the door.

If the PCs break into the hut, they will discover an dimly lit and untidy chamber fifteen meters long by six wide, containing a single bed, two large wooden tables, a still, a wood stove, a gun rack holding nine guns, an electric bicycle, a bicycle generator, two chairs (one large, one medium), and some plywood shelves and cardboard cartons. The bed contains the rotting corpse of an old man in a single bed: a quick examination and a successful Advanced Medical roll will reveal that he apparently died of natural causes 4-10 days ago.

The gun rack contains: a reproduction .50 caliber black powder rifle (unloaded); a Ruger Mini-14 (loaded); an AK-47 (loaded); a Mosin Nagant 91-30 (loaded); a Mk. 4 Rifle (loaded); an SMLE (loaded); an Adler A110 (loaded with 4 Buck); a C18 (unloaded); and an R26 with 4x Telescopic Sight (loaded with high power .22 Long Rifle).

On Table 1, there is a handloading kits for rifle and shotgun (both Efficiency Factor 1.5) with swages for 12 Ga and .410 (Efficiency Factor 80), .223, .303 and .308 (Efficiency Factor 60); six boxes of .22 LR (three high power, one jacketed, two hollowpoint); one box of .223; ten rounds of 7.62mm x 39R; one box of 7.62mm x 54R; 20 rounds of .308; thirty-nine rounds of .410 8 shot; six boxes of 12 Ga (four 4 Buck, one 00 Buck, one slug); ninety-three units of lead; seventy-two units of smokeless powder; seventeen units of primers; and a camper's LED lantern/flashlight.

On Table 2, there is a field kitchen with sink, a box of twenty six-inch candles, two one-liter bottles of home-fermented beer, a 12-liter bucket of clean water and a Medkit 1. Boxes under the table contain seventeen rations of Preserved Natural Food and seven rations of Packaged Foods.

Next to the still (Efficiency 2) is a 20-liter jerrycan containing seventeen liters of pure alcohol. A leech attached to the bicycle generator holds four E-5 batteries. A



search of the shelves and the clutter will also turn up one long bayonet; two short bayonets; one slingshot (Elasticity 3); one machete; one hatchet; one lumber axe; a Metalworking Tool Kit 3; ten E-1 and two E-10 batteries; a small fire extinguisher; an entrenching tool; a sledge-hammer; a much-patched camping pack; two large sacks filled with clothing (light or heavy cloth); a hand-cranked small LED flashlight with a plug for a leech; and the case for a SIG Sauer P320 Full-Size containing the caliber exchange kit (ENC .63) but no pistol. The SIG Sauer P320, loaded with seventeen rounds of 9mm Parabellum, is Hidden under the dead man's pillow; a search of the body will also reveal a stopped hand-wound wristwatch.

Shortly after the PCs have finished searching the room, they will receive an urgent message on their radio: the wind has changed, and the fire is headed their way: they should return to the firebreak immediately and head back to the highway, where they will be picked up by the team and given any first aid treatment necessary.

If the player-characters announce that they are leaving immediately, and none of their characters has a Speed less than 10 after Encumbrance, they will reach the firebreak unharmed and will be able to proceed along it towards the road without taking any damage except from smoke inhalation, unless the GM decides to have a burning tree fall across their path. If they delay, or encumber themselves with too much gear salvaged from the hut, they will risk continued exposure to fire (Rating 3; see Aftermath! Book One, pp 47-48) for twenty turns minus their effective Speed before reaching the firebreak, as well as the effects of the smoke.

If the characters decide to stay in the hut and wait for the fire to die out, they will have to contend with both the smoke and with other critters swarming in through small holes in the wall trying to escape the flames: firstly, 2D2 mobs of rats as the density of the smoke rises to 1, then 1D6 dugites, as it rises to density 2, then 3, then 4. PCs equipped with gas masks or other breathing gear may remain conscious until the fire has burnt itself out and help arrives.

If the player-characters are found alive but unconscious when the rescuers arrive, they will wake up in an improvised hospital with their own gear, but will discover that anything they found in the hut has been salvaged by other firefighters. If they leave the hut intending to return later to loot it, they will find that other preppers have beaten them to it and removed the guns, the handloading gear, the food, the medkit and the alcohol.

## 4.7 THE OBLIGATORY TAVERN BRAWL

**Location:** Kojonup

The PCs are invited to join a merchant caravan carrying medicines, solar screens and kegs of beer south-east on Albany Highway to Albany. The beer is a favorite target of bandits, so guards who can provide their own ranged weapons receive their rations, ride on the cart, and can gamble for a chance to sleep under it if it rains. Medics, and carpenters who can Repair Muscle-Powered Vehicles, receive their rations, the use of a tent, and a per diem of their BCSx20 in pre-Ruin currency (round up to nearest \$20, .2 of a BP). PCs can also supplement their earnings with Hunting when the caravan stops at night, receiving 1 BP per ration of fresh food they can provide (paid either in cash or in beer, 2 BP per mug).

On the third night, the caravan stops in the ghost town of Williams, giving the characters an opportunity to do a few hours foraging; otherwise, the journey will probably be fairly uneventful until they reach Kojonup two nights later. If the PCs join some of the other merchants in one of the poorly-lit pubs for dinner, they will meet two young men from Kondinin, Tom and George, who are searching

for Karen Tran, a trainee nurse who went missing from the hospital three days before. Moments later, a fight breaks out between two groups of locals about alleged cross-contamination between the genetically modified and the organic crops on their respective farms. When Davy, a jackaroo from the Hammond Farm, is knocked backwards onto the PCs' table, landing on their plates of food and spilling their drinks. Unless the characters leave the pub quickly, they will become caught up in the chaos as the brawl spreads and lamps are knocked to the floor. Soon, one of the farmhands from Hammond Farm calls out for a medic, saying that Davy has been stabbed and seems to be dead. This stops the brawl; one of the farmhands runs towards the hospital and another heads to get the local constable.

If any player-character has Advanced Medical skill and successfully performs CPR on Davy, he can keep him alive until the doctor arrives with a Medkit 2 and defibrillator. When the constable arrives and asks what happened, Frank will say that one of the PCs stabbed Davy; the other hands from Hammond Farm will support this, and no-one else will admit to having seen who was responsible for the stabbing. The constable, Bill Kickett, will arrest and jail the character who's been accused, and confiscate any weapons from the others. The caravan will continue to Albany without them, and come back to Kojonup on its return trip six days later.

If the PCs have managed to save Davy's life, he will tell the truth as soon as he regains consciousness a day or two later – he was stabbed by Frank, who rightly suspects Davy of having sex with his wife. If Davy dies, Kickett will do his best to make sure the accused receives a fair trial; the defendant's best hope is that another of the player-characters can interrogate Frank and/or the other farmhands and obtain a confession that sways the jury of locals.

## FRANK WATTS

Average Veteran

**Skills:** (BCS 14) Advanced Farming; Brawling; Heavy Equipment Driving; High Technology Use; Knife; Motorcycle Driving; Rifle, Modern; Technology Use. (BCS 11) Automobile Driving; Basic Research; Beast Riding; Botany (Pre and Post-Ruin); Decontamination (Biological & Chemical); Dirt Farming; First Aid; Gambling; Lab Technique; Literacy (English); Nutritionist; Salvage Food.

**Armor:** Hat (LH 1); oilskin coat (HC 4-11, 21-28); shirt (HC 4-9, 21-28); pants (HC 10-18); boots (HL 17-20).

**Weapons:** Belt knife.

**Notes:** Age 47. Mediocre appearance, 5'9", rough skin, thinning brown hair. Recognition Factor 1.

Frank Watts is the assistant manager of Hammond Farm, and does most of the hands-on running of everything outside the lab and the office. He bullies his staff, particularly the women, but conditions at the farm are otherwise good enough that the farmhands are reluctant to quit.

## TOM HAY

WT	WL	STR	DFT	SPD	HLH
11	12	22	10	9	12
BAP	MNA	PCA	CDA	DRT	
5	2	2	1	29	

**Skills:** (BCS 11) Advanced Farming; Brawling; Technology Use. (BCS 8) Automobile Driving; Beast Riding; Bicycle Riding; Dirt Farming; First Aid; Heavy Equipment Driving; High Technology Use; Literacy (English); Nutritionist; Salvage Food.

**Armor:** Broad-brimmed hat (LH 1); oilskin coat (HC 4-18, 21-28); shirt (HC 4-9, 21-28); cargo pants (HC 10-18); boots (HL 19-20).

**Weapons:** Bowie knife.

**Notes:** Age 17. Average appearance, 6'3", sunburnt complexion, blond hair. Recognition Factor 3.

Tom Hay, a Strong mutant, is an apprentice jackaroo from Kondinin.

## GEORGE HAVILAND

WT	WL	STR	DFT	SPD	HLH
11	14	12	12	10	16
BAP	MNA	PCA	CDA	DRT	
6	2	3	1	29	

**Skills:** (BCS 11) Advanced Farming; Technology Use; Survival (Outback); Tracking (Rural); Throwing. (BCS 8) Automobile Driving; Beast Riding; Bicycle Riding; Brawling; Dirt Farming; First Aid; Heavy Equipment Driving; High Technology Use; Literacy (English); Nutritionist; Salvage Food.

**Armor:** Knitted cap (HC 1); sheepskin vest (HH 4-9); shirt (HC 4-9, 21-28); cargo pants (HC 10-18); boots (PH 19-20).

**Weapons:** Belt knife.

**Notes:** Age 15. Mediocre appearance, 6'1", leathery brown skin, scarred cheeks, hairless. Recognition Factor 3.

George Haviland, a Tough mutant (Resistance Number 3), is an apprentice jackaroo from Kondinin.

## BILL KICKETT

Superior Veteran

**Skills:** (BCS 14) Beast Riding; Brawling; Search (Rural); Single Weapon; Survival (Outback); Technology Use; Throwing; Tracking (Rural). (BCS 11) Automobile Driving; Bicycle Riding; First Aid; High Technology Use; Hunting (Shoot); Literacy (English); Pistol, Modern; Rifle, Modern; Swimming; Unarmed Combat; Weapon and Shield. (BCS 8) Commerce; Fishing (Trap); Hunting (Trap); Interrogation.

**Armor:** High-visibility vest (SY 4-9); shirts (HC 3-9, 21-24); shorts (HC 10-14); shoes (HL 19-20); broad-brimmed hat (LH 1). Metpol helmet (MP 1-2), Ballistic Cloth Sheathing (BC110 4-14), arm and leg guards (MP 13-14, 21-24), and Class 2 clear Police shield in SUV.

**Weapons:** Single-barrel Taser; Glock-22; tactical flashlight; Mace spray. 12 Ga SG11 in SUV; Mk. 4 Rifle in police station.

**Notes:** Age 27. Above average appearance, 6'5", brown skin, curly black hair, dark eyes. Recognition Factor 4, Reputation 15.

Kickett is respected and well-liked in Kojonup: coach, captain, and star player of the local football team; a promising heavyweight boxer; fair-minded, honest, and proficient at quelling pub fights and at tracking and rescuing lost children and livestock. Unfortunately for the PCs, he has no experience in solving murders.

## FARMHANDS

Average Trained

**Skills:** (BCS 11) Advanced Farming; Brawling; Technology Use. (BCS 8) Automobile Driving; Beast Riding; Bicycle Riding; Dirt Farming; First Aid; Gambling; Heavy Equipment Driving; High Technology Use; Literacy (English); Nutritionist; Rifle, Modern; Salvage Food.

**Armor:** Farmhands from Hammond Farm (Matt, Luke, John, Pete and Paul)

wear hooded waterproof jackets (PC 1-3, Q-PH 4-12, 21-28), shirts (LC 4-9, 21-24), cargo pants (HC 10-18) and boots (SY 17-20). Farmhands from Strom Farm (George, Julian, Dick, Ann, Tim and Nigel) wear oilskin jackets (HC 4-12), shirts (HC 4-9, 21-28), jeans (HC 10-18); and boots (HL 19-20).

**Weapons:** Belt knife.

## 4.8 CHERCHEZ LA FEMME

**Location:** Toodyay

Having heard rumors that Dagny Tucker has been seen in Toodyay and may have joined one of the women-only colonies, the PCs travel to Toodyay with a merchant caravan. Arriving on market day, they are told that the sighting was a case of mistaken identity, but men are invited to join the tournament that has drawn a huge crowd of spectators: Maia Morgan and George Lee are looking for a sperm donor and have challenged local men to an archery contest. Only Oliver Ryan remains in contention.

If a player-character can beat Ryan at archery, and beat or tie with Maia and/or George, they will win the prize – an all-night threesome with the two women. If they tie with Ryan, the women will suggest they pick another non-lethal form of contest that will convince them of their suitability as donors – be it a test of health, intelligence, or some skill the women consider useful.

## 4.9 CHOOSING SIDES

**Location:** York

While traveling to York, one or more PCs goes to the Avon River to collect fresh water, and sees another group of travelers on the opposite bank. One (Heiss) has stripped to the waist to wash, revealing large Nazi tattoos. Matic wears a swastika armband on his SS-style greatcoat, DeWitt an Afrika Korps uniform with stahlhelm, and Gair has his jacket open revealing a T-shirt bearing the emblem of the Iron Nation, a Southern Cross made up of five small silver swastikas on a dark blue background. If the player-character(s) does not make a successful Stealth (Rural) attempt, the group will notice them, but will not attack unless attacked or unless the character is carrying something obviously of great value – the river, 110 meters wide, is no more than waist-deep, but the current is strong (three meters/second), and while all are armed, they don't wish to waste ammunition.

Later that day, as the player-characters pass through or near York township, they are confronted by a Force officer, Constable Kelly O'Hara, and asked to surrender their weapons. If they ask why, O'Hara will tell them that two local



women have been fatally shot that morning, and they are checking any strangers for gunshot residue and checking any guns to see whether they have been fired recently. O'Hara will attempt to arrest any PCs who are carrying pistols or rifles: others will be asked not to leave town until after a forensic technician arrives at seven am to perform the tests: they are free to camp in the park opposite the police station, or pay for more comfortable accommodation at the hotel around the corner.

The prime suspect for the double murder is being held in a lockup at the police station: Kyle Anders. The victims were Wendy Allen and her partner Carla Das, both shot in the curry house they co-owned. Anders removed the Iron Nation

#### YORK POLICE STATION



insignia from his clothing and covered his Nazi tattoos before entering town, took care not to steal anything that could be traced back to his victims, and hid his P12 before being arrested.

The gang of Iron Nation members will arrive at the police station between two and four a.m. (assuming the PCs have not previously wiped them out) on a moonless night. The youngest and most attractive will knock on the ballistic plastic door and be buzzed in by O'Hara, who is sitting at the desk: he will draw his pistol and shoot at her while holding the door open for the rest of his group. His first shot will miss, giving O'Hara time to draw and return fire, wounding him badly enough that he takes cover behind the door, propping it open with his foot to prevent it locking. O'Hara will take cover behind the desk and call for backup, shooting at any intruders. She will disable the leg of the first man inside before the leader throws a concussion grenade over the desk, the blast rendering her unconscious.

If the player-characters are sleeping in the park and have someone on guard duty, they will see the attack as it becomes a stand-off; if not, have each one roll to Detect Hidden Thing to be awakened by the sounds of gunfire as the Iron Nation men try to force their way in without dying in the process. PCs in the hotel will not be able to get a clear shot at any of the Iron Nation men without venturing outside.

Once O'Hara is unconscious and the Iron Nation have forced their way in, any PCs in the cells may overhear (Hidden Thing) this conversation between two of the intruders. "Should we take her to Kurara?" "No, she'll slow us down, and we don't do that to white chicks."

If not stopped by the player-characters, the intruders will take the keys from O'Hara's belt and free Anders from his cell, while other members of the gang plunder the evidence room and gun rack, taking the police guns and ammo as

well as their own before escaping on foot. O'Hara's backup – Sergeant Cooper and Constable Scanlan – arrive too late to stop them, but after tending to O'Hara and quickly interrogating any PCs in the cells, attempt to track the raiders. If they have a neutral or better reaction to any player-characters in or near the station, they will release them but suggest they stay in town if they want any weapons or other property returned after the raiders have been captured. Assuming that the raiders have taken the road, Cooper will drive west towards Perth in the police SUV, sending Scanlan north on horseback towards Northam and Toodyay.

Any surviving raiders, however, are avoiding the road and making their way on foot due west through the bushland towards Mundaring – slowly enough that the PCs may be able to track them and get within range to attack. After sunrise, the leaders will leave the slowest members of the team (such as Seifert, wounded in the leg), to fend for themselves: if Seifert has survived, he will lie in wait to ambush any pursuers who come too close.

Any raiders who escape with no serious injuries will join the reinforcements sent to Kurara Prison on day three of the attack (see below).

## SENIOR CONSTABLE KELLY O'HARA

Average Veteran

**Skills:** (BCS 14) Beast Riding; Pistol, Modern; Technology Use. (BCS 11) Automobile Driving; Bicycle Riding; Boating; First Aid; High Technology Use; Literacy (English); Rifle, Modern; Single Weapon; Stealth (Rural); Survival (Outback); Swimming; Unarmed Combat. (BCS 8) Advanced Farming; Interrogation; Tracking (Rural).

**Armor:** High-visibility vest (SY 4-9); shirts (HC 3-9, 21-24); pants (HC 10-18); riding boots (HL 17-20); broad-brimmed hat (LH 1).

**Weapons:** Single-barrel Taser; Glock-22; tactical flashlight; Mace spray.

**Notes:** Age 27. Above average appearance, 5'11", freckled complexion, red hair, green eyes. Recognition Factor 2.

The only daughter of a local farmer, Kelly O'Hara decided that she'd have a more interesting life as a cop than working a small property with her three older brothers. Her brief experience of city life motivated her to return to York, where she teaches jujutsu, trains horses, and helps look after her aging parents.

## SERGEANT ALAN COOPER

Average Veteran

**Skills:** (BCS 14) Automobile Driving; Brawling; Technology Use. (BCS 11) Automobile Mechanic; Boating; First Aid; High Technology Use; Interrogation; Literacy (English); Pistol, Modern; Rifle, Modern; Single Weapon; Survival (Outback). (BCS 8) Beast Riding; Bicycle Riding; Commerce; Motorcycle Driving; Search (Rural); Swimming; Tracking (Rural); Weapon and Shield.

**Armor:** High-visibility vest (SY 4-9); shirt (HC 3-9, 21-24); pants (HC 10-18); shoes (HL 19-20); broad-brimmed hat (LH 1).

**Weapons:** 12 Ga Magnum SG9 loaded with 00-Buck; Single-barrel Taser; Glock-22; tactical flashlight; Mace spray.

**Notes:** Age 48. Average appearance, 5'10", weathered complexion, thinning blond hair, brown eyes. Recognition Factor 0.

Cooper joined WAPOL three years before Cybele, and served in both urban and rural stations before being promoted to sergeant in command at York. Most of his career has been spent sitting behind a desk or the wheel of a car (he is fond of high speed chases and Mad Max films), but though his weight has nearly doubled since he was recruited, he's still an effective hand-to-hand fighter as well as a capable administrator.

## CONSTABLE ED SCANLAN

Average Trained

**Skills:** (BCS 11) Automobile Driving; Beast Riding; Bicycle Riding; Boating; Brawling; Climbing; First Aid; High Technology Use; Literacy (English); Motorcycle Driving; Pistol, Modern; SCUBA Diving; Swimming; Weapon and Shield. (BCS 8) Culture (Pre-Ruin); Fishing; Powerboat; Survival (Rural); Tracking (Rural).

**Armor:** High-visibility vest (SY 4-9); shirt (HC 3-9, 21-28); pants (HC 10-18); sneakers (HC 19-20); broad-brimmed hat (LH 1).

**Weapons:** Single-barrel Taser; Glock-22; tactical flashlight; Mace spray.

**Notes:** Age 23. Handsome appearance, 6'1", tanned complexion, blond hair, blue eyes. Recognition Factor 4.

Scanlan is a recent recruit to the Force: courageous, charismatic, and frequently overconfident.

## Iron Nation KYLE ANDERS

Average Trained

**Skills:** (BCS 11) Automobile Driving; Handloading; Pistol, Modern; Technology Use. (BCS 8) Commerce; Firearms Repair, Modern; Firearms Repair, Primitive; High Technology Use; Literacy (English); Machining; Knife; Rifle, Modern; Rifle, Primitive; Single Weapon; Weaponsmithing.

**Armor:** Hooded jacket (PC 1-3, PH 4-12, 21-28); shirt (HC 3-9, 21-28); pants (HC 10-18); boots (HL 17-20); gloves (LH 29-30).

**Weapons:** None, but may be given weapons looted from the police station.

**Notes:** Age 19. Average appearance, 5'8", tanned complexion, brown hair, brown eyes. Recognition Factor 0.

Anders is one of Peter 'Poppa' Weston's apprentices. He has Iron Nation tattoos hidden under his shirt and attends their meetings, but like his murder of Weston's ex-wife and her partner, this is primarily an attempt to curry favor with his boss.

## HUGH BOONE

Average Veteran

**Skills:** (BCS 14) Hunting (Shoot); Rifle (Modern); Salvage Food; Stealth (Rural); Survival (Outback); Tracking (Rural) (BCS 11) Handloading; Leatherworking; Technology Use. (BCS 8) Automobile Driving; Beast Riding; Boating; Brawling; Commerce; First Aid; Fishing; High Technology Use; Literacy (English); Search (Rural); Swimming; Tailor; Tracking (Urban).

**Armor:** Camo winter jacket (Q-HC 3-12, 21-28); fur hat with mosquito net (HH 1, LC 2-3); pants (HC 10-18); boots (HL 17-20); gloves (LH 29-30).

**Weapons:** Adler A110 loaded with 00-Buck. 4 rounds BB and 4 Slugs in bullet belt. Belt knife.

**Notes:** Age 28. Average appearance, 5'10", weathered complexion, receding sandy hair, hazel eyes. Recognition Factor 0. Compass on wristwatch. Rucksack contains simple sewing kit, small tactical flashlight, 1-liter filtration canteen, mess kit, survival gear and three rations Preserved Natural foods.

Boone, an avid hunter and outdoorsman, is not a member of Iron Nation – but he buys guns and handloading supplies from Weston and is courting one of Anders' sisters, and has been persuaded to help break Anders out of jail.

## JIM MATIC

Average Veteran

**Skills:** (BCS 14) Automobile Mechanic; Rifle, Modern; Tactics; Technology Use. (BCS 11) Automobile Driving; Autoweapon; Brawling; Commerce; Distillation; High Technology Use; Hunting (Shoot); Literacy (English, German); Knife; Nutritionist; Pistol, Modern; Stealth (Rural); Salvage Food; Survival (Outback); Throwing; Tracking (Rural). (BCS 8) Bicycle Riding; Chemistry; Culture (Pre-Ruin); Foreign Language (German); Heavy Equipment Driving; Motorcycle Driving; Single Weapon.

**Armor:** Ballistic cloth smock (BC10 4-14); greatcoat (HC 3-18, 21-28); shirt (HC 3-9, 21-28); pants (HC 10-18); boots (HL 17-20); gloves (LH 29-30); peaked cap with SS insignia (HC 1).

**Weapons:** MP-40 with spare box 32; concussion grenade, dagger

**Notes:** Age 45. Mediocre appearance, 5'8", pale complexion, greying black hair, blue eyes. Recognition Factor 1.

Matic is the Gruppenfuehrer (general) of the Nazi forces in the European Theatre re-enactment group, master-at-arms of the Iron Nation, and a successful motor mechanic and panelbeater. A genuine believer in Nazi ideology, he blames the non-Aryan races for the Ruin – which he also sees as a potential opportunity to create a white supremacist state in Australia, with himself as Fuehrer.

## PHIL GAIR

Average Trained

**Skills:** (BCS 11) Automobile Mechanic; Rifle, Modern; Technology Use. (BCS 8) Automobile Driving; Brawling; Commerce; Electrician; High Technology Use; Literacy (English); Knife; Nutritionist; Pistol, Modern; Radio Communications; Stealth (Rural); Salvage Food; Survival (Outback); Swimming; Tactics; Throwing; Tracking (Rural).

**Armor:** Helmet (SP 1); jacket (HC 3-11, 21-28); shirt (LC 3-9, 21-28); pants (HC 10-18); boots (LL 17-20).

**Weapons:** KAR 98K, P-08 Luger with spare box 8, short bayonet

**Notes:** Age 26. Average appearance, 5'11, tanned complexion, blond hair, blue eyes. Recognition Factor 1. Carries small short-wave radio, 3-liter hydration pack and survival gear in knapsack.

Gair, Matic's son-in-law, works in Matic's garage and enjoys re-enacting battles with the European Theatre, but has little interest in politics. He is fiercely competitive, and may go berserk when fighting starts.

## BURKE PEARSON

Average Trained

**Skills:** (BCS 11) Animal Training; Beast Riding; Dirt Farming; Flexible Weapon; Motorcycle Driving; Pistol, Modern; Rifle, Modern; Rifle, Primitive; Salvage Food. (BCS 8) Advanced Farming; Brawling; Knife; Literacy (English); Nutritionist; Survival (Outback); Technology Use.

**Armor:** Leather vest (LL 4-9); shirt (HC 4-9, 21-29); pants (HC 10-18); stovepipe chaps (LL 10-11, 13-18); boots (HL 17-20); broad-brimmed hat (LH 1).

**Weapons:** .357 Magnum C6 and P25, 13 rounds .38 Special in bullet belt; leather whip; bowie knife.

**Notes:** Age 26. Average appearance, 5'9", tanned skin, black hair, moustache and beard, brown eyes. Recognition Factor 0.

Pearson is a stable-hand at Pough's horse stud and serves under him in the First Corps, and has also worked as a drover and in the slaughterhouse at Kurara Prison Farm.

## ROGER POUGH

Average Veteran

**Skills:** (BCS 14) Beast Riding; Commerce; Rifle, Modern; Rifle, Primitive. (BCS 11) Advanced Farming; Blacksmith; Fencing; Firearms Repair, Primitive; First Aid; Flexible Weapon; Handloading; Literacy (English); Nutritionist; Pistol, Modern; Pistol, Primitive; Salvage Food; Survival (Outback); Tactics; Technology Use. (BCS 8) Automobile Driving; Brawling; Carpentry; Culture, Pre-Ruin; High Technology Use; Leatherworking; Knife; Masonry.

**Armor:** Slouch hat (LH 1); jacket (HC 3-14, 21-28); shirt (LC 3-9, 21-28); pants (HC 10-18); boots (HL 17-20).

**Weapons:** Henry Rifle, .44-40 P27, 12 rounds .44-40 in bullet belt; Saber; Bowie knife.

**Notes:** Age 61. Above average appearance, 6'1", weathered complexion, silver hair, hazel eyes. Recognition Factor 3. Reputation 11 among re-enactors and the Lodge.

Pough, a successful horse breeder and trainer, is a colonel in WA's civil war re-enactment group and an old drinking buddy of Peter Weston, who has been selling him black market guns and ammunition for his collection for many years. He is also a member of the Lodge, and relies on their protection when he's caught doing anything still considered illegal.

## DON HEISS

Average Novice

**Skills:** (BCS 8) Automobile Driving; Brawling; Climbing; Knife; Literacy (English); Lockpicking; Pickpocket; Pistol, Modern; Search (Urban); Stealth (Urban); Survival (Urban); Technology Use. (BCS 5) Culture (Post-Ruin); Rifle, Modern; Single Weapon.

**Armor:** Leather jacket (LL 4-9, 21-28); shirt (LC 3-9, 21-28); pants (HC 10-18); sneakers (HC 17-20); ski mask work as hat (HC 1 or HC 3).

**Weapons:** Walther PPK, switchblade.

**Notes:** Age 19. Above average appearance, 5'11", pale complexion, dark brown hair, blue eyes. Recognition Factor 2. Good quality lockpicks in pants pocket.

Heiss, a scavenger and small-time thief from a rough neighborhood, joined the Iron Nation because of an urge to belong to a well-armed gang.

## JOHAN DEWITT

Average Veteran

**Skills:** (BCS 14) Interrogation; Pharmacy; Pistol, Modern; Technology Use. (BCS 11) Advanced Interrogation; Advanced Medical; Chemistry; Commerce; Distillation; Fermentation; First Aid; Foreign Language (Afrikaans); High Technology Use; Lab Technique; Literacy (Afrikaans, English); Nutritionist; Simple Explosives. (BCS 8) Automobile Driving; Autoweapon; Brawling; Culture (Pre-Ruin); Knife; Polearm; Rifle, Modern; Salvage Food; Search (Urban); Single Weapon.

**Armor:** Leather coat (LL 3-16, 21-28); hat (HH 1); shirt (HC 4-9, 21-28); pants (HC 10-18); boots (SY 17-20); gloves (PH 29-30).

**Weapons:** KAR 98-K, no reloads; Walther P-38 with spare clip; tactical flashlight; short bayonet.

**Notes:** Age 77. Mediocre appearance, 5'11", leathery skin, bald, blue eyes. Recognition Factor 2. Rucksack contains Medkit 2.

Johan DeWitt is a pharmacist, former military ambulance driver, medical officer for the European Theater, and medic and interrogator for the Iron Nation. He

is studying mutants, particularly those with healing abilities, and is the only member of the rescue mission who knows that Dagny Tucker and Karen Tran are not being held at Kurara Prison Farm, though he is unaware of their actual location.

## JOHN KERR

Average Trained

**Skills:** (BCS 11) Advanced Farming; Automobile Driving; Beast Riding; Commerce; Dirt Farming; Heavy Equipment Driving; Literacy (English); Nutritionist; Pistol, Modern; Salvage Food; Single Weapon; Technology Use. (BCS 8) Brawling; Disguise/Acting; Electrician; Fast Draw; High Technology Use; Rifle, Modern; Rifle, Primitive.

**Armor:** Oilskin jacket (HC 3-12, 21-28); slouch hat (LH 1); body armor (LP-SP 4-9); shirt (LC 3-9, 21-28); pants (HC 10-18); cowboy boots (LL 17-20).

**Weapons:** Colt Cavalry Pistol, no reloads; saber.

**Notes:** Age 49. Above average appearance, 5'8", dark hair, blue eyes. Recognition Factor 1.

John Wayne Kerr, a captain in the First Corps and a member of Iron Nation, has a small farm near Harvey.

## YORK POLICE STATION

The police station is an old stone building with a partially refurbished interior. Exterior walls are foot-thick stone (Barrier Factor \*360), interior walls 6" brick and concrete (Barrier Factor 180), windows and foyer door ¼" transparent structural plastic (Barrier Factor \*10) in ¼" structural metal frame (Barrier Factor \*30) with heavy maglocks (Barrier Strength 20). Other exterior doors inch-thick steel-clad plywood (Barrier Factor \*45), fitted with alarms: can be opened from inside (only) without key. Power comes from solar screens on roof and battery in Monitor Room.

**Bathroom.** Contains a toilet, shower, hand-basin and towel rack.

**Evidence Room.** Contains three rusty but functional bicycles, one unloaded R29, and shelves full of bagged-and-tagged items (spent cartridges, stained/torn clothing, other low utility finds). Door is inch-thick steel-clad plywood (Barrier Factor \*45) with Complexity 4 Key Lock.

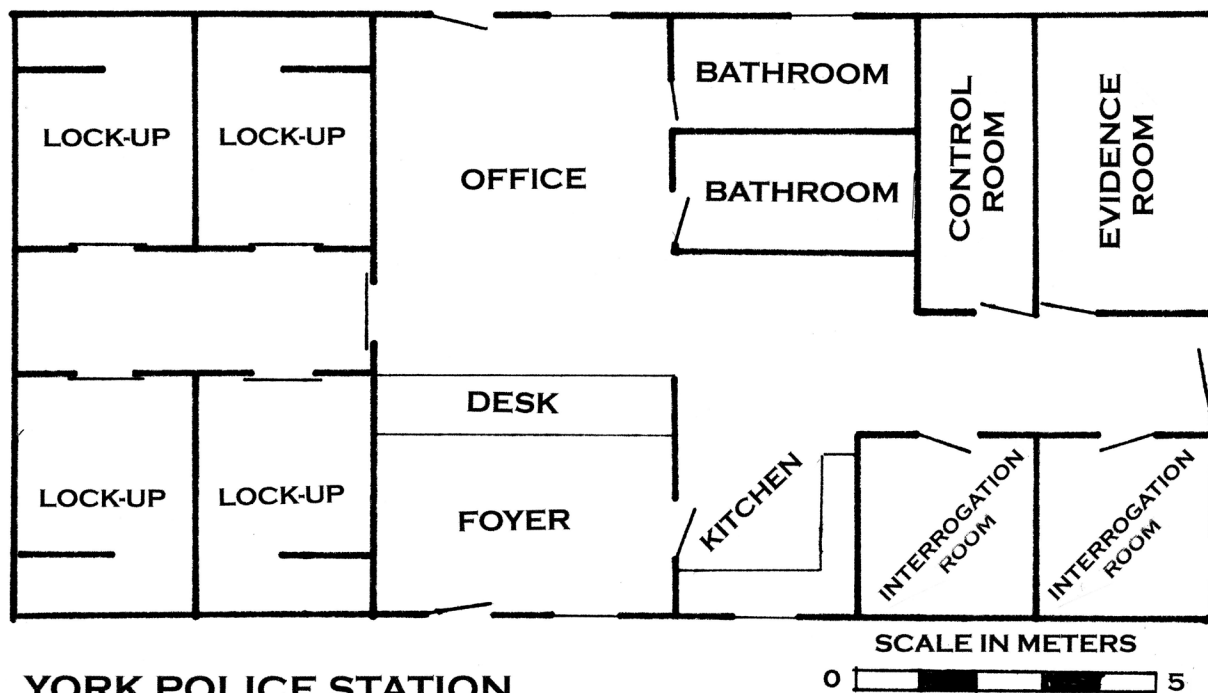
**Foyer.** Separated from office by wall (Barrier Factor 180) and inch-thick steel-clad plywood (Barrier Factor \*45) heavy maglocked door. Counter at left 4' high wall behind wood veneer. Pin-up board on left wall over fixed bench.

**Interrogation room.** Contains a large table (bolted to the floor), four medium chairs (chained to the floor), and a cassette recorder (bolted to the wall).

**Kitchen.** Contains a sink, electric kettle, microwave, bar fridge and cupboard. Fridge contains 1D6 ½ liter bottles of beer, 1 liter bottle of milk. Cupboard contains four mugs, three plates, a jar of tea, a jar of honey, a ½ liter flask of dishwashing detergent, two tea-towels, and assorted blunt cutlery.

**Lockup.** Each cell contains a padded bench/bed and a steel commode with a flimsy plastic seat. Cell doors are inch-thick steel-clad plywood (Barrier Factor \*45) with security hatches of 1/4" transparent structural plastic (Barrier Factor \*10). Anders rests in Lockup 2; any PCs arrested will be locked in the other cells.

**Monitor room.** Desk (large table) holds a police radio base station, a landline phone, and a bank of four computer monitors showing live video of the street outside, the interrogation rooms, the car park, the evidence room and the foyer. Cupboard in top right corner holds two flak jackets, two Metpol helmets with gorgets (Aftermath! Book 3, p. 48), and six tear gas hand grenades. One medium chair. Door is inch-thick steel-clad plywood (Barrier Factor \*45) with



Complexity 4 Key Lock.

**Office.** Reception desk drawers contain Glock 22 (loaded); two boxes each of .40 S&W, 7.62mm NATO, and 12 Ga 00 Buckshot; Medkit 1; police radio hand unit; tactical flashlight; 1D100 twist-ties for use as restraints; digital camera; two E-5 batteries; fingerprinting kit; and assorted stationery. Laptop and landline phone on desk; large fire extinguisher in top right corner; pin-up board on right wall. The gun rack at X holds two Mk. 4 Rifles and two SG13s. Desks (large tables) are 3/5" wood veneer, Barrier Factor 3; chairs are medium size.

## 4.10 THE BUTCHER'S BILL

Shortly after the PCs return to Perth, they will hear that the Police Commissioner has called a meeting for reservists and prospective volunteers – preferably trained shooters with their own guns, as well as medics and other support staff - for a short military exercise. If the characters attend the meeting, they will learn that Sternberg has identified the tooth found in the meat pie as belonging to Jenna Choi, a nurse at Fiona Stanley Hospital who was reported missing two years ago. The pie has been traced back to a bakery in Serpentine which bought all of its meat from the abattoir at Kurara Prison Farm. Ground meat bought from Kurara was then analyzed and confirmed to contain nearly 4% human DNA. Two police sent to the farm with a search warrant were attacked; one escaped, but the other is feared dead. Former SAS soldiers were sent in two days later and captured three men from the farm, who have been interrogated. These men confirmed that women were being abducted and used as sex slaves, then killed when the inmates were tired of them: four are currently being held in the cells. Drifters through the area were also being butchered. The police suspect that a thorough investigation will help them close dozens of missing persons cases.

The minimum security prison was built to house 326 inmates, and the interrogators estimate that close to three hundred men currently live there – most of them armed with Mk 4 Rifles or SMLEs, with a few Kalshnikovs, and an unknown amount of ammunition. The boss is Al Jones, known to the inmates as Big Al or the Emperor. The men interrogated say that the farm has enough

food stores to withstand a siege for several weeks, and also has handloading equipment enabling them to prolong a battle.

The farm covers 375 hectares (962 acres) with twenty-six buildings, so the Force is calling for volunteers trained with firearms to help surround the farm while negotiators attempt to arrange for any hostages to be released unharmed. Because it was always notoriously easy to escape from a work detail at the farm when it was a minimum security prison (though most escapees were re-captured promptly), Commissioner Johansson wants hundreds of armed sentries posted around the perimeter: these will be ordered to arrest and disarm any deserters and bring them in for questioning. All volunteers accepted into the taskforce will be issued with waterproofed camo jackets (HC 4-12, 21-28) and a choice of boonie hats (HC 1) or helmets (SP 1); six twist-ties for use as restraints; their rations for the duration of the siege; and an ID card which guarantees them free medical care for a year. Those with Rifle (Modern) skill of 14+ will be issued an MK. 4 RIFLE if they don't have anything better of their own: those serving with distinction (good or better reaction from Johansson) will be permitted to keep theirs after the siege. PCs with a 5.56mm, 7.62mm NATO or .303 rifle will have any spent cartridges they own reloaded, and will also be issued ammo every battle turn. Volunteers without the required rifle skills may be taken on as stretcher bearers (First Aid at 11+, SPD and ST group 2+) or as water and ammunition carriers (SPD or ST group 3+).

Nathan Tucker, present at the meeting, also promises that if his daughter is one of the hostages and is still alive, he will give the reward – two luxury diesel SUVs, or 20,000 BP in ammo, food, liquor and/or cash - to her rescuers. Volunteers will also have a chance to collect 'souvenirs' (weapons, etc.) from the defeated inmates (see *Loot, Aftermath!* Book 3, p. 59). Also present at the meeting and accompanying the Force on the expedition are Nick Goss, Alan Rennie (acting as Chief Medical Officer), Eugene Fletcher, James Whitman (secretly feeding information to Jones), Hannah Sternberg, Tom Hay, George Haviland, and many re-enactors from the Australian Light Horse and European Theatre.

**(Map on next page)**

KUARARA PRISON FARM



**Custom Armies**

**THE FORCE**

Infantry w/ammo	Weapon	Defensive	Offensive	Offensive
20 Elite Riflemen 840**	Steyr	240		240
100 Veteran Riflemen 4050*	Steyr	1350		1350
100 Trained Riflemen 1550**	Mk. 4 Rifle	200		200
80 Trained Riflemen 528**	SMLE	160		160
1 APC with 100% crew 202.5*	M2 HMG	70		20
<b>Total TSP</b> <b>1,970</b>			<b>2,020</b>	
	<b>7,170.5</b>			

**KURARA DEFENDERS**

12 Veteran Rifleman	AKS-74U	126		126
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504**				
80 Trained Riflemen	Mk. 4 Rifle	320		320
1640**				
160 Novice Riflemen	SMLE	320		320
688*				
10 Novice Shotguns	12 Ga SG16	20		20
56*				
40 Novice Crossbows	Pound pull 60	80		80
104**				
Jones		FN-FAL	10.5	
10.5	51**			
<b>Total TSP</b>				<b>876.5</b>
<b>876.5</b>	<b>3,043</b>			

\* Ammo for 10 battle turns  
 \*\* Ammo for 20 battle turns:

It's obvious that Jones is outnumbered and outgunned (even without taking the PCs' TSP into account), but he has an advantage in his Positional TSP of 1220: his troops are firing from protected positions inside buildings, and the grounds are booby-trapped with tank traps (halving the defensive value of the APC), mines, and punji sticks.

Johansson will offer the defenders fair trials if the hostages are released unharmed, hoping that this will lead some of the less guilty to surrender. Jones, knowing that the state can't afford to keep prisoners and that he will almost certainly be executed if arrested, will open fire. Fighting will be intermittent – 2D6 battle turns per day - until the siege ends with the defenders running out of ammo. Both sides have handloading equipment for the caliber of ammo fired by most of their guns, and will be reloading their spent cartridges as quickly and efficiently as they can. Both sides also have medics and some supplies.

The Force will concentrate on taking over the farm buildings one by one: Fletcher's elite commandos will use tear-gas rifle grenades and make a series of night-time attacks until the last surviving defenders are driven into the cell block to make their last stand. If the PCs intercepted the ammunition bound for Kurara (see 4.4), most of the surviving Force units will have ammo for two more battle turns than the defenders. Survivors from any defending unit may attempt to flee after running out of ammo - giving the PCs a chance to attempt to arrest/capture them if they're not sufficiently fast or stealthy.

### 4.10.1 A GAME OF BRIDGE

On the second day of the siege, before the ammo has run out, Goss will call for seven volunteers to take a van and create a roadblock at a bridge over the Serpentine River. He's received a report that an Iron Nation convoy is on its way to Kurara, taking back roads in the hope of avoiding detection, and he wants it intercepted and stopped. If the PCs accept the mission, he will give them machetes, axes, and a Claymore mine that Jones used to booby-trap a path to the cell-block, but which Fletcher spotted and disarmed. Goss will ask that the PCs not damage the bridge any more than necessary, just make sure that the convoy doesn't reach the prison before the battle ends. If, as he suspects, the convoy is carrying extra ammunition for the defenders, the volunteers will be entitled to keep it, as well as the vehicles and anything else they take. If the player-characters are convinced that the convoy is not intended to provide any form of support to the Kurara inmates, they should try to convince the drivers to turn around for their own safety. If there are fewer than seven PCs, or if none of them have the Drive Automobile skill, George Haviland and/or Tom Hay will join them.

**SERPENTINE RIVER BRIDGE**



The convoy – two SUVs and two electric vans – is commanded by the Iron Nation's Peter Weston, who has been abducting women and selling guns and ammunition to his supporters at Kurara and fears that the Force will come for him once Kurara has fallen. Weston's desperate plan is to attack and loot the Force's aid station and ammunition stores and clear an escape route for Jones

and his supporters, then to flee north and take over a fishing village.

The PCs, in their electric van, should reach the bridge approximately an hour before the convoy – time enough to set up the Claymore mine and create a roadblock. The area on both sides of the river is heavily wooded, providing fallen branches and small trees that can be chopped up and dragged onto the bridge, and a successful Rural Search roll will also turn up enough broken glass bottles to create a row of spikes that will shred the tires of the first car to attempt to cross it (anyone with a carpentry Tool Kit #1 should also be able to create a spike strip by hammering nails into wood). The wooden bridge is six meters wide and eighteen meters long, with a steep three-meter drop to the river below, and there's an incline on the south side of the bridge that will allow the PCs to hide their van. The bridge is forty-four kilometers by road from Kurara, so disabling the vehicles should at least delay any allies from reaching the prison farm.

If the player-characters set up the roadblock, the lead vehicle – an SUV driven by Weston – will stop on the north end of the bridge, and four Iron Nation troops will be ordered out of the SUV to clear away any debris. They will leave their rifles in the car. If they spot anyone on the south side, they will ask them to help them with this task; if the PCs refuse, one of the troops will draw his pistol and fire a warning shot.

Car 1 (SUV): Weston (driving) and five Iron Nation troops. Cargo bay contains four boxes of 7.62mm NATO, two boxes of 12 Ga 00-Buck, an M-72 LAW, an entrenching tool, a Medkit 1, a small fire extinguisher, four jerrycans of biodiesel and two of water, and a camper's flashlight. A CB Radio is mounted under the dashboard. Weston wears Field Infantry Mark I armor with green camouflage ballistic oversuit (Book 3, p. 49) and is armed with an FN-FAL with spare clip and short bayonet, a Franchi SPAS-12 and a machete as well as his usual array of pistols.

Cars 2 and 3 (Van): Seven men each; survivors of the raid on the York lockup, plus Iron Nation recruits. The cargo bay of Car 2 holds twenty 25-round boxes of 7.62 NATO ammo, twenty-four boxes of 5.45x39mm, and six boxes each of 9mm Parabellum, .303, and 7.62x54R. The cargo bay of Car 3 contains a box of twelve DM51 grenades, a camper's floodlight and an Auto Repair Kit #1.

Car 4 (SUV): Two Iron Nation troops (including driver) and four Iron Nation recruits. Cargo bay holds four jerrycans of biodiesel and two of water, and two cartons of MREs (sixteen rations packaged foods each).

### IRON NATION TROOPS

Average Trained

**Skills:** (BCS 11) Automobile Driving; Commerce; Literacy (English); Rifle, Modern; Technology Use. (BCS 8) First Aid; High Technology Use; Hunting (Shoot); Polearm; Knife; Nutritionist; Salvage Food; Stealth (Urban); Throwing.

**Armor:** Helmet (SP 1); Field jacket (HC 4-16, 21-28); pants (HC 10-18); T-shirt (LC 4-9, 21-22); boots (HL 19-20).

**Weapons:** Mosin Nagant with two spare clips and short bayonet; Zastava CZ99.

### IRON NATION RECRUITS

Average Novice Rabble (DRT 1D10)

**Skills:** (BCS 8) Automobile Driving; Autoweapon; Brawling; Knife; Literacy, English; Pistol, Modern; Rifle, Modern; Stealth, Urban; Technology Use.

**Armor:** Baseball cap (HC 1); waterproof jacket (PC 4-16, 21-28); pants (HC 10-18); T-shirt (LC 4-9, 21-22); sneakers (HC 19-20).

**Weapons:** 9mm SMG (1-3 Mk. 2 Sten; 4-7 Owen Gun; 8-9 UZI Carbine; 10 MP-40); Trench knife.



## 4.10.2 THE GREAT ESCAPE

If/when the PCs return to Kurara after the encounter with Weston's convoy, anyone who is badly wounded will be rushed to the aid station, while the others will be debriefed by Goss. Goss will tell them that they've missed the excitement: the bad guys surrendered nearly ten minutes ago and the survivors are coming out of the cell block with their hands up. Their medic was the first one out, with the four female hostages following him: he says that Jones is dead, which puts him in command. Fletcher's commandos and the Tactical Response Group are searching the cell block trying to find Jones's body.

Unfortunately, Jones isn't dead: he and his Veteran gunmen were wearing the same Metpol SWAT Armor (Book 3, p. 48) as the Tactical Response Group, and Jones and a few of his surviving lieutenants are leaving the cell block shortly after the TRG arrive, hoping to pass themselves off as police in the confusion.

As the player-characters leave the briefing tent, they will see four men in SWAT armor climb into a jeep. If a PC makes a Wit CST, he will notice that the man in the driver's seat is hotwiring the vehicle: if not, it will be several minutes before anyone realizes that Jones has escaped. Jones and his cohort still have their sidearms, but will drive away rather than stay and fight: if the PCs fail to stop them leaving, they have the option of chasing them in one of the SUVs (if they've captured any of Weston's vehicles, great; if not, one of the wounded cops in the aid station has custody of the keys to all the FORCE vehicles).

If Jones escapes, he and his lieutenants will split up, and he will hide in the meth lab in Armadale until he can come up with an alternative. By that time, most of the Kurara inmates will have been tried and many will have been executed, the four hostages – Karen Tran, Yasmin Patel, Mayumi de Leon, and Rianna Bird – will have returned to their respective homes, and the WAPOL Forensics team will have confirmed that there is no evidence that Dagny Tucker was ever at Kurara.

### ALWYN 'BIG AL' JONES

WT	WL	STR	DFT	SPD	HLH
19	26	36	22	26	22
BAP	MNA	PCA	CDA	DRT	
13	3	4	2	53	

**Skills:** (BCS 17): Autoweapon; Fast-Draw; Pistol, Modern; Rifle, Modern; Streetwise; Unarmed Combat. (BCS 14) Automobile Driving; Commerce; Gambling; Hunting (Shoot); Knife; Motorcycle Driving; Salvage Food; Stealth (Urban); Strategic Command; Swimming; Tactics; Technology Use; Throwing. (BCS 11) Advanced Farming; Advanced Medical; Automobile Mechanic; Basic Research; Beast Riding; Chemistry; Culture (Pre-Ruin); Demolitions; Dirt Farming; Disguise/Acting; Firearms Repair, Modern; Firearms Repair, Primitive; First Aid; Handloading; Heavy Equipment Driving; High Technology Use; Hunting (Trap); Interrogation; Lab Technique; Literacy (English); Lockpicking; Nutrition; Pharmacy; Search (Urban); Single Weapon; Stealth (Rural); Survival (Outback).

**Armor:** Metpol SWAT/CDU Issue Armor with Ballistic Cloth sheathing.

**Weapons:** During the siege: FN-FAL and Mosin Nagant 91-30. When attempting escape: Desert Eagle with two spare clips of jacketed .44 Magnum, Colt Lightweight, electrobaton, mace canister (6 shots), short bayonet.

**Notes:** Age 49; 6'4". Above average appearance: lightly tanned complexion, shaved head, greying soul patch, dark eyes. Recognition Factor 4, Reputation 19 as a dangerous enemy. Also carries quality lockpicks, magnatuner, a Medkit 1 and a syrette of 8-Gamma-PCP-III,

Alwyn Jones is the middle son of a farming family with a tradition of serving as

snipers and machine-gunners in World Wars I and II, the Emu War, Korea and Vietnam. He became proficient with the guns hidden on the farm before leaving



for boarding school, where he acquired a taste for sex, drugs, bodybuilding and combat sports. After being discharged from the army and serving time for selling drugs, he taught mixed martial arts and worked as a debt collector, bodyguard and nightclub bouncer, eventually buying the club a few months before Cybele hit. Having fortified his house and hidden caches of guns, ammunition, drugs and other valuables, he was well equipped to survive the Ruin, though after several years he decided he'd made more enemies than he could easily kill and left the city to take over running the abattoir at Kurara.

Though ruthless and often brutal, Al is far from stupid; he has run Kurara efficiently with the help of his Iron Nation and paying protection to the Lodge – who have only turned on him because of the unfounded belief that he is complicit in the abduction of Dagny Tucker.



## JONES' LIEUTENANTS

Average Veterans

**Skills:** (BCS 14): Automobile Driving; Autoweapon; Motorcycle Driving; Pistol, Modern; Rifle, Modern; Streetwise; Technology Use; Unarmed Combat. (BCS 11) Automobile Mechanic; Commerce; Handloading; Knife; Literacy (English); Nutritionist; Salvage Food; Single Weapon; Stealth (Urban); Tactics; Technology Use; Throwing.

**Armor:** Metpol SWAT/CDU Issue Armor.

**Weapons:** During the siege: AK-74 or AKS-74U. When attempting escape: Zastava CZ40, electrobaton, short bayonet.

## 4.11 EMOTIONAL RESCUE

**Location:** Bassendean

A Saturday evening a few weeks after the siege on Kurara, when the PCs have had time to recover from any non-fatal injuries, the trials of Kurara survivors are underway, and Force's forensic scientists have identified any remains found at Kurara but found nothing to indicate that Dagny Tucker was ever there, the PCs will be in Bassendean or Bayswater when they hear a shot. A WIT AST or successful roll on Rifle, Modern will tell them that a large bore gun has been fired one or two blocks away, probably on the next street over.

A moment later, an electric van with a shattered windshield will come speeding around a corner, followed by an SUV. The drivers will continue past the player-characters without slowing down unless they think the PCs are worth robbing. If the characters stop the van (which the carjackers are taking to a wrecker to rebirth or strip for parts), they should be careful about opening the black plastic crate with airholes in the lid in the cargo bay: it contains three dugites, two tiger snakes and a death adder, each in its own small sack, for the ritual snake-handling at the Rockhouse. A successful Search of the vehicle will turn up a silver identity bracelet inscribed 'Dagny' jammed between two seat cushions.

If the PCs travel around the corner, they will see a young woman kneeling over a body in a pool of blood; if she sees the characters, she will call out for help. The woman, Leah, is a Rockhouse disciple and "flirty fisher", as is the man, Ben. Ben is bleeding heavily from his face, which is badly lacerated from glass and shotgun pellets (DRT reduced to 1D6), but is still conscious and able to talk. If the PCs come close enough to examine his wounds and perform first aid, they will hear him say to Leah, "Take me back to the house; Dagny can heal me."

If the player-characters have a vehicle that can serve as an ambulance, Leah will (on a neutral or better reaction) guide them to Marshall's house in Kalamunda and ask the two disciples acting as caretakers to let them in. If not, they will have to locate the house themselves and find another way in if they want to rescue Dagny Tucker.

## CARJACKERS

Average Trained

**Skills:** (BCS 11) Automobile Driving; Automobile Mechanic; Brawling; Commerce; Flexible Weapon; Knife; Lockpicking; Pistol, Modern; Rifle, Modern; Technology Use. (BCS 8) Autoweapon; Electrician; High Technology Use; Stealth (Urban); Survival (Urban).

**Armor:** Hooded street suit (Q-PX 1-2, PX 3-18, 21-28); boots (HL 19-20); gloves (PH 29-30).

**Weapons:** Carjacker 1 (in van): 12 Ga Magnum SG10 (two rounds 4 Buck in tub-mag); Chain; Trench Knife. Carjacker 2 (in SUV): VZ61 Skorpion with Box 10; Chain; Switchblade.

## 4.11.1 CLIFFHANGER ENDING

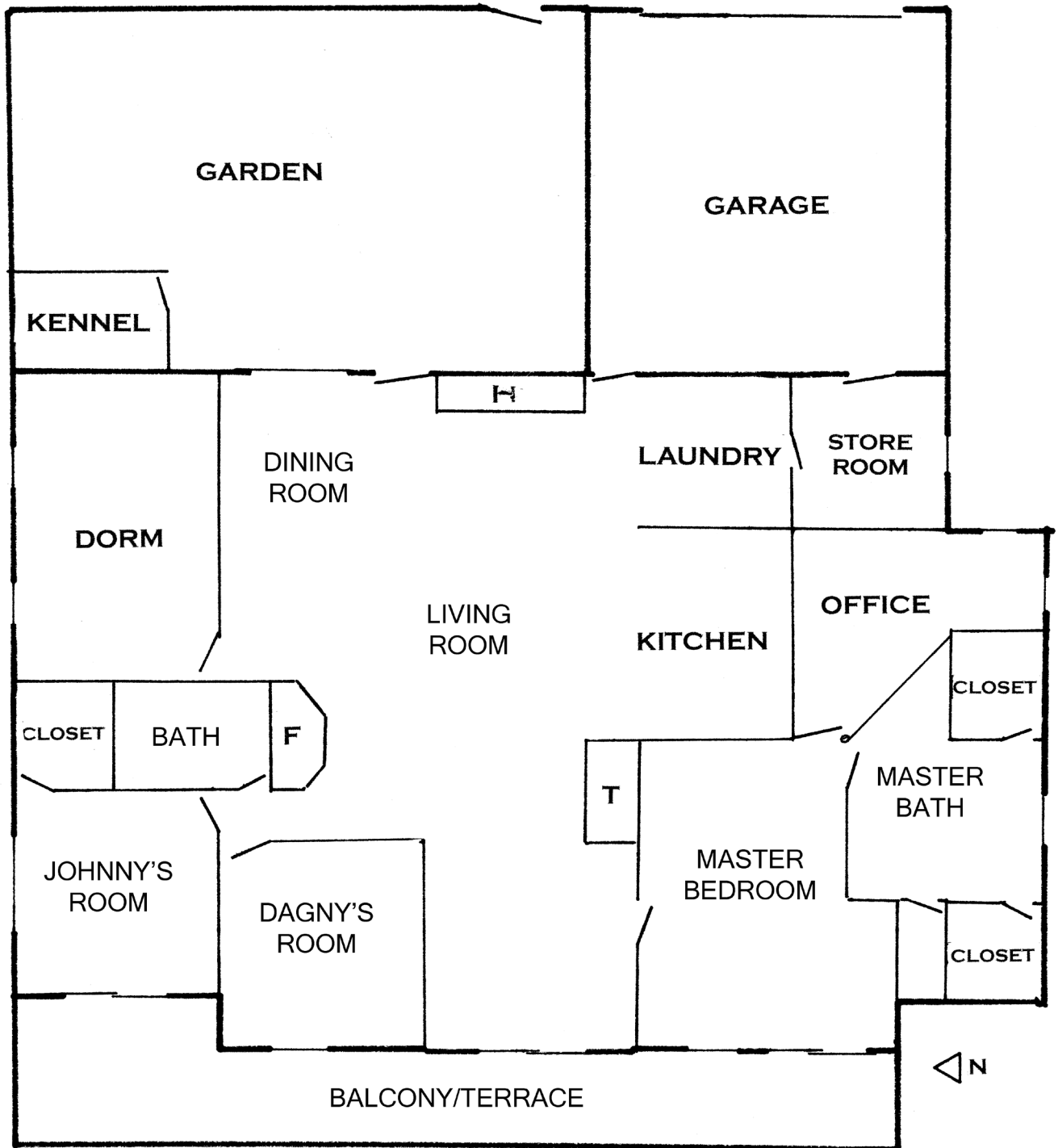
**Location:** Kalamunda

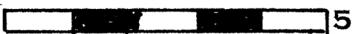
Dagny Tucker is being held prisoner in Marshall's house, along with her friend Bindi Rose. The two were captured by Johnny Marshall while they were painting graffiti on a high wall in the Perth CBD. The Marshalls had heard rumors from street kids that Dagny had healing powers, and wanted to add her to the drawcards at the Rockhouse. When he realized, too late, that he'd abducted Nathan Tucker's daughter, he decided to keep her prisoner and attempt to brainwash her until she was eighteen. He also kept Bindi as a hostage, warning Dagny that if she escaped, Bindi would be tortured to death.

Dagny and Bindi have resisted the Marshalls' attempts at brainwashing, and the Marshalls rarely risk letting Dagny out of the house: instead, she uses her powers on the Disciples if they are wounded or bitten by the snakes, and churchgoers are occasionally taken to the house for 'faith-healing'. If the PCs succeed in reaching Dagny, she will refuse to leave unless they also free Bindi.

If the player-characters can gain entry by taking Ben and Leah back to the house, they will only have to contend with Guy (chopping firewood when they arrive), Sarah (a Rockhouse disciple, unarmed), and the Size VII attack dogs, rather than the added force of the Marshalls. Alternatively, while a frontal assault on the house is risky, the back overlooks a thirty-three meter cliff: skilled climbers may be able to scale that and pick the locks on the windows without alerting the inhabitants. Of course, this will require picking the correct window – and rescuing Bindi means going through the house or garage to the storeroom.





SCALE IN METERS  
 0  5

**MARSHALL'S HOUSE**

## MARSHALL'S HOUSE

**Garage.** Space for two cars (Van and SVU). Two electric bikes hang on west wall. Room also contains a hutch containing a horde of rats (for feeding the snakes), an Auto Repair Kit 1, a Tool Kit 1, a bicycle generator with leech, a heavy flashlight, a still (efficiency 3), two jerrycans of biodiesel, two jerrycans of ethanol, a hatchet, a machete, a pick ax, a pitchfork, a shovel, and a fifty meter coil of rope. Garage door is 1/8" structural steel (Barrier Factor \*7), powered and remotely controlled, with a manual emergency release inside.

**Storeroom.** Used as a cell for Bindi. Contains gravity light, chemical toilet, a bucket of clean water and a plastic cup. Door is 1" plywood (Barrier Factor 20) with a standard complexity 3 padlock (key lock) on a 1/4" structural metal bolt.

**Living room.** Large table and six large chairs in south-west corner. Terrarium for snakes (when not at temple) at T. Wood stove at F. Home theater and shelf of DVDs and CDs at H.

**Laundry.** Contains a small hand-cranked washing machine, a storage battery, and a bicycle generator with leech. Cupboard contains a box of soap and twenty-four rations packaged dog food.

**Dorm.** Contains two sets of single bunk beds, a small table, small chair, a backpack (Sarah's) and a large lightweight pack (Guy's). Sarah's pack contains her spare skirt, blouse and underwear, a Bible, and a novel. Guy's contains a 12 Ga Magnum SG16 loaded with 00 Buck, a box of .44 Magnum, five rounds of 2 Buck, five rounds of No 6 Shot, a tactical flashlight, a box of forty-five matches, a long oilskin coat (HC 4-16, 21-28), a pair of cargo pants and a long-sleeved shirt.

**Kitchen.** A well-equipped kitchen with several large and sharp cooking knives (treat as belt knives) and other utensils. Intercom above bench. Pantry holds twelve rations natural food, thirty-six rations packaged food, twelve 1-liter glass bottles of pre-Ruin wine and liquor, a Medkit #2, a small fire extinguisher, a vial of one-hundred matches and a box of twenty 8-inch wax candles.

**Office.** Contains a desk, a large chair, a couch, bookshelves, and a gun rack. The gun rack holds a loaded M4A1, a loaded Franchi SPAS-12 a loaded R48, an M-25 (box 20), an M-1 Garand Rifle with bayonet, a Henry rifle, a Colt Navy revolver, a saber and a bowie knife. The bookshelves are loaded with (mostly unread) classics of literature and philosophy, a few bestselling novels and memoirs, three Bibles, a Manual on Firearms Repair, Primitive (BCS 14, ENC .2), a Manual on First Aid (BCS 11, ENC .1), and an Advanced Text on Pharmacy (rating 0-60, ENC .3). The desk holds a laptop, a CB radio, and an intercom; the drawers contain a P37 (nine rounds), a box of .45 ACP, two boxes of 5.56mm, a box of 7.62mm NATO, a box of 12 Ga 00-Buck, a multi-tool, assorted stationery, and a keychain with garage remote and duplicate keys for every lock in the house.

**Johnny Marshall's bedroom.** Contains a king-sized bed, and a flatscreen TV and DVD player; loaded Beretta M-93R in holster on side of mattress. The walk-in closet contains a loaded R43; a loaded C3; a loaded P47 with two spare clips; a Desert Eagle with spare clip; a double-barreled taser; two boxes each of .45 ACP, .44 Magnum, .45 Long Colt, .22 Long Rifle and 9mm Parabellum; a Deluxe Street Suit (with hood and gas mask); a Metpol SWAT helmet, gorget and Ballistic Cloth sheathing; a pair of field infantry boots; a leather jacket (LL 3-9, 21-28), a crocodile-skin vest (SL 4-9) and boots (SL 17-20), a variety of other clothing, boots and sneakers; two shelves of DVDs (X-rated hidden behind action movies and comedies); a full set of underwater gear including a speargun with three barbed spears; and a bug-out bag – a camping pack containing a loaded C8, a loaded P7, two boxes of .22 Long Rifle, a 1.5 liter hydration

bladder, a .75 liter bottle with water filter, another three liters of water in collapsible plastic half-liter containers, six rations packaged food (MREs), one Super-K ration, a Medkit #1, a roll of toilet paper, a toothbrush and toothpaste, a waterproof poncho (HP 1-16), a multi-tool with flint, a box of 50 waterproof matches, a small roll of duct tape, a hand-cranked small flashlight with radio, two space blankets, a compass, a small fishing kit, and two pairs socks, two pairs underpants, two T-shirts and six condoms.

**Bathroom.** Bath/shower, toilet, and handbasin with mirror.

**Dagny's room.** Formerly a guest room; contains a double bed and a small chair. Chemical toilet in closet. Door is latched from the outside (Barrier Factor 15 from inside).

**Master bedroom.** Contains a medium chair, a dresser with mirror, and a king-sized bed; loaded S&W Model 4006 in holster on right side of bed. Dresser contains cosmetics, women's underwear and lingerie.

**Bathroom.** Contains shower, bath, bench with mirror and two hand basins, toilet, and two walk-in closets. Western closet (Joseph's) contains seven business suits, six pairs of leather shoes, two woodland camouflage outfits, a pair of field infantry boots, plus belts, socks, underwear, sheets, pillowcases, towels, and a bug-out bag: a solar backpack containing a Medusa Model 47 Revolver loaded with .357 Magnum, two boxes of 9mm Parabellum, a straight razor, a 6-shot can of Mace, a .75 liter bottle with water filter, another six liters of water in collapsible plastic half-liter containers, a half-liter metal flask of good bourbon, six rations packaged food (MREs), one Super-K ration, a Medkit 1, a space blanket, a roll of toilet paper, a toothbrush and toothpaste, a multi-tool with flint, a magnifying lens, a box of fifty waterproof matches, a small roll of duct tape, a hand-cranked small flashlight with radio, a space blanket, a compass, two pairs socks, two pairs underpants, and a deck of cards. Eastern closet (Mary's) contains seven fur coats (HH 4-16, 21-28), thirteen designer handbags, and forty-two pairs of shoes, plus dresses, skirts and blouses.

The house is built of 6" brick (Barrier Factor \*30). Doors are 1" plywood (Barrier Factor 20), with a structural metal mesh security screen (Barrier Factor \*15) on the front door. Most windows are 1/4" shatter-resistant glass (Barrier Factor 6), except for the sliding 'glass' doors on the east wall, which are 1/4" structural plastic (Barrier Factor \*10), transparent from within but reflective looking out). The house is roofed with solar screens providing an adequate electricity supply, and rainwater tanks between roof and ceiling provide fresh water for drinking and washing, while bore water is used for the garden and flush toilets. The house is surrounded by a three meter-high 6" thick reinforced brick wall (Barrier Factor \*30) topped with broken glass bottles (treat as caltrops). The front gate is made of 1/2" bars of structural metal (Barrier Factor \*30), with an intercom to the house and a complexity 6 heavy magalock.

## GUY JORDAN

WT	WL	STR	DFT	SPD	HLH
8	12	26	10	8	12
BAP	MNA	PCA	CDA	DRT	
4	2	2	1	31	

**Skills:** (BCS 11) Brawling; Dirt Farming; Pistol, Modern; Polearm; Single Weapon; Swimming; Technology Use; Throwing. (BCS 8) Advanced Farming; Automobile Driving; Bicycle Riding; Carpentry; Climbing; Commerce; Knife; Literacy (English); Masonry; Rifle, Modern; Survival (Outback).

**Armor:** Broad-brimmed hat (LH 1) with insect mesh (LC 2-3); muscle shirt (LC 4-9); tool belt; cargo shorts (HC 10-14); boots (HL 19-20).

**Weapons:** .44 Magnum P22; Fire axe; Kukri.

**Notes:** Age 17. Mediocre appearance, 5'8", sunburnt complexion, dark brown hair and mustache. Recognition Factor 1. Carries the house's keys and remote door controls.

Guy, the Marshalls' gardener and handyman, is a Strong Changed who dresses to show off his powerful limbs but hide his webbed toes and heavy brow ridge. He is usually (80%) present at the house during the day, occasionally at night (20%), and unless asleep, is never encountered without an implement at hand that can serve as a weapon. He is loyal to the Marshalls, and liked by their normally savage Dobermans.

## BINDI ROSE

Average Veteran

**Skills:** (BCS 14) Climbing; Handicraft (Painting); Stealth (Urban); Survival (Urban); Throwing. (BCS 11) Brawling; Polearm; Salvage Food; Single Weapon; Streetwise; Technology Use. (BCS 8) Commerce; Culture (Post-Ruin); Knife; Literacy (English); Nutritionist.



**Armor:** T-shirt (LC 4-9, 21-22); shorts (HC 11-15).

**Weapons:** none

**Notes:** Age 17; 5'3", 100 lbs, average appearance. Brown hair, dusky complexion. Recognition Factor 0.

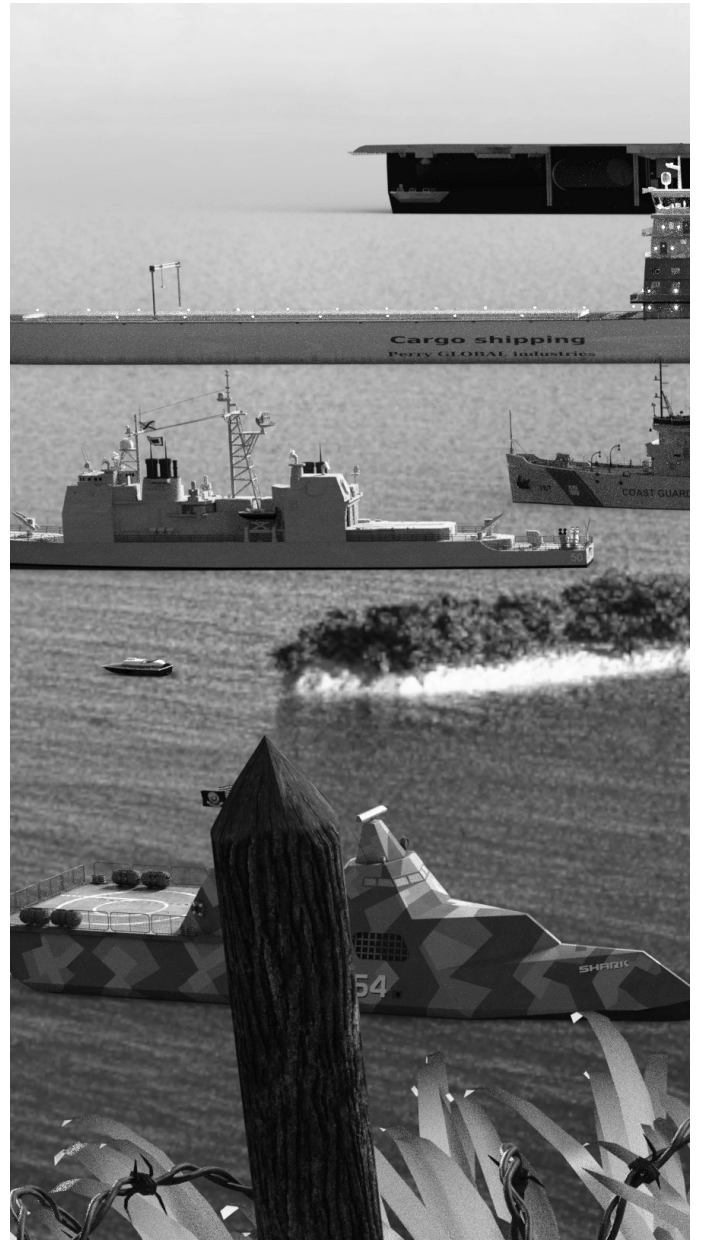
Bindi, a street kid living in the CBD, is Dagny's best friend and one of the city's most daring and accomplished graffiti artists.

## 4.12 FURTHER ADVENTURES

If the Marshalls learn that Dagny Tucker has been rescued before the Force does (the PCs may find it advisable to disable the radio in the Marshalls' house and ensure that neither Guy nor Leah can warn them), they will flee Perth and resume life in Busselton under false names. They will not risk seeking revenge on the player-characters, but some of their followers might – probably using venomous snakes. Tucker will offer a reward for the Marshalls' capture.

If Al Jones has escaped from Kurara, he will remain in the meth lab until his allies can arrange transport to one of the fishing villages on the north coast for him and at least one of his lieutenants – or until the PCs are tipped off and try to catch him. The Iron Nation has not been defeated, and will still have fortified hideouts and weapons caches in C and D class areas.

The Fleet visits Perth periodically, and PCs who have acquired a good reputation may be recruited to replace crew members who have died or deserted.



# APPENDIX 1: TECHNOLOGY

## DM51 HAND GRENADE

A hand grenade with a removable fragmentation sleeve. Used with the sleeve, it does Blast 10, Frag 10. With the sleeve removed, Blast 10 with no Frag.

## GRAVITY LIGHT

Working on the same principle as an old-fashioned cuckoo clock, this 4 Watt lamp provides twenty-five minutes of good light for six meters when a weight (a



bag filled with about nine kg of rocks) is attached and allowed to run down. With the bag empty, ENC .4, Barter Value 50 BP.

## HYDRATION PACK

A tough waterproof bladder with a drinking tube, usually stored in a special pocket of a backpack. Models typically hold from 1.5 to 3 liters; ENC.1 collapsed. Barter Value = capacity in liters x4.

## LASER SIGHT

As described on Aftermath! Book 2 p.74, but miniaturized: adds only .01 to ENC, and an E-1 powers it for 6D10 hours. The LLM01, the standard laser sight for the L-85, also serves as a tactical light (small flashlight) and has both a visible light and an infra-red setting (visible through an IR scope or goggles).

## LED FLASHLIGHTS AND LANTERNS

Light Emitting Diodes have replaced incandescent bulbs in most modern flashlights, increasing efficiency by x10. LED versions of the older flashlights in Aftermath! Book 2 will typically cast a beam of good light twice as far for 1/5 of the wattage. They are also much less fragile: the LED version of the Camper's Flashlight is the ruggedized **Tactical Flashlight**, specifically designed for use as a club (WDM 1.2C) and popular with police and security guards (drawing a nightstick usually leads to paperwork; drawing a flashlight doesn't): it only becomes disrepaired on a 'Weapon Breaks' critical miss result, and is Junked on a second. Similar LED flashlights have also been incorporated into metal baseball bats (WDM 1.3C) and spiked maces (WDM 1.9B). The GM should decide whether the Barter Value of old flashlights has dropped accordingly, or whether LED flashlights are ten times as expensive as the old.

**LED Headlamps** are pocket flashlights attached to the forehead or helmet with an elastic strap: ENC .1, Wattage 1, Power Source: One E-1. Beam range 10 meters.

**LED Lanterns** are identical in size and power source to the flashlights in Aftermath! Book 2, but ten times as efficient (divide Wattage by 5) and designed to cast a 360-degree pool of good light rather than a narrow beam: two-meter radius for pocket size; four-meter radius for small; eight-meter radius for heavy. Many are designed to switch between lantern and flashlight mode; add 20% to barter value.

## MECHANICALLY POWERED FLASHLIGHT

A **Squeeze Flashlight** or dynamo torch is a small flashlight powered by continuous squeezing: ENC .3 with grip folded, Barter Value 20. A **Crank Flashlight** is powered by turning a crank; one minute of turning giving twenty minutes of Good Light followed by 5D6 minutes of Dim Light. A pocket size model is ENC .1 with crank folded, Beam Range 4 meters, Barter Value 10. A small model is ENC .25 with crank folded, Beam Range 10 meters, Barter Value 20. Small crank flashlights may also include a radio receiver with small speaker or earbud (+.1 to ENC and +10 to Barter Value), a plug for a battery leech (+10 to Barter Value), and/or a solar panel (1 hour of light for ten hours exposure to sunlight, double barter value).

## MULTI-TOOL

A Leatherman, Swiss Army Knife, or similar gizmo which incorporates such useful items as a blade (treat as a jack knife), screwdrivers, pliers, bottle and can openers, small saw and file, etc. Other possible features include a magnifying lens, pocket flashlight, tweezers, pry bar, pen, or even a USB thumb drive or a punch for plastic explosives and a blasting cap crimper. Treat as Utility-1 equipment for most repair and craft skills.

## PHOTOVOLTAIC BAG

A large sack made of photovoltaic textiles, with a built-in leech, a replaceable E-1 Eternabattery, and a 4-watt LED lamp. It generates 20 watt/hours per hour of sunlight – much less efficient than a solar screen, but much lighter, and useable as a carryall. ENC .2 collapsed, Barter Value 80 BP.

## SOLAR LED LANTERN

A modular unit with quarter of a Solar Screen (Aftermath! Book 3, page 36) on one side, an LED lamp with a 90 degree reflector on the other, a plug for a leech, and a folding handle/stand. Popular as street lighting, or can be left outside to charge (preferably padlocked to something unmovable) and brought inside at night. Six hours sunlight recharges the battery to provide twelve hours Good Light for a four meter radius and Dim Light for another forty meters. ENC .5.

Pocket Flashlights and Small Flashlights are also available in solar versions; six hours of sunlight recharges the inbuilt battery. ENC is the same, but double the Barter Value.

## SOLAR BACKPACK

A camping pack with a half-sized Solar Screen and a leech: ENC .6 collapsed. 200 BP.

## SOLAR SHOWER

Essentially a waterproof tough black plastic bag with a hook for hanging on a tree limb or something similar, and a shower nozzle on a hose. Holds up to twenty liters. Works much better in warm sunny weather. ENC Collapsed .3. 5 BP.

## SOLAR DIGITAL WATCH

Recharges the battery by means of a small solar panel; keeps time even in darkness, but switches off the display to save battery power. Some models have an alarm that can be set up to a year in advance – very useful as a timer for explosives.

# APPENDIX 2: GUNS

**Name:** Franchi SPAS-12    **Action:** PA/AL    **MAG:** Tub-Mag 8  
**GAUGE:** 12 GA    **DUR:** 5    **ENC:** .77



**Features:** Folding stock. Combat shotgun, popular with SWAT teams and special forces. Can be used in semi-automatic mode, or pump-action for lower-recoil less-lethal rounds.

**Name:** Medusa Model 47 Revolver    **BBL:** Varies    **Action:** DA  
**MAG:** Swing-Cyl 6    **DUR:** 4    **ENC:** Varies  
**CALIBER:**    .357 Magnum  
                  9mm Parabellum  
                  9mm Short  
                  .38 Long  
                  .38 Special  
                  .38 Short  
                  .380 ACP  
                  .38 Super

A revolver with built-in moon clips enabling it to fire most rimmed or rimless ammunition in the .357/.38/9mm range. Available in SNUB or SHT (ENC .3), and STD (ENC .4) but rare: only five-hundred produced.

**Name:** Owen Gun    **BBL:** LNG    **ACTION:** AL-FA  
**MAG:** Box 33    **CAL:** 9mm Parabellum    **DUR:** 5  
**ENC:** .9



## UV WATER STERILIZER

Available in various sizes; a popular portable Pre-Ruin model is ENC .1, and removes all biological (but not chemical or radiological) contaminants from a liter of water in ninety seconds. Four E-1 batteries provide enough charge for one-hundred liters. 50 BP without batteries.

## WATER FILTERS

The best water filtration units remove nearly all biological, radiological and chemical contaminants from a litre of water. Popular models include a foot-long straw (.1 ENC, filters 1,000 liters, 50 BP), a .75 liter canteen (.1 ENC empty or .6 ENC full, replaceable filter good for 6,000 liters, 250 BP), and an 18.5 liter jerrycan (.6 ENC empty or 1 ENC full, replaceable filter good for 20,000 liters, 600 BP).

**Features:** Australian-made SMG used by the Australian army from 1943 to mid-1960s. Bulky, with top-loading magazine and non-folding stock, but highly reliable: 45,000 produced.

**Name:** (Short Magazine) Lee-Enfield    **BBL:** Rifle Action: BA  
**MAG:** Box (5)    **DUR:** 5    **ENC:** 1.4  
**CAL:** 303    **BDG:** 23



**Features:** Bayonet Lug. The SMLE or “Old Smelly” was the standard infantry rifle of British Commonwealth countries in the first two world wars; seventeen million were produced. The Mk. 4 Rifle (Aftermath! Book 3, page 80) is a Lee-Enfield converted to fire 7.62mm NATO.

**Name:** SIG-Sauer P320 Compact    **BBL:** SHT  
**Action:** AL  
**MAG:** Box Variable    **DUR:** 4    **ENC:** .27  
**CALIBER:**    .357 SIG 13 rounds  
                  9mm Parabellum 15 rounds  
                  .40 S&W 13 rounds  
                  .45 ACP 9 rounds

**Name:** SIG-Sauer P320 Full Size    **BBL:** STD  
**Action:** AL  
**MAG:** Box Variable    **DUR:** 4    **ENC:** .38  
**CALIBER:** .357 SIG 14 rounds  
                  9mm Parabellum 17 rounds  
                  .40 S&W 14 rounds  
                  .45 ACP 10 rounds

A Modular Pistol which comes in a case containing a caliber exchange kit enabling it to fire any of the calibers listed above, the P320 was chosen as the M17 service pistol for the US Armed Forces. Replacing the services’ Beretta M9s with M17s began in 2017, but was interrupted by the Ruin.

# APPENDIX 3: VEHICLES

## SUV

Classification: Off-road Light Truck: Soft Target  
 Base Safe Speed: 80 kph  
 Fuel System: Gas (Petrol) or Diesel, may be adapted for multi-fuel  
 Mileage: 7.5 km/liter (gas)  
 Fuel Capacity: 87 liters  
 Structure: 2  
 Area: 2x4 = 8  
 Damage Resistance: 8  
 Maximum Speed: 100 kph  
 Safety Devices: Seat belts for driver and passengers; airbags in some models.  
 Notes on Barrier Effects: Windows = 10; Body = 25  
 Special Features: Carries driver and up to 8 passengers or cargo (ENC Cap 70, Huger 1). This is a generic SUV based on recent models popular in Australia, both as working vehicles and luxurious people-movers.



# APPENDIX 4: CATALOG OF FINDS

## FOOD

01-07	U0	Questionable water (can be filtered or purified with right equipment)
8-11	U0	Dead animal. Requires Decontamination (Biological or Chemical) and Salvage Food to convert to 1D3 rations of natural food
12	U0	Beehive.
13	U0	Nest of 1D6 rats
14	U0	1D20 Giant Cockroaches
15-18	U0	1D6 rations of Mushrooms. Requires Botany skill to identify non-poisonous varieties
19	U0	Jar of Vegemite
20	U0	Jar of artificial sweetener, no nutritional value
21-36	U1	Rainwater tank, containing 4D10 litres safe water
37-38	U1	1-liter water bottle with inbuilt filter
39-40	U1	Vending machine holding 3D10 half-litre plastic bottles of safe water
41-42	U2	Fish-trap in creek: 1D6 rations of fresh fish or freshwater shellfish, plus safe water source
43	U2	Chicken, duck or swan (black) sitting on 1D6 fresh eggs.
44-45	U2	Small game caught in trap, alive but injured
46-55	U2	Field of potatoes or carrots: 2D10 rations of fresh food
51-60	U2	Fruit tree: 2D10 rations of fresh food
61	U3	Large container of pickled cabbage (sauerkraut or kim chi): 2D10 rations of preserved natural food
62-63	U3	Large tin ofhardtack: 2D10 rations
64-65	U3	Large sack of trail mix: 1D10 rations of preserved natural food
66-67	U3	2D10 rations of dried meat, fish or squid

68-69	U3	2D10 MREs, assorted flavours
70-72	U3	2D10 rations of pre-Ruin tinned food (20% unlabelled, 10% pet food)
73	U3	2D10 jars (1 ration each) of post-Ruin preserved fruit
74	U3	1D6 rations of tinned Spam
75	U3	Plastic jar (2 litres) of pickled onions or pickled eggs (2 rations).
76	U4	1D10 rations freeze-dried Mac and cheese
77	U4	1D10 rations freeze-dried burritos
78	U4	1D10 freeze-dried meals – Thai beef curry
79	U4	1D10 rations freeze-dried mixed vegetables
80-81	U4	2D10 rations freeze-dried lamb stew
82-83	U4	1D10 freeze-dried meals – scrambled eggs
84-86	U4	1D10 rations instant mashed potatoes
87	U4	1D10 rations freeze-dried porridge
88-90	U4	1D10 rations freeze-dried spaghetti bolognese
96-98	U5	2D10 Soylent brand Super-K rations
99-00	U5	Stock of High-Energy Glucose solution

## LUXURIES

01-03	U0	1D6 bottles of bad liquor (pre-Ruin wine turned sour, or bad post-Ruin homebrew)
04-05	U0	Junked electric kettle
06-08	U0	Junked faxed machine
09-10	U0	Junked VCR (1-7 VHS, 3-10 Betamax)
11-13	U0	2D10 vinyl records (your least favourite genre or artist)
14-15	U0	2D6 8-track cartridges
16-17	U0	Junked sewing machine
18-20	U0	1D6 junked CRT computer monitors.



21-23	U1	1D6 litre bottles of home-brewed beer, wine and/or mead	85-87	U4	Solar shower, microfibre towel and tube of liquid soap.
24	U1	DVD vending machine containing 1D20 copies each of six 2017 releases	88-90	U4	Sleeping pad, inflatable mattress, or lightweight hammock.
25-27	U1	Working DVD player and 1D10 DVDs	91-92	U5	Working still, Efficiency Factor 1D3.
28	U1	Working vacuum cleaner	93-95	U5	Luxury or multi-function watch (automatic, self-wind, or solar-powered).
29	U1	Working battery-powered shaver	96-97	U5	Fibreglass bow, 4D3 x 10 pound pull, quiver of 3D fiberglass-shafted target arrows
30	U1	Working washing machine	98-00	U5	SCUBA tank, weight belt, flippers, mask, and spear gun.
31	U1	Working clothes dryer			
32	U1	Working hairdryer			
33	U1	Collection of stamps, coins, trading cards, autographs, or similar items			
34	U1	Working ice cream maker			
35-36	U1	Working coffee machine			
37-38	U1	Working bar fridge with freezer			
39	U1	Bucket of wedding rings			
40	U1	Jewel box containing 1D10 random pieces of jewelry			
41	U2	1D2 hockey sticks			
42	U2	Fishing tackle (rod, reel, hooks, lines, etc.: ENC 1)			
43	U2	1D2 tennis, badminton or squash rackets			
44	U2	Punching bag			
45	U2	Weight bench and weights			
46-47	U2	Bag of golf clubs			
48	U2	Playing cards with erotic pictures (nudes, pin-ups, X-rated, etc)			
49-56	U2	1D6 litre bottles of home-brewed spirits.			
57-58	U2	Diving mask and flippers			
59	U2	Pool table with cues, balls, etc.			
60	U2	Saddle, bridle and horse blanket			
61	U3	2D10 packs of packaged imported luxury foods (each .5 ENC): chocolate, caviar, truffles, etc.			
62-63	U3	2D6 rolls of soft toilet paper			
64-65	U3	1D10 sealed cartons of pre-Ruin cigarettes (each 200 cigarettes)			
66	U3	1D100 sealed teabags or coffee bags			
67	U3	1D6 vials of designer label perfumes and cosmetics			
68-69	U3	Battery-powered portable DVD player, ENC .3, and 1D6 DVDs.			
70-72	U3	Working MP3 player with earbuds and voice recorder setting, ENC .05			
73-75	U3	1D10 litres pure grain alcohol			
76-78	U4	Cricket bag: Duffel bag (Capacity 10 Medium, ENC collapsed .5) containing cricket helmet (DP 1) with clear visor (MP 2, front only), groin protector (Q-FQ), cricket pads (Q-HC, 15-18), cricket bat (cudgel), three stumps (clubs)			
79-80	U4	Paintball helmet (MP 1-2), vest (Q-SY 4-11) and gloves (PH 29-30). Vest has 2D2 large pockets and 2D2 medium pockets, including pistol holster and chest pocket for holding hard armour plate (not included).			
81	U4	Motorcycle armor (HC 3-18, 11-28; BC5 4-5, 10-11, 15-16, 25-26), boots (HL 17-20); gloves (BC5 29-30).			
82-83	U4	1D6 litres of pre-Ruin Scotch			
84	U4	Remote control helicopter with built-in camera and remote control, needs four E-1 batteries (not included).			
			<b>WEAPONS</b>		
			01-03	U0	Junked P39
			04-05	U0	Junked Mk. 2 Sten
			06-07	U0	Junked KAR 98K
			08-10	U0	1D10 rounds dud ammo (1-2 9mm Parabellum, 3-4 .40 S&W, 5-6 .223, 7-8 .303, 9-10 12 Ga)
			11-12	U0	1D6 crude shuriken, WDM 1L
			13	U0	Dull ceremonial sword, WDM 1.4L
			14-16	U0	Rusty switchblade, WDM 1.1L
			17-20	U0	Cheap brass knuckles, WDM 1B
			21-23	U1	Disrepaired SG1
			24-25	U1	Disrepaired M1A1 Carbine
			26-27	U1	Disrepaired P18
			28-30	U1	1D6 lengths of light pipe (1-6 SW, 7-10 Pl)
			31-32	U1	Hatchet
			33-34	U1	Hammer
			35-37	U1	1D10 spent cartridges (calibres as for 8-10)
			38-40	U1	1D10 rounds weak .30-06 (BDG 13)
			41-42	U2	Fire ax
			43-44	U2	Sledge hammer
			45-48	U2	Machete
			49-50	U2	1D6 lengths of heavy pipe (1-6 SW, 7-10 Pl)
			51	U2	Cheap P13, DUR 1
			52-53	U2	2D10 reloadable cartridges (calibres as for 8-10)
			54-55	U2	2D10 rounds .22 short
			56-60	U2	2D10 rounds .22 long rifle
			61	U3	Trench knife
			62	U3	Nunchaku, wood
			63-65	U3	Lee-Enfield Rifle
			66	U3	R26
			67	U3	1D3 sticks TNT
			68-69	U3	Katana
			70-71	U3	P-08 Luger
			72-73	U3	SG18
			74-75	U3	3D10 loose rounds (calibres as for 8-10)
			76-77	U4	Telescopic sight for rifle, 10x magnification
			78-79	U4	Infra-red sight for rifle, 2x magnification
			80-81	U4	Starlight scope for rifle, 3x magnification
			82	U4	Improved katana (WDM 2.7), two tonfas, two sais
			83-84	U4	R7 Match Weapon with 6x sight and box 10 jacketed 7.62mm rounds
			85	U4	Browning High Power with two clips of 13 High Power Hollow Point 9mm Parabellum rounds
			86	U4	Loaded Barret M82 "Light 50" Rifle with Starlight

scope and cup holder.

87-88	U4	1D6 concussion hand grenades
89-90	U4	1D3 Claymore mines
91-93	U5	1D6 40mm Grenades (1-5 HEAP, 6-9 Tear Gas, 10 Canister)
94-96	U5	M203 40mm grenade launcher.
97	U5	1D3 units of primers, 1D100 units of smokeless powder and 1D10 units of lead
98	U5	1D3 .22 HEAT Live Ammo Rifle Grenades
99-00	U5	Handloading kit for Rifle, Efficiency Factor 1; swage for .303, Efficiency Factor 60.

## FUEL/POWER

01-15	U0	Old newspapers or cardboard, suitable for burning
06-20	U0	Dry wood suitable for fire or torches
21-24	U1	Disrepaired transistor radio with junked E-1
23-24	U1	Junked Camper's Flashlight with junked E-5, usable as club.
25-27	U1	Hand-cranked generator, with connection for leech.
28-30	U1	1D6 cans Sterno, .05 ENC each, producing 2 hours of Rating 2 Fire.
31-32	U1	Box of 2D10 waterproof matches
33-36	U1	6D6 Fuel tablets: .001 ENC each, producing 12 minutes of Rating 3 Fire
37-38	U1	2D10 citronella wax candles, 2D10 x .001 ENC each: burn for 2 hours per .001 ENC, creating a two-metre radius mosquito-free area
39-40	U1	Backpacker's stove, for burning solid or liquid fuel. ENC .05
41-44	U2	1D6 E-10 batteries (D100 % charge)
45-48	U2	1D10 E-5 batteries (D100 % charge)
49-56	U2	2D10 E-1 batteries (D100 % charge)
57-60	U2	Bicycle generator (1-4 parts, 5-10 already assembled)
61-63	U3	Treadmill generator (1-4 in parts, 5-10 already assembled)
64-67	U3	20-litre jerrycan holding 2D10 litres alcohol fuel
68-69	U3	Ev-100 battery (D100 % charge)
70-71	U3	Ev-50 battery (D100 % charge)
72-75	U3	Ev-10 battery (D100 % charge)
76-77	U4	Portable generator (1.65 kW, runs 4 hours on 4.1 litres gasoline). Connection for leech. ENC 3.5.
78-79	U4	Larger motorized generator with handcart (6.5 kW, runs 14 hours on 17 litres gasoline). Connection for leech.
81-84	U4	Reliable electricity supply from a permanent installation and renewable source (windfarm, hydroelectric, solar, etc.)
85-87	U4	20 litre jerrycan holding 2D10 litres gasoline or diesel.
88-90	U4	1D6 small wind turbines (5 KW each) or micro-hydropower (10 KW) setup.
91	U5	2D6 Fuel Cells
92-96	U5	1D6 Solar Screens
97-00	U5	Leech transformer.

## CLOTHES/ARMOR

01	U0	Pair of Ugg (sheepskin) boots: HH 17-20. One contains a small dugite.
02	U0	Light cloth scraps (baby clothes, bandanas, neckties, small flags, offcuts, etc), useable for quilting: 3D10 locations.
03	U0	Woollen beanie (HC 1), purple, with Fremantle Dockers logo
04	U0	1D10 heavy-duty garbage bags, (HP) 8 locations each
05	U0	2D3 waterproof hooded ponchos (LP 1-14)
07	U0	Plastic trash can lid
08-10	U0	1D100 locations of light cloth (bed sheets, table-cloths and other linens)
11-12	U0	1D6 pairs of socks (1-2 LC 19-20; 3-6 LC 17-20, 7-10 HC 17-20)
13-14	U0	Box of 4D6 disposable gloves (LP 29-30)
15-18	U0	1D6 T-shirts (LC 4-9), assorted sizes, colours and slogans
19-20	U0	Plywood (1D3 x 1/4" thick), large enough for one Class 5 shield
21-22	U1	2D6 sneakers, assorted sizes and colors (HC 19-20)
23	U1	Leather jacket (LL 4-12, 21-28)
24	U1	Oilskin raincoat (HC 4-16, 21-28), broad-brimmed hat (LH 1), gumboots (SY 17-20)
25	U1	1D3 Hoodies with university logo (HC 1-11, 21-28)
26	U1	Red budgie smugglers (HC 10-12)
27	U1	Sheepskin coat (HH 4-12, 21-28)
28-29	U1	1D6 pairs of shoes, assorted sizes, styles and colors (LL 19-20).
30	U1	Australian Defence Force Disruptive Camouflage Pattern Uniform: slouch hat (HH 1), jacket (HC 3-12, 21-28), pants (HC 10-18), boots (LL 17-20).
31-32	U1	1D3 pairs cargo shorts (HC 10-14), assorted sizes and colors, 2D2 pockets
33-35	U1	1D3 pairs pants (HC 10-18), assorted sizes and colours, 2D3 pockets
36	U1	Ugg boots (HH 19-20)
37	U1	Seven army surplus blankets (2.8 ENC): 350 locations of Heavy Cloth
38	U1	Australian rules football uniform: Guernsey (HC 4-9), shorts (HC 10-12), socks (HC 17-20), boots (LL 19-20).
39	U1	Cricket pads (Q-HC, 15-18)
40	U1	Burkini (HC 1-18, 21-28)
41	U2	Boiled leather cuirass (H-HL 4-9)
42	U2	Reproduction chainmail hauberk (M-SP 4-16, 21-26)
43	U2	Aluminum lorica segmentata (LP-AA, 4-10)
44	U2	Reproduction bronze breastplate and greaves (BP 4-10, 15-18, front only)
45	U2	Leather fireman's helmet (H-HL 1)
46-47	U2	1D6 hard hat (AA 1)
48	U2	Samurai dou, lacquered leather (H-HL 4-14)
49	U2	Antique bronze helmet (BP 1)
50	U2	Mesh apron (M-AA, 4-14, front only)
51-52	U2	Butchers' gloves (M-SP 29-30)
53-54	U2	Mixed martial art helmet (Q-HL 1-2)

55-56	U2	Sharksuit hood (M-QS 1-3)	43	U2	Complex Drafting Kit
57-60	U2	Flak Jacket (LP-AA 4-12)	44	U2	Multi-tool and 1D20 meters of duct tape
61-67	U3	1D3 WWII Army helmets (SP 1)	45-46	U2	Sewing Machine (Powered Sewing Kit, can sew FQ material up to AV 3, requires electricity)
68-69	U3	Samurai dou, steel (LP-QS 4-14)	47-48	U2	Plastics Repair Kit 2
70-71	U3	Breastplate (SP 4-10 front only)	49-51	U2	Auto Repair Kit 2
72	U3	Reproduction half-plate armor (sallet, bevor, cuirass, fauld and pauldrons: SP 1-9, LP-SP 10-11, 21-22)	52	U2	Spinning Kit
73-74	U3	Reproduction brigandine (LP-SP 4-12)	53	U2	Weaving Kit
75-76	U3	Reproduction of Ned Kelly's helmet (FP 1-3)	54-56	U2	Carpentry Tool Kit 2
77	U3	Turkish-style platemail (SP 1, 6-9, 15-16 front only; M-SP2-5, 10-14).	57-58	U2	Electrician's Kit 2
78-80	U3	Light Reconnaissance Unit Armour Fatigues, Gauntlets and Boots	59	U2	Good lockpicks
81-83	U4	Metpol Flak Jacket and Coverall	60	U2	Stethoscope
84-85	U4	Metpol SWAT/CDU Coverall, Hip guards and Joint Guards	61	U3	Powered spinning kit
86-88	U4	1D3 Street suits (PX 3-18, 21-28)	62-63	U3	Auto Repair Kit 3
89-90	U4	1D10 Plastic Flak Jackets	64-65	U3	Improvised Forge, Efficiency 1
91-92	U5	Deluxe Street Suit with hood (Q-PX 1-2; PX 3-18, 21-28; BC20 4-12) and gas mask	66-67	U3	Electrician's Kit 3
93-94	U5	Hooded crash suit with flame protection (Rigiplast 1-18, 21-28)	68	U3	Magnalock tuner
95-96	U5	1D3 Civilian CBW suits with full air-tanks	69	U3	Chemistry Kit 3
95-96	U5	Light Reconnaissance Unit Armor Helmet and Gorget (AP 1-3)	70	U3	Powered weaving kit
97-98	U5	Metpol SWAT/CDU Issue Armor	71-72	U3	Plastic Repair Kit 3
99-00	U5	Field Infantry Mark I armor with undersuit.	73-74	U3	Carpentry Tool Kit 3
			75	U3	Quality Lockpicks
			76-77	U4	Memory storage magnalock tuner
			78	U4	Chemistry Lab 4
			79	U4	Good Quality Lockpicks
			80-82	U4	Carpentry Tool Kit 4
			83	U4	Portable Forge, Efficiency 2D2
			84	U4	Radiological Decontamination Equipment, 2 cubic metres, 50 charges
			85-87	U4	Biological Decontamination Equipment, 2 cubic metres, 50 charges
			88-90	U4	Chemical Decontamination Equipment, 2 cubic metres, 50 charges
			91	U5	Radiological Decontamination Equipment, 8 cubic metres, 100 charges
			92-93	U5	Biological Decontamination Equipment, 8 cubic metres, 100 charges
			94-95	U5	Chemical Decontamination Equipment, 8 cubic metres, 100 charges
			96-00	U5	Electrified Forge, Efficiency 5

## TOOLS/KITS

01	U0	Field Ration Eating Device: combination can opener, bottle opener and spoon
02	U0	Bicycle repair multitool (also suitable for repairing Kalashnikovs)
03-05	U0	1D6 pieces office stationery (pens, staplers, paperclips, etc.)
06-07	U0	Disrepaired (blunt) saw, chisel or axe
08-11	U0	1D6 random kitchen utensils, not useable as weapons
12	U0	Half-litre glass jar filled with random nails and screws
13-14	U0	1D6 random small garden tools, not useable as weapons
15-18	U0	1D3 tools or parts useable as clubs or cudgels (axe handles, wrenches, etc.)
19-20	U0	1D100 units of thread
21-22	U1	Auto Repair Kit 1
23-24	U1	Chemistry Lab 1
25	U1	Hatchet
26	U1	Hammer
27-28	U1	Leatherworking Kit
29-30	U1	Electrician's Kit 1
31-32	U1	Sewing Kit
33-34	U1	Plastics Repair Kit 1
35-36	U1	Carpentry Tool Kit 1
37-38	U1	Simple Drafting Kit
39-40	U1	Crude Lockpicks
41-42	U2	Chemistry Lab 2

## MEDICINE

01-02	U0	1D6 toothbrushes in sealed packaging
03-05	U0	2D10 pain relief tablets; cancels out Pain symptom from disease or poison for 2D3 hours
06	U0	2D10 anti-nausea tablets: cancels out Nausea symptom from disease or poison for 2D3 hours
07-20	U0	1D10 bandages
21-35	U1	1D10 bandages and 1D10 units of medical supplies
36-40	U1	1D10 bandages and 1D3 inflatable splints
41-60	U2	Medkit 1, 1D10 bandages and 1D10 units of medical supplies
61-75	U3	Medkit 2, 1D10 bandages and 1D10 units of medical supplies

76-77	U4	Medcomp	40	U1	Popular text: Foreign Language (Italian). (ENC .1)
78-80	U4	Ambulance drone: folding UAV containing a Defibrillator and Medkit 1, 12 km range, flies at 100 km/h.	41-42	U2	Beginners' Text (rating 01-50): Astronomy (ENC .3)
			43	U2	Beginners' Text (rating 01-30): Fermentation (ENC .1)
81-83	U4	1D3 Syrettes Polycellulac-3	45-48	U2	Beginners' Text (rating 01-40): Nutritionist (ENC .1)
84-85	U4	1D3 Syrettes Neo-Heroin	49-50	U2	Beginners' Text (rating 01-20): Carpentry (ENC .1)
86-88	U4	Medkit 1, one Syrette Polycellulac-3, one Syrette Cardiacine	51-54	U2	Manual: Lab Technique, BCS 12 (ENC .1)
89-90	U4	1D6 Syrettes Panomycin	55-57	U2	Manual: Telegraphy, BCS 12 (ENC .05)
91-93	U5	Medkit 2, Medcomp, Defibrillator, Electric Cautery/ Knife	58-60	U2	Manual: Automobile Mechanic, BCS 9 (ENC .1)
94-95	U5	Medkit 2, 1D3 Syrettes Polycellulac-3, 1D6 Syrettes Panomycin, 1 Syrette Cardiacine, 1 Syrette Neo-Heroin, 1 Syrette Anarad, 1 Syrette Atropine	61-62	U2	Reference Library: Pathology (ENC 2)
96-98	U5	Surgery. If connected to working power supply, 70% chance it will belong to a Doctor with Advanced Medical at 14+ (treat as a Cache).	63-65	U3	Reference Library: Pharmacy (ENC 2)
99-00	U5	Ambulance: disrepaired van containing Medcomp, Medkit 2, 1D10 bandages, 1D10 units of medical supplies, 1D6 inflatable splints.	66	U3	Prepared designs: Windmill (ENC .3)
			68-69	U3	Advanced Text (rating 0-75): Power Generation, Solar (ENC .3)
			71-72	U3	Advanced Text (rating 0-60): Advanced Farming (ENC .3)
			72-75	U3	Manual, BCS 14: Firearms Repair, Modern (ENC .3)
			76-77	U4	Mini-tablet computer with charging cable; functions include camera (still or movie), voice recorder, calculator, music player, basic word processor, alarm clock/calendar, and enough memory for one Reference or 3D6 manuals or texts.

## DATA/COMMUNICATIONS

01-02	U0	1D10 archive boxes of old receipts and tax forms (ENC .3 per box)	78-79	U4	Solar powered scientific calculator, ENC .1
03	U0	2D6 assorted manga	86-87	U4	Full Range Text (rating 0-100): Chemistry.
04	U0	2D10 <i>The Phantom</i> comics	88-90	U4	Manual: First Aid, BCS 18 (ENC .3).
05	U0	1D10 old copies of <i>New Scientist</i>	91-95	U5	Laptop computer; functions include calculator, music player, basic word processor, and alarm clock/calendar.
06	U0	1D6 sudoku, dot-to-dot, coloring-in or crossword books			Pre-loaded with: Lab Technique Manual, BCS 17; Physics text (rating 0-70); Chemistry Text (rating 0-100); Simple Explosives Manual, BCS 17; Complex Explosives Manual, BCS 14; Reference, Mechanically Generated Power.
07	U0	1D6 old phone books (ENC .3 each)	96-00	U5	Tablet computer; functions include camera (still or movie), voice recorder, calculator, music player, basic word processor, alarm clock/calendar, and enough memory for a Reference or 3D10 manuals or texts. Pre-loaded with First Aid Manual, BCS 18, and 2D3 other Texts or Manuals from this list. Rechargeable battery lasts 6D10 hours, depending on use. (ENC .1)
08	U0	1D100 smartphone covers			
09-10	U0	1D10 science fiction paperbacks			
11	U0	1D10 children's books			
12	U0	Stack of <i>The West Australian</i> newspaper from 2017			
13	U0	Child's cubbyhouse made from hundreds of copies of <i>50 Shades of Gray</i> paperbacks.			
14	U0	1D3 cartons of remaindered political biographies (hardcover: ENC .6 per carton).			
15	U0	<i>The Complete Works of William Shakespeare</i> (paperback, ENC .1)			
16-17	U0	Pile of junk mail			
18	U0	1D10 men's magazines			
19	U0	1D10 copies of <i>Better Homes and Gardens</i> and <i>Australian Gourmet Traveller</i>			
20	U0	1D10 role-playing game sourcebooks (ENC .1 each)			
21-22	U1	Perth street directory (ENC .1)			
23-25	U1	Popular text (rating 01-05): Leatherworking (ENC .1)			
26-28	U1	Popular text (rating 01-05): Beast Riding (ENC .05)			
29-30	U1	Popular text (rating 01-05): Primitive Siege Engines (ENC .1)			
31-33	U1	Popular text (rating 01-05): Seamanship (ENC .1)			
34-36	U1	Popular text: Disguise/Acting (ENC .1)			
37-38	U1	Popular text (rating 01-05): Survival (Rural), printed on deck of playing cards (ENC .05)			
39	U1	Popular text: Fishing (ENC .05)			

## TRANSPORT

01-10	U0	1D6 junked vehicles, all salvageable parts removed or destroyed
11-12	U0	1D3 surfboards
13-14	U0	1D10 Shopping trolleys
15-16	U0	1D6 kick scooters
17-20	U0	1D6 skateboards
21	U1	Wheelchair, manual
22	U1	1D6 Paddle boats
23-24	U1	1D3 trishaws/pedicabs (3-seater covered tricycle)
25-27	U1	1D3 rowboats or kayaks.
28-33	U1	1D6 bicycles. 40% will be child-sized, missing a wheel, have flat tires, or otherwise only be suitable for parts.

35-36	U1	1D3 Folding bicycles (holds rider up to 105 Kg; 1.5 ENC folded)	60	U2	Military binoculars with laser rangefinder (10x50), ENC .3. Takes 1 E-1.
37-38	U1	1D3 Freight bicycle or tricycle (ENC CAP 16, up to Large)	61-63	U3	Solar LED lantern
39-40	U1	1D6 Mountain bikes. 40% will be child-sized, disrepaired or have flat tires.	64-65	U3	Binary radiation counter
41-50	U2	1D10 junked cars (1D3 units of parts each)	66	U3	Handheld mini weather station, gives 1-day forecast; includes compass, wind gauge (useful for range calculations), thermometer and small flashlight.
51-60	U2	1D6 Motorized bicycles (electric, multi-fuel or plug-in hybrid: Base Safe Speed 50 kph, Maximum Speed 90 kph. 50% of electric bikes include leech.)	67-68	U3	Small LED lantern/flashlight
61-67	U3	1D6 disrepaired cars (2D3 units of parts each)	69-70	U3	Tactical flashlight
68-69	U3	1D3 disrepaired electric or hybrid vans	71-72	U3	Soil/water chemical contaminant testing kit (analysis capable): ENC 1.2
70-72	U3	Disrepaired jeep or SUV	73-75	U3	Handheld metal detector, ENC 1.5
73-75	U3	Disrepaired truck or bus	76-77	U4	Chemsniffer: analysis-capable airborne chemical contaminant detector.
76-77	U4	1D3 horses	78-80	U4	1D6 Smoke detectors (take E-1 battery)
78-83	U4	1D6 working compact cars, no fuel (gas/ethanol, diesel or hydride)	81-83	U4	1D3 Door stop burglar alarms (take E-1 battery)
84-86	U4	Horse-drawn cart (no horse)	84-85	U4	Autonomous Pathogen Detection System: analysis-capable airborne biological contaminant detector. Requires external power.
87-88	U4	1D3 working off-road vehicles (SUVs or motorbikes), no fuel	86-87	U4	Flexible endoscope/inspection camera
89-90	U4	1D3 working vans with flat Ev-50s	88-90	U4	Radar/laser detector
91-94	U4	1D6 plug-in hybrid vehicles (compact cars or vans); 1D100 % charge and fuel	91-92	U5	Infra-red goggles
95-96	U5	Amphibious jeep with full tank and 25 litre jerrycan extra fuel: maximum water speed 13 kph	93-94	U5	Night Vision Device, useable as Star-Light Scope or monocular
97-98	U5	Van modified for prisoner transport or SWAT team; Damage Resistance 24. 1D100 % charge.	95-96	U5	Helmet from Light Reconnaissance Unit Armor
99-00	U5	Helicopter, fueled and in working order.	97-98	U5	Handheld parabolic microphone with headphones and 10x monocular
			99-00	U5	Man-portable radar system, ENC 3.5 collapsed

## ENVIRONMENT

01-02	U0	Faulty compass, 2D10 degrees off true
03-05	U0	Junked camper's flashlight with junked E-5, useable as club
06-09	U0	Toy binoculars
13-14	U0	Box of 2D10 wet matches
15-16	U0	Dummy security camera
17-20	U0	Non-functioning ADE 651 explosives detector
21-23	U1	Magnifying lens
24	U1	1D6 bottles of cleaning products
25-27	U1	Compass
28-30	U1	Wind vane and anemometer
31-32	U1	Pocket mirror
33-36	U1	Box of 2D10 waterproof matches
37-38	U1	Solar powered pedometer
39-40	U1	Clinical thermometer
41-42	U2	Optical microscope
43-44	U2	2D10 wax candles, 2D10 x .001 ENC each: burn for 2 hours per .001 ENC.
45-48	U2	Lightweight folding binoculars (8x21), ENC .1
49-52	U2	Kerosene lantern, dry
53-54	U2	Basic Mine Probe kit
55-57	U2	Spotting scope (22x100), ENC .3 folded
58-59	U2	Gravity light

## SURVIVAL

01-03	U0	1D3 suits of Frayed thermal underwear (HC 4-18, 21-28; Thermal Factor 1.5)
04-05	U0	2D10 metres of string
06-09	U0	1D10 gunny sacks
10-12	U0	1D6 old blankets
13-14	U0	Designer handbag (Capacity 1 Small)
15-18	U0	2D3 waterproof hooded ponchos (LP 1-14)
19-20	U0	1D6 large paper bags or biodegradable bin bags (Capacity 3-12 Medium, but easily ripped)
21-22	U1	Quilted anorak and ski pants (Q-PC 1-18, 21-28).
23-24	U1	1D100 assorted eating utensils
25-27	U1	2D10 ziplock baggies, various sizes (1D10 x .1 litres).
28-29	U1	2D10 small carrying sacks
30-33	U1	1D10 plastic bottles or flasks
34-36	U1	1D10 glass bottles
37-38	U1	1D6 Mess kits
39-40	U1	2D10 metres of 5mm nylon clothesline (safe load 33 kg/73 lbs)
41-42	U2	Plastic raincoat (PC 3-16, 21-28)
43-44	U2	2D10 metres of 1.2cm manila rope (safe load 91 kg/200 lbs)
45-48	U2	1D6 shoulder bags
49-51	U2	1D6 inflatable life vests (SY 4-9)

<b>52-54</b>	<b>U2</b>	British army web belt, holds 6 clips for L-85 (in two pouches), bayonet, canteen, and two belt pouches.	<b>41-42</b>	Electro-thermal sporting clothes, waterproof hooded parka (PC 1-3; Q-PC 4-14, 21-28), hiking boots (Q-LL 19-20) with gel inserts, gloves (HC 29-30).
<b>55-56</b>	<b>U2</b>	Shotgun shell bandolier, holds 50 shells	<b>43-44</b>	Metpol Patrolman's Issue Armour with Class 4 Plastic Police Shield (transparent) and plastex gear belt holding Taser, Mace spray, Tactical Flashlight, Police Hand radio and handcuffs.
<b>57-58</b>	<b>U2</b>	1D6 heavy cloth tents	<b>45-46</b>	Four Ballistic Cloth Oversuits for Field Infantry Mark I, one of each camo pattern.
<b>59-60</b>	<b>U2</b>	1D3 air mattresses	<b>47-49</b>	Clothing/armor repair workshop: Plastics Repair Kit 1, Sewing Kit, Leatherworking Kit, 1D100 units of thread, 1D100 Plastic Repair charges, 3D10 locations LC, 2D10 locations LL, 2D10 locations PH.
<b>61-63</b>	<b>U3</b>	1D6 stainless steel water bottles (1d10 x .1 1 litres)	<b>50</b>	Collection of antique armor: Roman helmet (BP 1-2), lorica hamata (M-BP 4-14, 21-26) and greaves (BP 15-18); Turban helmet with coif (SP 1, M-SP 2-3) and plated mail coat (M-SP 2-3, LP-SP 4-7, M-SP 8-14); Samurai kabuto helmet with face mask (SP 1-2) and dou (H-HL 4-14); Pikeman's pot-helm (SP 1), gorget (SP 3), cuirass (SP 4-9) and tassets (SP 10-14, front only).
<b>64-65</b>	<b>U4</b>	1D10 road flares	<b>51-53</b>	Electrified forge (no working power supply), Auto Repair kit 3, working engine for Compact car (no body)
<b>66-67</b>	<b>U4</b>	Bivvy shelter (lightweight sleeping bag with small tent over the head), Thermal Factor 2, ENC .1 folded	<b>54-55</b>	Chemistry Lab 3, 2D10 kg blasting powder in 1-kg plastic jars
<b>68-69</b>	<b>U3</b>	2D10 metres of 5mm paracord (safe load 550 lbs, 250 kg)	<b>56-60</b>	Carpentry Tool Kit 4, 1D6 Utility 3 bows (no strings attached) and 6D10 standard construction arrow shafts.
<b>70-71</b>	<b>U3</b>	Orienteering compass	<b>61-62</b>	1D10 Syrettes each of Neo-Heroin, HDAP and 8-Gamma-PCP-III, 1 Syrette each of Cardiacine and Panomycin
<b>72-75</b>	<b>U3</b>	Camping pack with hydration bladder	<b>63-68</b>	1D6 Civilian CBW suits, one Medkit 2, one Medcomp, 1D100 syrettes of Panomycin
<b>76-77</b>	<b>U4</b>	Good thermal underwear, Thermal Factor 2 (LC 4-18, 21-28)	<b>69-70</b>	1D100 Bandages, 1D100 Medical Supplies, 1D6 Inflatable Splints, 3D10 syrettes Panomycin, 1D10 syrettes Polycellulac-3
<b>78-79</b>	<b>U4</b>	Ultralight backpacker's tent for 1-2 characters, ENC .3 broken down	<b>71-72</b>	Medical Library: contains Full Range Texts for Advanced Medical, Pathology, Pharmacy and Therapy. Four bookcases, each ENC 2.
<b>80-81</b>	<b>U4</b>	Ice axe/trekking pole	<b>73-75</b>	2D3 Laptop Computers and Manual, BCS 16, Computer Science.
<b>82-83</b>	<b>U4</b>	Backpacker's tent for 4-6 characters, ENC .6 broken down, with detachable air mattress, ENC .6	<b>76-77</b>	Campervan, with mountain bike on back, metal rowboat on roof rack; contains Medkit 1, crank flashlight, camper's floodlight, small fire extinguisher, solar shower, 1D10 candles, basic kitchen, double bed. Ev-50 1D100 % charged.
<b>84-85</b>	<b>U4</b>	Hiking boots with foam instep pads	<b>78-80</b>	Mobile mechanic's van: van, D100 % charge, containing Auto Repair Kit 2
<b>86-87</b>	<b>U4</b>	Entrenching tool (spade/pick ax), ENC .6 folded	<b>81-83</b>	Police stakeout set-up: video-camera, digital SLR camera with telescopic and night vision lenses, laser microphone, parabolic microphone, 10x50 binoculars, two tripods.
<b>88-90</b>	<b>U4</b>	Machete with saw back	<b>84-86</b>	1D10 spy-cams/bugs (disguised as clocks, pens, watches, smoke detectors, space heaters, thumb drives, light bulbs, calculators, baseball caps, teddy bears, etc) with 1D6 hours memory each. May be sound- or motion-activated; may need E-1 battery or external power supply.
<b>91-92</b>	<b>U5</b>	1D3 suits electrically heated underwear	<b>87-88</b>	Carton of 3D10 Photovoltaic bags
<b>93-94</b>	<b>U5</b>	Flare pistol with 1D6 flares	<b>89-90</b>	Home security set-up: 1D6 motion-sensitive lights, 1D6 smoke detectors, 2D10 window alarms, software on CD-ROM. Requires electricity supply and laptop.
<b>95-96</b>	<b>U5</b>	1D3 inflatable or folding rowboats, canoes or kayaks (ENC .3/person folded; paddles ENC 1 each).	<b>91-93</b>	Large sack (light plastic) containing winter clothing: 1D6 sets of thermal underwear, 1D2 overcoats (HC 3-16, 21-28), 1D6 ski masks, 1D3 pairs winter gloves.
<b>97-00</b>	<b>U5</b>	Canteen with water purifier (filter or UV steriliser)		

## CACHES

<b>01-05</b>	Airtight plastic containers containing 300 lbs wheat, 100 lbs honey, 100 lbs powdered milk, 8 lbs salt (1 man-year's supply of food).
<b>06-10</b>	Food: 2D10 unopened cartons of freeze-dried meals (each 7 man/days food, 2.1 ENC).
<b>11-12</b>	Camping pack containing electro-thermal sporting clothes, helmet (MP 1) with head-lamp (small flashlight), gumboots (PH 17-20); gloves (PC 29-30) camping flashlight; 50 metres climbing rope, and Medkit 1.
<b>13-14</b>	SCUBA tank, Wet suit, Weight Belt, Flippers, Mask, Depth Gauge/watch, Spear Gun.
<b>21-22</b>	KAR 98K, MP40, Walther P38, dagger, heavy flashlight, German WW2 Army Helmet (SP 1), leather greatcoat (LL 4-16) and boots (LL 17-20). No ammo.
<b>23-24</b>	Franchi SPAS-12, R2, M1911A1 with LLM01 laser sight, Uzi SMG, Leather jacket (LL 4-11), boots (LL 17-20), sunglasses. Includes magazines, but no ammo.
<b>25-27</b>	P60 with LNG barrels for .22 non-Magnum, .22 RF Magnum, .30-30, 9mm Parabellum, .45 ACP and .44 Magnum,
<b>28-30</b>	C18 with 500 Hollow-point rounds of .22LR and 100 rounds of .410 Magnum (No. 4 shot). Stock holds 4 rounds of .410 Magnum and 15 rounds .22LR; sling holds 15 rounds .410.
<b>31-35</b>	Array of 6 Solar panels recharging 6 Fuel cells, with leech.
<b>36-40</b>	200-litre drum of gasoline or diesel fuel, D100 % full.

- 94-95 Metal rowboat containing 1D6 inflatable life vests, Medkit 1, small fire extinguisher, filtration canteen, flare pistol with 2D2 flares, CB radio, crank flashlight with leech, 3D10 metres nylon clothesline, jack knife, 10 litre bucket, two oars.
- 96-98 Large lightweight pack containing C15, bowie knife, hatchet, entrenching tool, multi-tool, filtration straw, collapsible 10-litre water container, tactical flashlight, crank flashlight with leech connection and radio transceiver, leech, rain poncho, space blanket, Medkit 1, 2D10 metres paracord, 2D10 metres duct tape, 4D10 waterproof matches, 1D3 snares, orienteering compass, 4 boxes of .22 LR ammo, one slingshot, (Elasticity 4) with 6 BBs, magnifying lens, and a deck of playing cards that doubles as a Survival (Outback) Text, Rating 01-05.
- 99-00 Backpack containing 1-litre plastic canteen with UV steriliser, \$200 cash, three rations packaged food, Medkit 1, compass, magnifying lens, crank flashlight with radio receiver and phone charger, hobo knife, T-shirt, shorts, pair socks, rain poncho, solar shower, vial of liquid soap, toothbrush and toothpaste, microfiber towel and roll of soft toilet paper.



## APPENDIX 5: AUSTRALIAN BOOKS, FILM AND TV

### Post-Ruin

The definitive treatment of post-apocalyptic Australia is the Mad Max series of films from the early days of lack of petroleum and societal collapse in *Mad Max* to the enclaves and second generation post-Ruin culture of *Fury Road*.

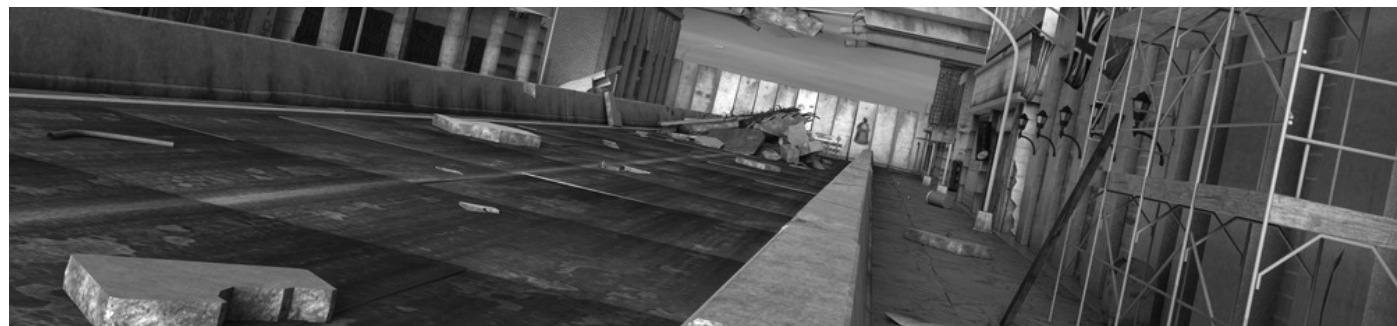
*These Final Hours* (2014), filmed on location in WA, depicts a party held on the last day before the firestorm from an asteroid impact in the North Atlantic reaches Perth.

In Nevil Shute's *On the Beach* (filmed in 1959), Melbourne is the last large city to be reached by the lethal fallout from a nuclear war in the Northern hemisphere, and the last refuge of the last US Navy submarine crew.

*The Rover* (2014) is set in a lawless Australia ten years after an economic and societal collapse.

Cat Sparks's *Lotus Blue* is set in Australia centuries after the Ruin, but some automated weapon systems are still functional.

John Marsden's Ellie Chronicles, beginning with *Tomorrow, When the War Began* (filmed in 2010, adapted for TV in 2016), tells the story of teenagers who see their North Queensland rural community invaded, and live off the land while fighting back.



### Pre-Ruin

Three classic tales of outback life and survival are Kenneth Cook's *Wake in Fright* (filmed in 1971, adapted for TV in 2017), and Henry Lawson's short stories 'The Drover's Wife' and 'the Loaded Dog'.

There are too many excellent Australian writers for me to name, but I can recommend the work of historian Peter Fitzsimons, and the Perth-based crime novels of David Whish-Wilson and Marianne Delacourt.

Films and TV series that showcase urban and rural Australia landscapes and deal with issues of survival in both include *The Adventures of Priscilla, Queen of the Desert: Bush Tucker Man* (TV documentary series); *The Chant of Jimmy Blacksmith*; *Cleverman* (TV series); *Last Cab to Darwin*; *Mouth to Mouth*; *Outback Mechanics* (TV documentary series); *Rabbit-Proof Fence*; *Romper Stomper*; *Snowtown*; and *Wolf Creek*.

# AUSTRALIA'S WILD WEST

A complete guide to Western Australia after the ruin with a full campaign to get characters started in adventuring in this post-holocaust environment. In addition to the basics about the region twenty years after the ruin, you will find:

- A history of the ruin and its effects on Australia
- A detailed look at pre- and post-ruin Australian culture, including history, cuisine, language (with slang terms), laws and customs, popular activities, and much more.
- Forty-four detailed communities with maps, some with pre-ruin photographs.
- Eleven interconnected adventures to begin any campaign.
- Appendices covering technology, weapons, vehicles, and a “catalog of finds.”