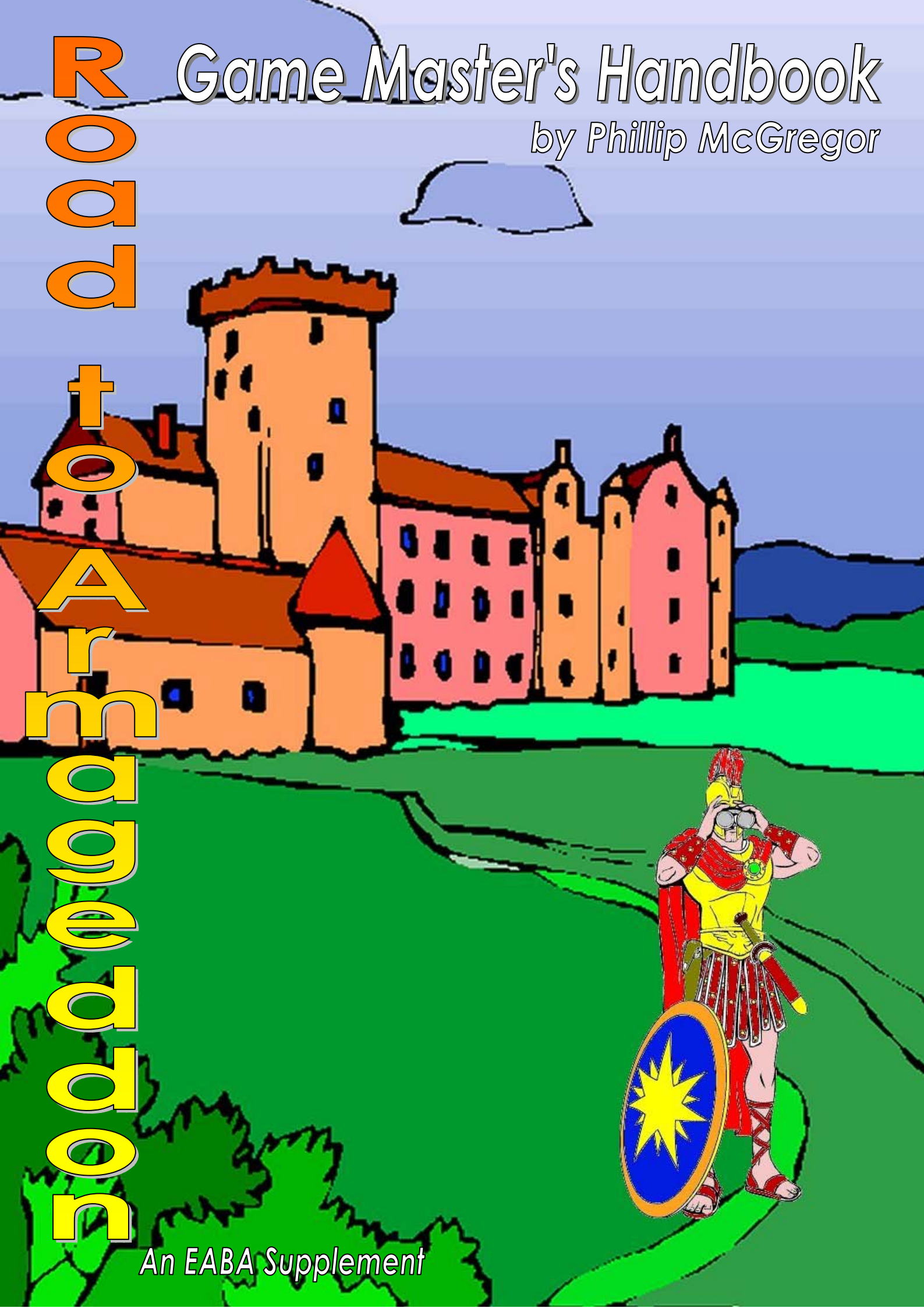


# Game Master's Handbook

by Phillip McGregor

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An EABA Supplement



# ***ROAD TO ARMAGEDDON v1.0***

## ***GAME MASTER'S HANDBOOK***

© 1997-2002 by Phil McGregor

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**Dedication:**

This game supplement is dedicated to the memory of my father, Bevan George McGregor (1913-1999) who never really understood what it was I did on my weekends and in much of my spare time (a lot of it sitting before a computer screen, which he didn't really understand, either) for the last 30 years or so, but was always supportive of whatever it was I did. A great father and a really nice guy. I miss you a lot.

# WHERE DO I FIND IT?

## INTRODUCTION

<b>JAPAN AND RUSSIA</b> .....	<b>1.2</b>
<b>AN ALLIANCE IS FORMED</b> .....	<b>1.2</b>
<b>THE MIDDLE EAST AND ISLAM</b> .....	<b>1.2</b>
<b>THE SPREAD OF ISLAMIST FUNDAMENTALISM</b> .....	<b>1.2</b>
<b>THE "WESTERN ALLIANCE"</b> .....	<b>1.3</b>
<b>THE END OF THE BEGINNING</b> .....	<b>1.3</b>
<b>THE PROBLEM SPREADS</b> .....	<b>1.3</b>
<b>THE WAR BEGINS</b> .....	<b>1.3</b>
<b>SAUDI COUP</b> .....	<b>1.3</b>
<b>REVENGE IS A DISH BEST SERVED COLD</b> .....	<b>1.3</b>
<b>GOING NUCLEAR</b> .....	<b>1.3</b>
<b>THE WAR SPREADS</b> .....	<b>1.4</b>
<b>CHAOS THEORY</b> .....	<b>1.4</b>
<b>MUTUALLY ASSURED DESTRUCTION</b> .....	<b>1.4</b>

## ROAD FROM ARMAGEDDON

<b>DEPARTURE PRIME</b> .....	<b>2.2</b>
Uncertainty Factor .....	2.2
<b>TRANSITION</b> .....	<b>2.2</b>
Here and Now .....	2.3
<b>BEGINNINGS</b> .....	<b>2.3</b>
The Great War .....	2.3
Interwar Interlude .....	2.4
World War Two .....	2.4
Operation Valkyrie .....	2.5
Nibelungen .....	2.6
Nibelungen-Valkyrie Final .....	2.6
<b>TRANSITION THEORIES</b> .....	<b>2.7</b>
Nibelungen-Valkyrie Devices .....	2.7
The View from the "Other Side" .....	2.7

## THE TASK FORCES

<b>TASK FORCE NYB-29</b> .....	<b>3.2</b>
The Convoy .....	3.2
The Escorts .....	3.2
The Troopships .....	3.2
Merchantmen .....	3.3
Miscellaneous Vessels .....	3.3
Salvage Tugs .....	3.3
Ground Forces .....	3.3
667th Light Motorised Brigade .....	3.3
665th Light Infantry Brigade .....	3.4
17th Combined Special Forces Group ...	3.4
3/3rd Mechanised Regiment .....	3.4
Group Vulcan .....	3.4
809th (Composite) Heavy Engineering Bat- talion .....	3.5
AR-8 Jason .....	3.5
<b>UNEXPECTED ALLIES</b> .....	<b>3.5</b>
Rigel, Platte and Wilson .....	3.5
652nd Mechanised Infantry .....	3.5
1656th Independent Ranger Company .	3.5
Medical Personnel .....	3.5
Armoured Vehicles & Cargo .....	3.5
<b>THE RAIDERS</b> .....	<b>3.6</b>
<b>THE HATIKVAH &amp; EILAT</b> .....	<b>3.6</b>
<b>THE LEGION</b> .....	<b>3.6</b>
<b>THE ALLIED EXPEDITIONARY FORCE</b> .....	<b>3.7</b>
AEF Command .....	3.7
AEF HQ .....	3.7
6067th Base Hospital .....	3.7
809th Engineering Brigade .....	3.7
3/3rd Mechanised Regiment .....	3.7
<b>1ST "HAMMARSKOLD" DIVISION</b> .....	<b>3.7</b>
Divisional HQ .....	3.7
901st Artillery Regiment .....	3.7
1st "Geneva" Motorised Brigade .....	3.7
2nd "Blue Helmets" Light Infantry Bde ...	3.8
7th Cavalry Brigade .....	3.9
<b>RUSSIANS AND JAPANESE</b> .....	<b>3.10</b>
<b>3RD (ARCTIC) NAVAL INFANTRY BRIGADE</b> ....	<b>3.10</b>
<b>1ST REGIMENT, 3RD (GDS) PARACHUTE DIV .</b>	<b>3.10</b>
<b>THE VLADIVOSTOK CONNECTION</b> .....	<b>3.11</b>
<b>"COMRADES" IN ARMS</b> .....	<b>3.11</b>
<b>OTHER STRAGGLERS</b> .....	<b>3.11</b>
<b>THE JCF</b> .....	<b>3.12</b>
JCF HQ .....	3.12
723rd Medical Battalion .....	3.12
1287th "Potemkin" KGB Rifle Battalion ..	3.12
137th Engineer Battalion .....	3.12
JCF Production Brigade .....	3.12
1st Brigade .....	3.12
2nd Brigade .....	3.12
<b>THE GERMANS</b> .....	<b>3.13</b>
<b>UNEXPECTED ARRIVALS</b> .....	<b>3.13</b>
The Konigsberg Group .....	3.13
The Berlin Group .....	3.13
<b>KAMPFGRUPPE VALKYRIE</b> .....	<b>3.13</b>
KgV HQ & Reserves .....	3.13
Brandenburg Special Forces .....	3.13
1st Cavalry Squadron .....	3.13
KgV Medical Detachment .....	3.13
KgV Engineering Battalion .....	3.14
1st "Siegfried" Regiment .....	3.14
2nd "Germania" Regiment .....	3.14
<b>DIE KAISERTREUEN</b> .....	<b>3.14</b>

**THE AEF** ..... 4.2  
 Commodore Fuller-Lewis ..... 4.2  
 Lt. (jg) William Fuller-Lewis ..... 4.3  
 Lt. Col. James McDonald ..... 4.3  
 Brigadier William DeLasalle ..... 4.4  
 Major Auguste Ducourt ..... 4.4  
 Lt. Col. David Kennedy ..... 4.5  
 Sgan Aluf Ezau Isharov ..... 4.5  
 Lt. Col. William Forrest III ..... 4.6

**THE JCF** ..... 4.7  
 General Mayor Ivan Kenekov ..... 4.7  
 Taisa Hiro Nizukume ..... 4.7  
 Podpolkovnik Alexei Suvorovovich ..... 4.8  
 Shosa Kenji Tanaka ..... 4.9  
 Chief Engineer Hiro Osame ..... 4.9  
 Podpolkovnik Pyotr Petrovich ..... 4.10

**KAMPFGRUPPE VALKYRIE** ..... 4.10  
 Generalmajor Von Adlerhof ..... 4.10  
 Korvettenkapitan Egon Schmidt ..... 4.11  
 Major Michael Kraehe ..... 4.11  
 Hauptsturmführer Georg Luther ..... 4.12  
 Major Lukas Wolff ..... 4.12

**THE KAISER'S OWN** ..... 4.12  
 Fregattenkapitan Siegfried Kraehe ..... 4.12

**THE IMPACT OF LOGISTICS** ..... 5.2  
**BUILDING LOCAL INDUSTRY** ..... 5.4  
**THE DESIGN PROCESS** ..... 5.4  
 Prototypes ..... 5.4  
**MASS PRODUCTION** ..... 5.5  
 Limited Production ..... 5.5  
 Limited Mass Production ..... 5.5  
**USING HIGH LEVEL TOOLS & MACHINES** ..... 5.5  
 Using Special Purpose Tools & Machines ..... 5.6  
 Production Efficiency Multiples ..... 5.6  
 High Tech Items ..... 5.6  
**INFRASTRUCTURE** ..... 5.7  
 Skilled Workers ..... 5.7  
**PHYSICAL PLANT** ..... 5.8  
 Initial Plant and Equipment ..... 5.8  
 Copying Existing Equipment ..... 5.8  
 Synergy ..... 5.8  
**WHAT'S AVAILABLE LOCALLY** ..... 5.9  
 The AEF ..... 5.9  
 The JCF ..... 5.10  
 Kampfgruppe Valkyrie ..... 5.10  
**SAMPLE INDUSTRIES** ..... 5.10-5.14  
**VEHICLE OPERATIONS IN THE SEVEN DOMAINS** 5.14  
**INFRASTRUCTURE** ..... 5.14  
 Fuel & Spares ..... 5.14  
 Building What's Needed ..... 5.14  
**THE AEF** ..... 5.14  
**THE JCF** ..... 5.14  
 Availability of Spares ..... 5.14  
**EVERYWHERE ELSE** ..... 5.15  
**IMPORTED VEHICLES & SPARES** ..... 5.15  
**LOCALLY PRODUCED VEHICLES SPARES** ..... 5.15  
**FUEL SOURCES AND SUPPLIES** ..... 5.15  
 Considerations of Scale ..... 5.15  
 Diesel Fuel ..... 5.15  
 Gasoline/Petroleum Fuel ..... 5.15  
**PRODUCTION STATS** ..... 5.16-5.28

**CLIMACTIC FACTORS** ..... 6.2  
**GLOBAL WARMING** ..... 6.2  
 What Went Wrong? ..... 6.3  
**THE RETURN OF THE ICE** ..... 6.3  
 Solar Variables ..... 6.4  
 The Long Winter ..... 6.4  
 Coastlines & Littorals ..... 6.4  
**GEOPHYSICAL FACTORS** ..... 6.5  
**PLATE TECTONICS** ..... 6.5  
 Some Notable Consequences ..... 6.5  
**THE HUMAN FACTOR** ..... 6.6  
**NUCLEAR WEAPONS EFFECTS** ..... 6.6  
 Use of Nukes ..... 6.6  
**KINETIC KILL WEAPONS** ..... 6.7  
 Use of Kinetic Kill Weapons ..... 6.7  
**EURASIA: 27000** ..... 6.8  
**RECORDS OF SURVIVAL** ..... 6.9  
**HUMAN STRUCTURES** ..... 6.10  
**CIVIL ENGINEERING SURVIVAL** ..... 6.11  
**ECOLOGICAL FACTORS** ..... 6.12  
**THE PLANT KINGDOM** ..... 6.12  
 Pseudo-Sequoia "Gigantens" ..... 6.11  
 Ampertama Mayehalma ..... 6.11  
 Yathapeytro Ayathros ..... 6.12  
 Apleeshstay Sohl'plash ..... 6.12  
 Apleeshstay Fateyoh ..... 6.12  
 Merentso Fateyoh ..... 6.12  
**TIME FOR REFLECTION** ..... 6.13  
**THE SEVEN DOMAINS** ..... 6.14  
**PREHISTORY** ..... 6.14  
**COSMOLOGY** ..... 6.14  
 The Creation of the World ..... 6.14  
 The First Intelligent Races ..... 6.14  
**THE BETRAYAL** ..... 6.14  
**THE CONFEDERATE PANTHEON** ..... 6.15  
 War Among the Gods ..... 6.15  
 The Tide Turns ..... 6.16  
**THE BEGINNING OF TIME** ..... 6.16  
**THE CONFEDERACY OF EQUALS** ..... 6.17  
**SHAKOTA THEYANA'A (THE DARK DEATH)** .... 6.18  
 The End of the Dream? ..... 6.18  
**HELL ON EARTH** ..... 6.18  
**THE ARRIVAL OF THE TASK FORCE** ..... 6.19  
**THE CONFEDERATE MILITARY**..... 6.20  
**THE LEVIED MILITIA** ..... 6.20  
**RESERVE MILITIA** ..... 6.20  
**THE HEARTHGUARD** ..... 6.20  
**WOMEN IN THE SERVICE** ..... 6.20  
 Sexual Relations ..... 6.20  
**MILITARY ORGANISATION** ..... 6.21  
**UNIFORMS** ..... 6.21  
 Reserve & Levied Militia ..... 6.21  
 Hearthguard ..... 6.21  
 Special Forces ..... 6.21  
**RANK INSIGNIA** ..... 6.21  
 Branch of Service Insignia ..... 6.22  
 Regimental Insignia ..... 6.23  
 Brigade Insignia ..... 6.23  
 Divisional Insignia ..... 6.23  
 Shield Insignia ..... 6.23  
**ARMOUR** ..... 6.23  
 Confederate Infantry Helmet ..... 6.23  
 Confederate Cavalry Helmet ..... 6.23  
 Autarchic Cylindrical Helmet ..... 6.23  
 Brotherhood Bioplast Helmet ..... 6.24  
 Rover Marine Helmet ..... 6.24  
 Bronze Mail ..... 6.24  
 Cheap Scale Armour ..... 6.24  
 Standard Scale Armour ..... 6.24  
 Lamellar Armour ..... 6.24  
 Lamellar and Mail Armour ..... 6.24  
 Woven Bioplast Curaiss ..... 6.24

Brotherhood/Special Forces Armour .... 6.25  
 Moulded Bioplast Armour ..... 6.25  
 Heavy Bioplast Armour ..... 6.25  
 Shield, Medium ..... 6.25  
 Shield, Large ..... 6.25  
**MELEE WEAPONS ..... 6.26**  
 Espaa't'aa ..... 6.26  
 Espaa't'oh ..... 6.26  
 Tsa'ably'taa ..... 6.26  
 Sha'bl-a Asko't ..... 6.26  
 Shontoron ..... 6.26  
 Sh'vy-eh't' ..... 6.26  
 Ta'asa'an-t' ..... 6.26  
 Zhta'aa'leh't' ..... 6.27  
 Vha'rexxa Rhu's'aa ..... 6.27  
**MISSILE WEAPONS ..... 6.27**  
 Arr'oo'tzee ..... 6.27  
 Crossbows ..... 6.27  
 Mah'shaa Ba'har-el ..... 6.27  
 Pah'ja'a Tso'leh ..... 6.28  
 Pah'yehz nya Zhmer'esh ..... 6.28  
 Ta'ka ..... 6.28

**ENCOUNTERS ..... 7.2**  
**REGIONS ..... 7.2**  
 Core Region ..... 7.2  
 Abandoned (Independent) Region ..... 7.3  
 Isolated Region ..... 7.3  
 Marches Region ..... 7.4  
 Lawless Region ..... 7.5  
 Ravaged Region ..... 7.6  
 Borderlands Region ..... 7.6  
 Protected (Garrisoned) Region ..... 7.6  
**BASE GOVERNMENT TYPE ..... 7.7**  
 Centralised Bureaucracy ..... 7.7  
 Strong Feudal ..... 7.7  
 Weak Feudal ..... 7.7  
 City States ..... 7.7  
 Unorganised ..... 7.7  
**TERRAIN TYPES ..... 7.7**  
 Virgin Forest ..... 7.7  
 Forest ..... 7.7  
 Woods ..... 7.7  
 Rough ..... 7.7  
 Hills ..... 7.8  
 Foothills ..... 7.8  
 Mountains ..... 7.8  
 Peaks ..... 7.8  
 Passes ..... 7.8  
 Swamps ..... 7.8  
 Open ..... 7.8  
 Track ..... 7.8  
 Road ..... 7.8  
 All Weather Road ..... 7.8  
 Military All Weather Road ..... 7.8  
 Water Obstacles ..... 7.8  
**USING THE TABLES ..... 7.9**  
**TABLES ..... 7.9-7.14**  
**GROUP ENCOUNTERS ..... 7.15**  
 Number ..... 7.15  
 Type ..... 7.15  
 Weapons ..... 7.15  
 Transport ..... 7.15  
**GROUP ENCOUNTER DESCRIPTIONS ..... 7.15**  
 Bandits ..... 7.15  
 Patrol ..... 7.15  
 Military Convoy ..... 7.16  
 Merchant Convoy ..... 7.16  
 Refugees ..... 7.17  
 Slavers ..... 7.17  
 Hunters ..... 7.17  
 Brigands ..... 7.17

Smugglers ..... 7.17  
 Large Unit ..... 7.17  
 Militia ..... 7.17  
**ELITE AND SPECIAL GROUPS ..... 7.18**  
**ANIMAL ENCOUNTERS ..... 7.19**  
**ITEM ENCOUNTERS ..... 7.19**  
 People ..... 7.19  
 Type ..... 7.19  
 Weapons ..... 7.19  
 Goods ..... 7.19  
 Village ..... 7.19  
 Ruined Village ..... 7.19  
 Farm ..... 7.19  
 Ruined Farm ..... 7.20  
 Outpost ..... 7.20  
 Supply Dump ..... 7.20  
 Abandoned Supply Dump ..... 7.20  
 Minor Fortification ..... 7.20  
 Abandoned Minor Fortification ..... 7.20  
 Major Fortification ..... 7.20  
 Derelict Transport ..... 7.20  
 Derelict Convoy ..... 7.20  
**EXTRAS ..... 7.21**  
**PLAYER CHARACTERS (PCs) ..... 7.21**  
**NON-PLAYER CHARACTERS (NPCs) ..... 7.21**  
 NPC Attributes ..... 7.21  
 Experience ..... 7.21  
 Allocating Experience ..... 7.21  
 Dividing up Experience Dice ..... 7.21  
**STANDARD EXTRAS ..... 7.21-7.36**

**DOMESTIC ANIMALS ..... 8.2**  
 Aurochs ..... 8.2  
 Cats, Hunting ..... 8.3  
 Dogs, Domestic ..... 8.3  
 Dogs, Hunting ..... 8.4  
 Ferrets ..... 8.4  
**FOOD ANIMALS ..... 8.5**  
 Cattle ..... 8.5  
 Chicken ..... 8.5  
 Ducks ..... 8.5  
 Geese ..... 8.5  
 Goats ..... 8.5  
 Sheep ..... 8.5  
 Swine/Pigs ..... 8.5  
**WILD ANIMALS ..... 8.6**  
 Aurochs ..... 8.6  
 Badgers ..... 8.6  
 Bear, Black ..... 8.7  
 Bear, Brown ..... 8.7  
 Boar, Wild ..... 8.8  
 Cat, Wild ..... 8.8  
 Cat, Hunting, Wild ..... 8.9  
 Cat, Great Hunting ..... 8.9  
 Dog, Wild ..... 8.10  
 Elephant, Small ..... 8.10  
 Goats, Mountain ..... 8.11  
 Wolves ..... 8.11  
**BIOCONSTRUCTS ..... 8.12**  
 Ba'tsa-yo (Paralyzers) ..... 8.12  
 Caash-teyaluu (Lurker in Shadows) ..... 8.13  
 Czh'ye-aa (Grey Howlers) ..... 8.13  
 Eyh'hrra Gazh'ii (Hive Rat) ..... 8.15  
 Kshatrya (Bat Lizard) ..... 8.16  
 La'tha-ee Mes'a (Dire Wolf) ..... 8.16  
 Nhe'ka Khra (Armoured Claw) ..... 8.17  
 Nyhma-Zhu (Moa) ..... 8.17  
 Pahalaa Tazyu (Black Wave) ..... 8.18  
 Sha'peyz (Furry Thief) ..... 8.18  
 Sha-la Mho'a (Horned Death) ..... 8.19  
 T'sa-vri (Watchers) ..... 8.20  
 Tseyra M'ryish (Black Fur) ..... 8.20  
 Vesh'avva (Messenger Bird) ..... 8.21  
 Yah'laa (Silent Assassin) ..... 8.21

<b>CREATURES</b> .....	<b>8.23</b>
Khy'e An'tro (Forest Men) .....	8.23
O'a tza'li (Flat Faces) .....	8.23
Tz'aa Shayo (Great Dragons) .....	8.24
Yag'li'aa Nya'aa (Great Eagles) .....	8.26
Yikwa Tsaapa An'tro (Horse-Men) .....	8.28
<b>MECHANICALS</b> .....	<b>8.29</b>
G'yo'ya (Screamers) .....	8.29
Combat Screamers .....	8.30
Kee'la-sh'aa (Hell Birds) .....	8.31
Lizhya-Toh'nya (Foot Fighters) .....	8.32
Ma-ro'tsa Rant'ra (Bronze Man) .....	8.33
Ya'eh-to O'nys (Dark Killer) .....	8.34
<b>ABOMINATIONS</b> .....	<b>8.35</b>
Lash'eh-ya (Unliving Lords) .....	8.35
M'she-ya (Unliving Warriors) .....	8.36
Ts'aa-lo (Bone Men) .....	8.37
Tsa'a'lya (Ghouls) .....	8.37
T'zho Tshi'l (Walking Corpses) .....	8.38

<b>GAZETTEER</b> .....	<b>9.2</b>
A'athra .....	9.2
AEF Camp .....	9.2
Ahgra'a's Doom .....	9.2
Autarch's Keep.....	9.2
Aydash .....	9.2
Ayh'ga'ab .....	9.2
Bah'stra .....	9.2
Cauldron, The .....	9.3
Cauldron, Edge of the .....	9.3
Cauldron, Lip of the .....	9.3
Chyl'sha .....	9.3
Circle's Sister .....	9.4
Crescent Moon .....	9.4
Crossroads/Center .....	9.4
Dah'nesh .....	9.4
Des'sha .....	9.4
East Light .....	9.4
Ekha'sha .....	9.4
Eo'ly'zta .....	9.4
Er'yo .....	9.5
Gan'esh .....	9.5
Great North Road .....	9.5
Great Shoreline Road .....	9.5
Guardian of the Reaches .....	9.6
Horns of the Bull .....	9.6
Iron Highway .....	9.6
JCF Base Camp .....	9.6
Kampfgruppe Valkyrie .....	9.6
The Keyhole .....	9.6
Kha'lu .....	9.6
Kha'shluk .....	9.6
Khlas'pat .....	9.6
Long Harbour .....	9.6
Lost Gods, Temple of the .....	9.6
Lost Ones, Mountains of the .....	9.6
Lo'tey'aa .....	9.6
Mee'dya .....	9.6
Mer'yen .....	9.7
North Landing .....	9.7
North Pharos .....	9.7
Nukhol' .....	9.7
Old Coast Road .....	9.7
Outer Anchorage .....	9.7
Ozh'tra .....	9.8
Pahlov'o .....	9.8
Pah'resh .....	9.8
Ryl'sha .....	9.8
Saelaeynya .....	9.8
South Pharos .....	9.8
String of Pearls .....	9.8

String of Pearls .....	9.8
Tash'lya .....	9.8
Telaysha Ster'ya .....	9.8
The Other Side .....	9.8
Tlo'cha .....	9.8
Tragah'va .....	9.8
Tsa'she .....	9.9
T'sha'ya Keep .....	9.9
U'rsha Keep .....	9.9
Vaga'zha .....	9.9
Vent'ya-Tul'khla .....	9.9
Vin'yta .....	9.9
Westernport .....	9.10
West Light .....	9.10
Yarekh's Tower .....	9.10
Yaz'pyt'ya .....	9.10
Zh'sha'li, Halls of .....	9.10

### ▼ Designer's Comments

The *Player's Handbook* covered all the information that *both* the players *and* the GM need to know – the *Game Master's Handbook* contains the information that you, the Game Master, needs to know.

There is no reason why a player shouldn't read it, except insofar as it will reduce their enjoyment. It is *really* meant for the Game Master – *really*.

One of the fun things about rewriting the background for *Road to Armageddon* for the EABA rules was that it was so **easy** – I've run a fair few games over the years, not all of which were under game systems that I eventually decided I liked. And I've *wanted* to run games under a lot more systems, but haven't been able to find players who liked the background enough.

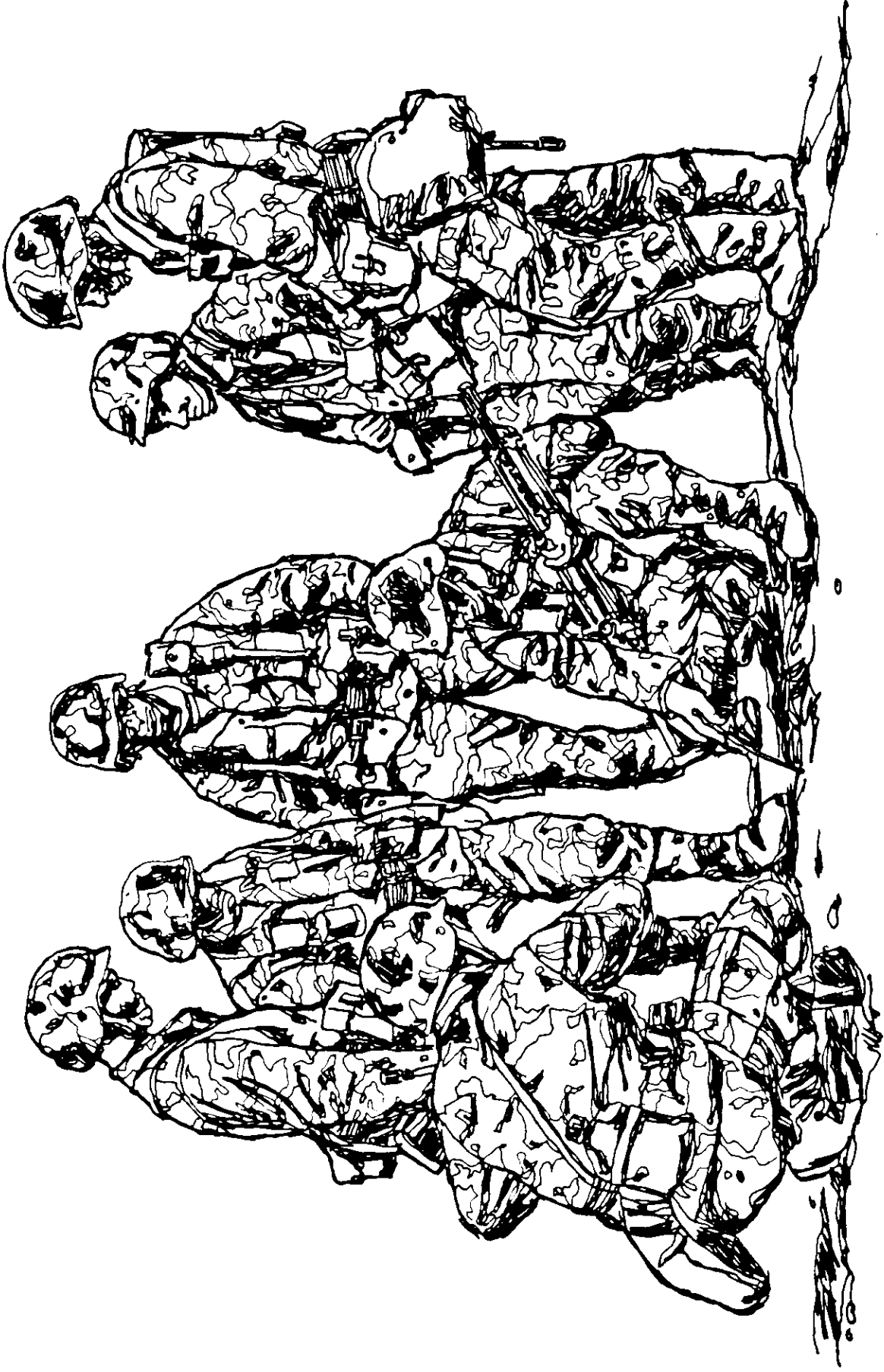
EABA, though, is easy – and, what's more, it's *elegant*. And it is just as easy to write even completely off the wall stuff as *Road to Armageddon* for it as it would be to write the most mundane Generic Fantasy.

The material contained in the GM's Handbook is the *basic* information on the background of *Road to Armageddon* that will enable a GM to get a game up and running, but more complete information will be available in follow-on books, including the **General Equipment Catalog** (a comprehensive guide to all modern era equipment, imported or locally produced), **The Road to the Sea** (an introductory series of linked scenarios forming a mini-campaign), and **The Seven Domains** (which covers "here and now" in all the detail you could possibly want).

Just remember, **Surrender is NOT an option!**

– Phillip McGregor, September-October 2002





The collapse of the Russian Communist regime and its replacement with a theoretically democratic one in the last decade of the 20th century led to massive geopolitical economic instability throughout the world.

No longer constrained by the straitjacket of artificial, cold-war mandated, policies, governments everywhere sought to express their own policies, not merely those that be tolerated by the superpowers.

Everyone more or less expected the fallout of the terrorist attacks against the US on 11 SEP 01 to cause problems – a regional war in the Middle East, at the very least – but, just as the Balkan Wars of 1912 had not resulted in a continent spanning war, the US reaction remained a localized matter.

▼ **JAPAN AND RUSSIA** – The real trigger for war started after an extended period of governmental instability and economic malaise in the Far East. Japan's leaders sought to revitalize their ailing economy – by a rapid shift back to the rightist, militaristic, and expansionistic pattern of the pre-war WW2 era.

Drifting away from her ties with the US, Japan aligned herself with the struggling bureaucratic pseudo-democracy that was Russia, stabilising the shaky economy while also opening up an almost exclusive market for Japanese goods, and undercutting US and European market penetration in the Former Soviet Union.



Iraqi BMP-3 on Maneuver

## ARMAGEDDON

*"The **Economic and Trade Recovery Act** will regain the jobs of thousands of American workers ... jobs that have been taken ... no, not **taken**, jobs that have been **stolen** by the devious and immoral actions of the Imperial Japanese government.*

*For **decades** we have **let** them do this to us ... believing that "fair play" would eventually enable us to achieve a fair trading relationship.*

*We have now realised that this is simply **never** going to happen. The Japanese do not now, and **never** have had, any intention of "playing fair."*

*On that basis I am glad to announce that the Senate has approved the Bill and that the President has indicated he will approve it within the hour.*

*Let the **Japanese** suffer the consequences of their actions."*

*– President pro tem, US Senate*

▼ **AN ALLIANCE IS FORMED** – Russo-Japanese ties became closer as they realised how much they had in common – the Russians smarted under what they saw as the arrogant behaviour of the US, claiming it was the "Last Superpower" while the Japanese were outraged by "racist" US policies that preventing free access to US markets.

This common feeling led to the signing of the *Russo-Japanese Military and Economic Co-operation Acts* in 2008 and the fatal *Economic and Trade Recovery Acts* of 2010, which started a devastating trade war between the Russo-Japanese Bloc and the US-NATO alliance.

▼ **THE MIDDLE EAST & ISLAM** – Meanwhile, a series of fundamentalist Islamic instigated assassinations and coups in Egypt, Iraq, Kuwait, and Jordan led to a reshaping of the power structures of the Middle East.

The Saudis and the smaller Gulf States, terrified that they would be overwhelmed, could not even turn to NATO or the US for help because their own people loathed what they saw as Christian "interference" in the ongoing Israeli-Palestinian conflict.

▼ **THE SPREAD OF ISLAMIST FUNDAMENTALISM** – The rhetoric of fundamentalism, with its emphasis on the "Great Satan" (the US) and a general anti-western slant, found wider currency than in the Middle East.

Pakistan, Indonesia, Malaysia, Libya, Tunisia and Morocco all elected (or acquired by means of coup or civil insurrection) fundamentalist regimes which entrenched their totalitarian power structures and enforced virulently anti-western measures.

These states banded together to form the Islamic Bloc, and used their economic, diplomatic and mili-

## ARMAGEDDON

tary clout to disrupt western interests.

They also put great pressure on the “apostate” governments of the Gulf States and Saudi Arabia to conform to anti-western oil policies, with limited effect – except to outrage their citizens (by careful propaganda campaigns) at this “treason” and “trafficking with the Great Satan.”

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*“We declare a **jihad** against the apostates!*

*Allah will support us in this holy war to restore the Holy sites to the control of the faithful.*

*I call on all muslims to join with us in opposing the corruptly westernized Saudi rulers – and to oppose the Great Satan **and** the Lesser Satan if they attempt to prevent the cleansing of the Holy Sites!”*

*– Mullah Omar bin Omar*

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▼ **THE “WESTERN ALLIANCE”** – Faced with a sullen Russia, an ungrateful and increasingly right wing Japan, and a fundamentalist and fanatical Islamic Bloc, the US was rather at a loss.

As much as it disliked all of these developments, it had found as a result of 9/11 that their much vaunted conventional military power was quite useless in the face of them!

A strong but conciliatory diplomatic stance proved to be adequate, though it allowed the US to expand her network of allies amongst the previously non-aligned nations who were increasingly nervous over the situation.

The Alliance's greatest diplomatic coup was undoubtedly the extension of the Partnership for Peace program – allowing China and India to join as “associates.”

The peoples of the “Western Alliance” increasingly demanded (and got) a wide range of sanctions against the Russo-Japanese and Islamic Blocs – triggering a devastating trade war in 2008.

None of the politicians involved saw where these events were inevitably leading – along the “road to Sarajevo”, as similar events had before the first “great war” of 1914-1918. Or, if they did see, they ignored the problem.

▼ **THE END OF THE BEGINNING** – Faced by a complete Russo-Japanese boycott of all trade with the West, the Alliance toughened their own anti-Japanese boycotts.

The situation escalated rapidly, and by the end of 2010, the trade between the blocs had plummeted by more than 95%.

Their economies hurting badly, both sides funded revolutionary movements in the less strong allies of their opposition, and also pursued sabotage activi-

ties aimed at damaging key elements of the opposition's economy.

▼ **THE PROBLEM SPREADS** – Gradually, these activities escalated and spread from the peripheries of each bloc to the core members – and they changed in nature.

Targets changed from sabotage aimed at “hard” (military-industrial) targets to pure mass terrorism aimed at (civilian) “soft” targets.

Caught in the middle of this manoeuvring, the Islamic Bloc suffered as both sides tried coercive measures to influence their policies, or sabotage/terrorism intended to deny their assets to the “other side.”

The Islamists also took advantage of the situation to increase their own terrorist activities, aimed primarily at the Western Alliance, Israel and the “apostate” Saudis.

▼ **THE WAR BEGINS** – Iranian agitators, backed by Iraqi terrorist squads, undertook a campaign of terror against all of the states of the Arabian Peninsula, one that struck chords within suppressed local opposition forces.

The first state to fall was Qatar (2014), where a bloody coup wiped out most of the ruling family and invited in Iraqi and Iranian forces to help “defend the Islamic revolution against the American infidels.”

▼ **SAUDI COUP** – Token US forces stationed in the peninsula were dithering over how to respond to the Quatari situation when a pro-Iranian cabal seized power in a surprise palace coup.

The King was killed, but the Crown Prince escaped, and rallied most of the army to his side.

The rebels, claiming to be the “rightful government”, invited in Iranian and Iraqi forces. NATO and the US were unable to fly in enough troops quickly enough to prevent the loss of more than one third of the country (including the capital, Riyadh) to the invaders and the rebels.



US Bradley IFV in Saudi Arabia

▼ **REVENGE IS A DISH BEST SERVED COLD** – With the Western Alliance putting all its attention on the Saudi front, other Islamic Bloc states chose the moment to settle “old scores.”

Pakistan launched a surprise assault on India in the Punjab (2015), Egypt and Jordan (soon joined by an opportunistic Syria) struck at Israel (2016)

*"It is with great sadness that Crown Prince Abdullah announced that his father, the King, died of wounds inflicted by extremist terrorists who staged an attack on the Palace in the early hours of this morning.*

*The Prince has assumed the Kingship and has called on all loyal members of the armed forces and the civil government to rally to him and oppose the Iranian sponsored coup that has killed so many people."*

*– Al Jazeera Satellite News*

▼ **GOING NUCLEAR** – The first nukes were used by Pakistan against India (2015) when their assault turned into a rout, and the Indians replied in kind.

The US almost immediately launched "surgical" strikes at major Iranian and Iraqi logistic sites, fearing that some Pakistani built nukes had been transferred there.

This was less than a complete success, and the Iraqis manage to launch several missiles of their own (2016) – one struck the city of Jaffa in Israel, causing massive civilian casualties, another destroyed an American Brigade unloading at the Saudi port of Jiddah, and a third hit the Turkish airbase at Incirlik.

▼ **THE WAR SPREADS** – The madness quickly spread – Israel nuked Egyptian armoured spearheads in the Negev (2016), as well as important logistical sites in and around Cairo and Alexandria.

Egypt replied with a massive CBW strike against Jerusalem, killing more than 70% of the populace and allowing the Jordanians to take the city.

The dying Israeli Defence Minister sent the urgent message "The Temple has Fallen", and the IDF launched a massive strike against Syrian, Egyptian, Iraqi and Iranian targets – as well as the Holy Cities of Mecca and Medina (seeding them with long-life isotopes to make them uninhabitable for millennia).

▼ **CHAOS THEORY** – In the growing confusion, North Korea invaded the South, with Japanese encouragement (2016) – and China, in accordance with her membership in the Western Alliance, launched a crushing counter-invasion.

Russia retaliated by attacking China under the

*"FLASH. 0447 ZULU.*

*Critic Traffic.*

*NORAD Spacewatch alert. Nuclear flash signature – Mumbai, India (Bombay).*

*Estimated 30-40 kt range.*

*Probable delivery by Pakistani SRBM.*

*Spacewatch reports heavy activity at Indian strategic force bases."*

## ARMAGEDDON

terms of its treaty with North Korea – and used tactical nukes heavily against the Chinese Army, advancing rapidly into Manchuria.

Simultaneous strikes against Chinese ICBM silos caught the US "Star Wars" ABM shield short, and limited the Chinese nuclear response.

The Western Alliance delivered an ultimatum to the Russians to withdraw from China and cease all support for North Korea (2016).

The Russian reply was to launch the bulk of their much reduced strategic nuclear arsenal against a variety of military, economic, and transport concentrations throughout the Alliance.

▼ **MUTUALLY ASSURED DESTRUCTION** – While many of the Russian missiles were destroyed by the US "Star Wars" ABM systems, more than expected hit their targets (they had been retrofitted with improved Japanese electronics).

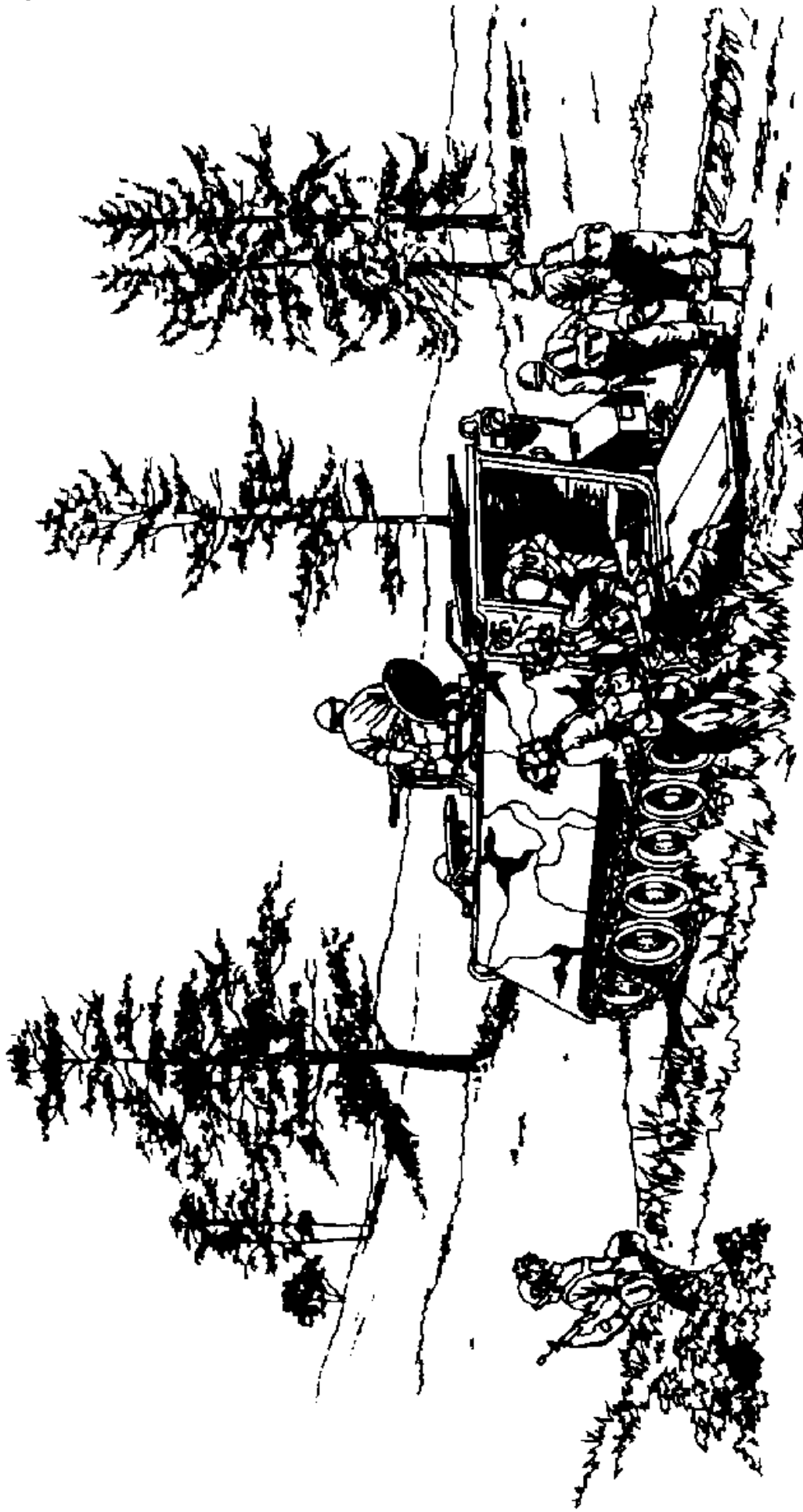
The US immediately launched their missiles, and inflicted equivalent damage against sites throughout Russia and Japan.

The wounds mutually inflicted were critical, but not immediately lethal, and neither side is in a mood to surrender (nor were the world's Muslims) – so the war entered a new phase of massive conventional conflict.



**US Mobile Forces on the move**

Modern equipment and munitions were quickly being exhausted and all sides found themselves "barrel scraping" to keep their forces manned and equipped.



# ROAD FROM ARMAGEDDON

It was approaching midnight on August 13<sup>th</sup>, 2010, the third year of what was being called the **Three Way War** and Convoy NYB-29 was four days into its voyage from New York to Bremerhaven when the USN Annapolis' sonar operator reported a long range contact – possibly a Russian Victor I SSN.

This was a major surprise, as it was thought that the last Russian nuclear submarine had been sunk at least eight months previously.

This was a potential disaster, the convoy was carrying vital supplies and reinforcements for the shattered remnants of the Allied forces in Europe.

Without this vital cargo the eighteen month stalemate that the war had degenerated into would continue – and victory would remain uncertain.

▼ **DEPARTURE PRIME** – The **Haruspex** E-M cloaking system was useless against Sonar – and the convoy was immediately ordered to zig-zag by Admiral Fletcher, the escort commander, aboard the *Puller-Tisdale*.

All the escorts except the **Haruspex** equipped vessels and the *Jonas Ingram* swung to interpose themselves between the convoy and the contact, ready to engage it as required.

All efforts *had* to be made to intercept and destroy the Russian vessel – NYB-29 *had* to get through, regardless of the cost.

This was the last throw of the dice – probably for both sides.

Contact was soon lost, and only regained at 00:49:53 – this time, however, it was a fast moving target, too fast to be a sub.

This contact was soon identified as a Type-65 long-range torpedo, a type known to be nuclear tipped!

Emergency evasive action was ordered but to no effect, and, at 00:59:27 all communications with the *Puller-Tisdale* were lost.

## ARMAGEDDON

▼ **Uncertainty Factor** – What happened next is uncertain – too few observers were looking in the right direction(s), and much of what was reported is contradictory.

However, some things have been confirmed by multiple observers, though even with these, the order of occurrence also seems to have been wildly variable –

*At, or fractionally after, the estimated “contact” time, the Puller-Tisdale was seen to be suddenly, and briefly, illuminated by an intense flash of light – unusual in that it was definitely a photo-negative reverse effect.*

*Fractionally after this, the Haruspex equipped vessels (the McCloy and the Juno) were also illuminated, but with a photo-positive effect.*

▼ **TRANSITION** – Within seconds of these transients, the sky surrounding the convoy took on an actinic yellow-white glare, shot through with what seemed to be incandescent orange bolts of lightning.

This display lasted a noticeable length of time – perhaps between two and six seconds, and, when it suddenly cut out, all sight of the Haruspex escorts (and most of the rest of the convoy) was lost.

At the same time *all* onboard electronic devices malfunctioned, *almost* like the results of EMP from a nuclear explosion.

When the glare cut out, it was replaced by a sky full of storm clouds that gathered with unnatural speed, rapidly taking the wind speed and sea state to at least Force 10 – which fortunately lasted no more than ten or fifteen minutes (again, measurements vary) and then abruptly gave way to a thick pea-souper fog and calm water.

Some observers felt a definite “falling” effect at some point during this, and it is *possible* that the vessels may have experienced a transient gravity inversion – though, of course, there is no way of knowing.

During this transition, observers on some vessels (though not all) reported seeing the ghostly outline of an “old fashioned” warship – something like a WW2 Destroyer Escort.

USN *Puller-Tisdale* did not survive transition



## ARMAGEDDON

▼ **Here and Now** – As the fog rapidly cleared the anomalies kept piling up. Clocks (mechanical ones – the only ones working reliably) showed around 01:00, but it was obviously daylight *and* the weather was warm.

And on the nearby shore (where there should have been nothing but ocean for hundreds of miles) stood a strange walled city.

Strange vessels, some identifiable as WW1 and WW2 German and Allied craft, as well as some Israelis and Japanese – were also sighted.

Unidentified submarine contacts were reported as well. All the while, several aircraft of varying vintage, including and honest to god *Zeppelin* – were seen circling the convoy!

And that was only the *start* of **The Road from Armageddon**.

▼ **BEGINNINGS** – Since the players will be interacting with groups of transportees from six different times and/or places from the “past”, the following background material helps explain the way(s) in which they have come to be in the world of Armageddon.



### ▼ The Great War

**1916:** The crisis resulting from the Allied blockade of Germany led to the Kaiser ordering resources poured into projects that would enable it to be broken or circumvented.

The Imperial High Command instigated, amongst other things, Project Nibelungen under the control of the shadowy **Kaiserliche Marinen Wirtschaftliche Abteilung** (“Naval Economic Branch” or KWA).

The project was to investigate “unconventional” means by which the Blockade may be penetrated.

One KWA project that proved successful was the “U-Cruiser” program – “civilian” cargo submarines which were sent to the US and return successfully with small, high military value cargoes (mainly important ingredients for “advanced” alloys for the war effort).

The U-Cruisers proved so successful that the program was taken over from the KWA and transferred to the control of the *Kriegsmarine* High Command.

The KWA itself was also involved in the investigation of technical means that will allow specially equipped, but otherwise normal, merchant ships to penetrate the blockade undetected – a number of experimental procedures were tested, though most failed.

**1917:** Results of the KWA's program are so promising that, though the experimental apparatus proved difficult to operate the first pre-production prototypes are ordered.

Results of the first prototype tests show that not only did it jam electromagnetic transmissions such as radio within its field of effect, it also had an unexpected “ghosting” effect that made visual spotting extremely difficult.

The first of these “Ghoster” devices was delivered and installed in the U-145 (a long-range “U-Cruiser”) and it was planned to pilot its use for attacks against Allied vessels in the shipping lanes off the US coast.

After some initial successes contact was lost with the U-145 sometime on or after 4 MAR 1917.

Still, there was some hope that Nibelungen would prove a war-winner, and work on the second prototype continued, with the intention of making it more dependable in field conditions.

**1918:** After a winter of severe shortages (especially of food), there was a whiff of revolution in the air, and the sailors of the High Seas Fleet were hastily formed into "Schutzgarde" (Guard Battalions) against "socialist revolutionaries."

The end seemed to be inevitable, as only a particularly severe winter kept the allies in check.

▼ **The U-145** – The few records available to TF Command staff indicate the U145 (a Type C "Cruiser" U Boat) was laid down some time in 1917 in Hamburg, never completed, and that the structure was scrapped at the end of the war.

Interviews with the officers and crew of the U Boat indicate that the vessel scrapped was probably part of a decoy operation, and that the U145 had actually been constructed under conditions of great secrecy, and with amazing speed, in late 1916.

After several shakedown cruises under false identifying numbers, she was fitted out with the ultra secret Project Nibelungen equipment and sent on her first operational cruise to the shipping lanes off the American coast.

After several successful attacks against unescorted (smaller) vessels, she undertook an attack against a large collier, the *USS Cyclops*, on 4 MAR 1917.

Though the attack was successful (the U-Boat's destroyed the Cyclop's Radio Room before it could get off an SOS) a severe storm (the transition vortex) that blew up within instants prevented it being completed.

▼ **The USS Cyclops** – The *USS Cyclops* was a US Naval Collier carrying a cargo of manganese through the infamous Bermuda Triangle during the closing months of WW1 — contact with her was lost on 4 MAR 1918 during a violent storm.

Much was made of this "mysterious" disappearance. The actual facts were rather stranger — she had been attacked by an unidentified U-Boat, evidently equipped with the Project Nibelungen gear.

The Cyclops was caught up in a transition vortex effect and dumped in the "here and now".

Already with one engine out of action, the initial torpedo disabled the remaining one.

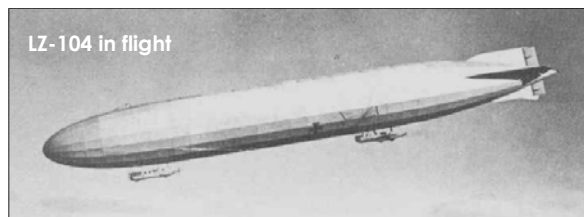
The crew and passengers, some 300, managed to survive the storm and abandon ship safely.

## ARMAGEDDON

One of the few bright spots was the delivery of the second of the pre-production Nibelungen devices – much lighter, requiring less power to operate, and (seemingly) more reliable.

The High Command determined that the best course of action was to fit one of the "Ghosting" devices to the Zeppelin LZ-104, and use her for her original mission – the resupply of the Schutztruppe in German East Africa.

On 4 MAR 1918 the LZ104 left her base in Bulgaria on her doomed last flight to Central Africa, the last gasp of a dying empire – but she never reached her destination.



### ▼ Interwar Interlude

**1918-1939:** As far as can be ascertained none of the operating personnel survived from the U-145 or LZ-104 – allowing the whole project to be successfully "buried" at the end of the Great War.

It is not certain why this was done, or why the technology remained undiscovered by other scientists – but it is demonstrably true that the next "batch" of Transferees date to the Second World War.

### ▼ World War Two

**1941:** Admiral Wilhelm Canaris, head of the Abwehr (German Military Intelligence) ordered the creation of the ultra-secret Valkyrie project early in this year.

he project was to be under the control of **Abteilung 8, Oberquartiermeister III**, a shadowy organization whose existence was not known until the "present".

The aim of Abt8 was to "refine" the technical elements of the old Operation Nibelungen technology to enhance the U-Boat campaign against the allies.

**1942-1943:** After a considerable number of missions using U-Boats equipped with test-rigs, the equipment was deemed (at last) to be reliable enough for full scale use.

Several of the original testbeds were "lost in action" during the process and, though some doubts were expressed that their loss may have been due to the "Ghoster" equipment malfunctioning, the success rate for the surviving vessels was deemed high enough for serious use.

Enough concern remained over the combat reliability of the system such that Abt8 confined



## ARMAGEDDON

▼ **LZ 104 ZEPPELIN** – The LZ-104 (construction number L59) is the famous “*Afrikaschiff*” (Africa Ship) that attempt-ed to fly supplies to German East Africa.

At a loose end over what to do with her, the German High Command decided to try again – in March 1918, the LZ 104 was loaded with supplies for Von Lettow Vorbeck’s “*Schutztruppe*” and set off.

The last recorded sighting of the Zeppelin was by the crew of the U53 on March 4th.

They claimed they saw what appeared to be a Zeppelin shrouded in an “intense white light” going down “in flames” over the sea – as a result of a lighting strike in a severe localised storm.

Surviving crewmen tell a different story — a flash of brilliant light from the equipment room, followed by an intense flash of light all around .

After this they found themselves in a severe storm that took all their skill to survive. This was, of course, a transition.

**Cargo:** 375,000 rounds 9mm and 7.92mm ammo, 30 MG-08 HMG, 250 x KAR-98 Rifles, 60 boxes Medical Supplies, 10 (Pedal Operated) Sewing Machines, 1000 Knives, 2 Radio Sets.

The Duraluminum frame is designed to be dismantled to form Portable Barracks, a Radio Mast, and Stretchers; the Cotton outer envelope is intended to be cut up and sewn into uniforms and the Gas Cell material was to be used for Sleeping Bags.

“operational” use to a specially equipped U-Boats sent on the vital U-Boat missions that kept open a limited traffic in strategic materials between Nazi Germany and Imperial Japan.

**1944:** When the “commercial” program showed continued reliability, some limited combat tests were undertaken, and the program seemed successful enough to begin full pre-production testing.

The evidence seems to show that the desperation of the High Command to regain the effectiveness that their U-Boats had had in the early days of the war led them to accept a far higher loss rate due to “*unexplained circumstances*” than would have been acceptable only a few years before.

At least one of the testbed models seems to have been used to provide limited protection against artillery fire and visual spotting for ground units on the Russian front, enhancing the German defensive efforts in vital sectors.

This unit is thought to have ended up in the Courland Pocket right at the end, and the arrival of a number of “transferees” from that site certainly supports this theory.

**1945:** Despite the urgency of the need for the equipment, the “*Ghoster*” device proved to be difficult to manufacture in the increasingly chaotic conditions of late war Germany, and only a handful ever entered service.

Those that did were used to equip several vessels that were intended to set up a series of secret bases from which the Germans could carry on the war even after the loss of Germany proper (the so-called *Götterdämmerung Project*).

The “new technology” these “*Ghosters*” represented was to be the key to the whole project – which remained the absolute secret of Abwehr right to the end.

When Admiral Doenitz surrendered to the Allies on 8 MAY 45, he had no knowledge of the “*Ghoster*” or of Operation Valkyrie.

Unknown to him, a number of submarines and surface vessels tasked for inclusion in the *Götterdämmerung Project* had successfully slipped through the Allied blockade, and were proceeding south to their assigned bases.

On 21 MAY 45, German forces belonging to Operation *Götterdämmerung* (the U-196, U-851, U-2540, Z-43, the SS Oststern and SS Nordstern) attacked two US vessels, the USS Rigel and USS Platte off the West African coast, and were caught up in the transition vortex.

▼ **Operation Valkyrie** -- The origins of Operation Valkyrie are as obscure as those of Project Nibelungen – though it seems obvious that it is a lineal descendant of the technology embodied in the earlier project.

However, the catastrophic “failure” of the equipment resulted in the death of all the technicians and virtually complete destruction of all project equipment aboard the vessels involved, so no definite link can be established.

The “need to know” information provided to vessel commanders of the U-111, U-851, U-196, and U-2540 simply indicated that the equipment would interrupt all electromagnetic spectrum emissions (excepting those systems suitably shielded aboard the carrying vessels) – jamming electrical systems (including radar, radio, and the detection elements of sonar at close range).

Claims of “visual masking” were also made, but how effective this may have been is completely unknown (all extant manuals and operators died with their equipment).

Zerstörer Z-43



▼ **Nibelungen** – Although it had been thought the Abwehr was discredited by the late war, evidence now available is that sections were still active and powerful, though more secretive than ever.

One particular section, GEF-8 (**Geheime Eingreifflotille 8** – *Secret Naval Squadron Eight*) was particularly active in a number of hitherto unpublicized operations throughout the world.

Their greatest was **Operation Götterdämmerung**. Carefully planned and put into operation near war's end, it was unlike the selfish SS and Gestapo personal-survival plans.

GKF-8 intended to move operations of a selected number of U Boats and other military personnel to at least two secret U Boat anchorage facilities that had been initially established prior to the war – *Götterdämmerung Zwei* (Two) on Kerguelen Island, and *Götterdämmerung Eins* (One), at an unknown location.

The intention was for a number of SS, Gestapo, or Abwehr controlled U Boats and other vessels to rendezvous at these bases and, utilising some of the Reich's "wonder weapons" undertake attacks that would carry on the struggle.

#### ▼ **Nibelungen-Valkyrie Finale**

**2008:** The Soviet 3rd (Arctic) Naval Infantry Brigade is detected visually and attacked by a US P-3 while en route to support the invasion of Norway despite use of a "special technical unit" to mask it.

The convoy was listed as "destroyed" – certainly, the Aleksandr Nikolayev (the flagship) had been caught up in a transfer vortex.

The 5th Tokuteishintai Battalion, attacking the South Korean island of Cheju-Do is seemingly destroyed by a massive ROK artillery barrage.

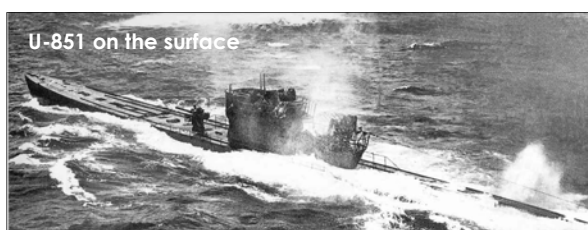
The 1st Regiment, 3rd Guards Parachute Division is also lost, but in a tactical nuclear strike while air-dropping into the Kaliningrad Pocket.

**2010:** The US puts together a Convoy carrying the last major military and technical assets available to them to "kick start" the remnants of European industry, revitalising the war effort closer to the front.

Convoy NYB-29, was "destroyed" mid-Atlantic by a sub launched nuclear torpedo. It was also caught in a transfer vortex.

**2007-2012:** A number of units from both sides disappear – some mysteriously, some more "explainably" in close proximity to nuclear explosions.

A small number were actually caught in transfer vortexes.



#### ▼ **GEF-8**

The Abwehr force (GEF-8) consisted of three U Boats (U-196, U-851, U-2540); a destroyer (Z-43); and two Merchantmen, (SS Oststern, from San Sebastian, Spain; and the SS Nordstern, from Bahia Blanca, Argentina).

The two U-Cruisers (U-851 and U-196) carried, combined, 500 tons of cargo in external saddles (light weapons, ammunition, some medicines, gold bullion, and even millions of counterfeit US\$).

Internal cargo space was converted for the carriage elite Brandenburgers (Special Forces).

▼ **Zerstörer-43** – The Z43 (a Type 36B Destroyer) was previously thought to have been scuttled in the Gelling Bucht in JAN 45 after being damaged in allied bombing raids.

It is now known that this was the carefully camouflaged hulk of the Z44 (supposedly scrapped in 1944), the Z43 was moved to a modified U-Boat pen for refitting for operation with GKF-8 during Operation Götterdämmerung.

Badly damaged in the transfer, it has been stripped and scrapped.

▼ **The Merchantmen** – The **Oststern** ("East Star"), a 9000 ton merchantman was loaded with 3000 tons of assorted military and naval stores.

She also carried 750 military personnel – some Fallschirmjäger (Paratroops), Brandenburgers (Wehrmacht Special Forces), and a handful of Waffen SS.

The **Nordstern** ("North Star"), a 15000 ton merchantman, was loaded with 5000 tons of assorted military and naval supplies, also carrying 1500 personnel, some 750 Wehrmacht troops and 750 civilians (including 250 women).

▼ **The U851 & U196** – The U-851 was allegedly lost to "unknown causes" sometime in March 1944 and the U-196 on 30 NOV 1944. Both had actually been transferred to Abwehr control.

IXD/42 U Boats were employed for voyages to the Far East to pick up strategic raw materials for transport back to Germany – 250 tons at a time.

## ARMAGEDDON

▼ **MV Carolyn Lykes** – A US vessel carrying evacuees from the UK, she developed severe engineering problems, dropping out of her convoy.

On the night of 17 OCT 1941 she was attacked by the U-111 and transited.

▼ **The U-111** – The U-111 was a Type IXB Atlantic U Boat, and previously published war records show she was sunk WSW of Teneriffe.

The vessel's crew indicate this was a successful deception operation – she survived with moderate damage.

A fortnight later she attacked the MV Carolyn Lykes using the masking equipment operational and triggered a transition vortex (her port engine was burnt out during transition).

▼ **LKAs Rigel, Platte & AP Maj. Susan G. Wilson** – These vessels were sailing in a fast transit to Capetown to join a Far East convoy.

The **Rigel** (LKA 976) and **Platte** (LKA 572) carried an Infantry Battalion and Rangers. The "**Susan G.**" (AP 671) carried 750 nurses and medical equipment.

The **Platte** broke her back and sank in shallow water, the **Rigel** burnt out her engines and the "**Susan G.**" ripped out her hull on rocks.

▼ **The U2540** – A Type XXI Elektroboot previously thought scuttled off Flensburg on 3 MAY 1945.

The real U2540 was completed in March 1945 and commandeered by the Abwehr for "special operations" (her drive train was destroyed in transition).

▼ **TRANSITION THEORIES** – Engineers and technical personnel aboard the Task Force have come up with a number of theories to explain exactly what happened.

The most widely accepted runs as follows –

*"The cloaking device actually worked by shunting off electromagnetic energy 'somewhere else'.*

*When the Puller-Tisdale was hit by a nuclear explosion, it **tried** to shunt all **that** energy as well.*

*Unfortunately, the equipment couldn't handle the energy without something 'giving' – so the TF vessels were simply shunted **elsewhen** and caught in a bubble' that was effectively 'out of time' until the absorbed energy state was released.*

*The storms accompanying the transition may have been part of this energy 'bleed' effect.*

*Since all of the vessels transferred were carrying cloaking devices, or were close to the field they generated, it can be assumed that they weakened the space-time continuum*

*And, when the circumstances were right, linked them all so that when the energy of the nuclear explosion (or the mysterious "meteor" on 'this' side of time) they were drawn into the field as well."*

Why, by and large, the transiting ground units found themselves on "dry land" and the naval units found themselves in the water is uncertain.

One theory is that the ground units were transferred by lower powered devices that interacted with the planetary magnetic field and so dumped them on dry land.

Another is that it was simply "blind luck" – and the fact that some did not end up where they "should" is seen to support it.

▼ **Nibelungen-Valkyrie Devices** – None of the Nibelungen or Valkyrie devices survived transition – without exception, these devices were consumed by a smokeless, intensely hot, and quick-burning "electrical" fire killing all the operating technicians as well as destroying the equipment.

Severe arcing and overloads also destroyed many of the battery banks attached to the devices on board the submarines carrying them, rendering them incapable of undertaking long, deep, dives (though enough could probably be cannibalised to re-equip one of them).

▼ **The View from the "Other Side"** – Observations of the "transfer" from the "uptime" side are equally as interesting as those of the actual participants – if just as mystifying!

Fortunately the vast bulk of the known transferes were dumped within sight of what passes for a major metropolis in the here and now, so there were many eyewitnesses – and some of these were even able to give a coherent and logical account of what they saw.

Their stories all agreed on the following –

- *Early in the morning they heard great thunderings coming from the direction of the sea.*
- *When they looked in that direction they saw vast bubbles of air and columns of steam rising from at least two points, several miles offshore . . . one to the southeast and the other to the southwest.*
- *The geysers of steam grew larger and higher over a period of several minutes.*
- *At their height, a sphere of blinding yellow-*



white light emerged from the surface of the sea at each location, expanding to at least several hundred feet in diameter.

- As the spheres reached their greatest extent, they grew even brighter, and the colour faded – then, without warning, it disappeared, and a “bolt of light” lasting for several seconds shot into the sky.
- The two beams converged very high in the air, and an explosive clap of thunder from the beams and, minutes later, from whatever they “hit” was heard.
- Before the second thunderclap was heard, however, some of the observers (those fortuitously placed) saw a burning “meteor” flashing briefly across the sky, from north the south, probably impacting well to the south.
- In the dazzled aftermath, observers noted a thick fog bank had “just appeared from nowhere” between the sites of the two lighting bolts. Within seconds, the fog broke up and vast dark shapes were seen rolling and wallowing in the sea.

#### ▼ CONVOY NYB-29

**Escorts:** DD 938 Jonas Ingram (USN), \*DD-59 Deutschland (FRG), \*FF-1038 McCloy (USN), \*WMEC-912 Legare (USCG), \*\*FFG-2327 Puller-Tisdale (USN), \*DDE-256 Annapolis (RCN), \*\*F-52 Juno (UK)

**Troopships:** \*LPD-2 Vancouver, LST-1173 Suffolk County, \*LST-1190 Boulder, \*LST-1177 Lorain County, \*LST-1178 Wood County, \*AP-117 Gen'l W. H. Gordon, \*AP-125 Gen'l Nelson H. Walker, \*LKA-112 Tulare.

**Logistics:** A-1443 Rhön, \*AO-51 Ashtabula, \*T-AOT-76 Schuykill, \*C5-78 Rover, \*C3-ST-14B Aurora, \*C-8-81b Kodiak Bear.

**Merchantmen:** \*MV Northern Lights, \*MV Jomsviking, plus \*10 x Victory Ships from NDRF.

**Miscellaneous:** \*AH-17 Sanctuary, AR-8 Jason (USN); ATA-532 Saint Charles (RCN), \*WTGB-107 Penobscot Bay (USCG), MV Golden Recovery.

\* Survived Transition, disabled, but salvageable.

\*\* Did not survive Transition.

▼ **DD-938 Jonas Ingram** – Increasingly desperate for any combat capable vessels in the face of increasing losses, the US Navy began the re-commissioning of mothballed vessels.

The Jonas Ingram was not a part of this program initially, being in service as an Engineering Test Hulk and of marginal service-ability – but desperation led to it being reactivated to serve as Flagship for the vital NYB-29 convoy by cannibalising destroy-ed vessels.

**Notes:** Only Convoy escort to remain operable after transition. Severe shaft and engineering damage limits speed.

Torpedo tubes are also been damaged, only one operational on the Port and two on the Starboard mount.



This section of the *Armageddon Source-book* provides information on the three major 20th and 21st century groups that have been transferred to the here and now of the far future.

#### ▼ TASK FORCE NYB-29

The Convoy sailed on 9 August 2010 – and was (so everyone thought at the time) “destroyed” by a nuclear attack in the early hours of 13 AUG.

##### ▼ The Convoy

It took several months to assemble the vessels to convoy the troop and technical elements.

The main problems were that so many warships and merchant vessels had been destroyed in the massive naval battles of the preceding years it was difficult to find enough suitable ones.

Also, fuel refineries had been high on the priority of both sides, so fuel for the few vessels that remained was scarce.

▼ **The Escorts** – Only seven warships could be scraped together for the convoy (the largest being outdated Destroyers) and these came from four allied navies!

The US Navy contributed *Jonas Ingram* (DD-938 – a mothballed hulk reactivated with parts from even more useless vessels), the *McCloy* (FF-1038 – the lone survivor of war-reactivated obsolete frigates from the 1960's), and the *Puller-Tisdale* (FFG-2327 – cobbled together from the fore-part of the USS *Puller* (FFG-23) and the rear of the USS *Tisdale* (FFG-27).



The other US vessel was a marginally combat worthy US Coast Guard Medium Endurance Cutter (the WMEC *Legare*).

The German contribution, the *Deutschland* (DD-59), was a cadet training vessel with 25 year old sensors.

The Canadians provided the equally obsolete *Annapolis* (DDE-265), which had partly repaired engineering damage limiting its speed to 75% of maximum.

Finally, the Royal Navy provided the only reasonably intact and up-to-date vessel, the *Juno* (F-

#### ▼ De Soto Class LSTs

Convoy NYB-29 included three vessels of this class reactivated from the National Defence Reserve Fleet – the *Suffolk County* (LST-1173), *Lorain County* (LST-1177), and *Wood County* (LST-1178).

Of these, only the *Suffolk County* survived undamaged – the *Lorain County* has severe hull, and the *Wood County* has severe engine damage.

#### ▼ VC2-S-AP2 “Victory” Ship

The larger cousin of the WW2 “Liberty” ship, none survived intact – however some have intact engines, while others have intact hulls, but are 70 years old!

#### ▼ A-1443 Rhön

The *Rhön* survived with minimal damage to engineering and the hull structure, but most of the accommodation was swept away and the Bridge was severely damaged. Currently at anchor as a storage tanker, jury-rigged accommodation could make it operational.

52), which was still 25 years old, but with updated electronics.

Only the *Jonas Ingram* survived the transition (see Sidebar) and its immediate aftermath, though with severe damage.

The *Deutschland* transited, but suffered from a severe electrical fire that eventually reaching the magazines and blew her up. However, she survived long enough for the crew and troops aboard to abandon safely.

▼ **The Troopships** – The troopers that could be gathered were a similarly mixed bag of clapped out re-fits from the mothball reserve.

The most modern were the *Vancouver* (LPD-2) and the *Boulder* (LST-1190), supported by three *De Soto Class* LSTs (see sidebar for details), the *Suffolk County* (LST-1173), *Lorain County* (LST-1177), and the *Wood County* (LST-1178) – all capable of amphibious operations, and all over 40 years old.

Supporting them, and carrying the bulk of the troops, were WW2 vintage relics, the *General W. H. Gordon* (AP-117), *General Nelson H. Walker* (AP-125) and the attack transport, the *Tulare* (LKA-112).

None of these survived the transit effects, engineering plants or hulls proving too old to handle the major stresses involved.

Even the “modern” vessels fared poorly, only one surviving intact, another partially mobile.

Fortunately, all either beach themselves, were “dropped” on rocks or mudbanks) or were or lucky enough to sink in shallow water. In all cases, the

## ARMAGEDDON

troops and crews carried managed to abandon ship with minimal casualties.

▼ **Merchantmen** – The Navy managed to do slightly better with the general merchantmen for the convoy, some were quite modern –

Three Oilers, the *Ashtabula* (AO-51), the *Schuykill* (T-AOT-76), and the *Rhön* (A-1443), carrying 60 million litres of Diesel and Gasoline between them.

The *Kodiak Bear* (a LASH carrier, carrying cargo on 70 x 400 ton Barges), carrying 20000 tons of palletised heavy weapon ammo.

The *Rover* (C5-78), with 9000 tons of breakbulk cargo, one hundred 40' Containers (30 on Prime Movers). The *Aurora*, a Ro-Ro vessel carrying 500 assorted commandeered civilian wheeled vehicles.

Two civilian cruise ships refitted as troopships, the *MV Northern Lights* and *MV Jomsviking*.

Of these, several were damaged in the fighting and confused melee that erupted between the various German vessels on emergence.

The *Kodiak Bear* caught fire and exploded, but many of its barges were debarked first.

In the confusion, several of the others managed to collide or run aground in the confined waters.

The *Jomsviking* actually appeared on land, breaking her back in a drop of at least 20 meters at a point around 100 meters inland. Only the *Schuykill* and the *Rhön* emerged (relatively) unscathed.

The bulk were reactivated WW2 Victory ships (larger cousins of the famous Liberty type), some ten in all, carrying 5000 tons of cargo each, including rations, lubricating oils, vehicle and mechanical spares, engineering supplies and general supplies.

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### ▼ AH-17 Sanctuary

Though immobilised by engine problems, the *Sanctuary* is an important asset because of its fully equipped 700 bed Hospital. It is anchored in the Outer Harbour of the Lord of Cities.

### ▼ ATA-532 Saint Charles

The only other fully operable large surface vessel of the Canadian Navy.

The *St Charles* signed to NYB-29 to ensure that the elderly and often poorly maintained transport vessels "made it through." Though quite old, it is in good condition and survived transition with superficial damage.

### ▼ MV Golden Recovery

The *Golden Recovery* had been in the builder's yards in Sydney on the outbreak of the TWW and was almost immediately requisitioned by the RAN. She survived transition with only superficial damage.

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All these vessels suffer from either hull or engineering problems – it is possible that working engines could be moved to intact hulls, if a shipyard was present!

▼ **Miscellaneous Vessels** – The Hospital Ship *Sanctuary* (AH-17) was also attached to the Convoy, to provide high-tech medical care virtually unavailable in a war-ravaged Europe.

The last surviving Naval Repair ship, the *Jason* (AR-8) was assigned to the technical side of the mission, and heavily loaded with machine tools.

Both vessels survived transition, but the shaft bearings of the *Sanctuary* were burnt out, rendering her immobile.

▼ **Salvage Tugs** – The superannuated ships forming the fleet ensured that some would break downs during transit, so three Tugs were assigned.

Two were quite old – the *Saint Charles* (ATA-532, Royal Canadian Navy) and the *Penobscot Bay* (WTGB-107, US Coast Guard), but had been lavishly maintained prior to the outbreak of the TWW.

The third was a virtually brand new Tug provided by the Australians, with a RAN crew, the *MV Golden Recovery*.

### ▼ Ground Forces

Aboard TF NYB-29 were two ad hoc Brigades of troops intended to spearhead a "decisive" offensive against Russo-Japanese forces in Western Europe.

Neither was particularly well equipped, and the component Battalions had never trained together as part of the Brigades – but it was felt that the Russian forces were in even worse shape.

In any case, the senior and company grade officers were experienced cadre transferred from combat toughened units in the European and Asian theaters of operation.

Several smaller units were also carried – a Special Forces unit, an allied (Australian) Mechanised Regiment, and the hastily drafted Techs intended to be part of *Group Vulcan* (see below for details).

▼ **667th Light Motorised Brigade** – The 667th (Provisional) Light Motorised Brigade was raised from a variety of sources in the Continental US – including drafts from the Army and National Guard, rounded out with USAF and USN personnel (3880 men).

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**▼ 667 Light Motorised Bde**

- **Brigade HQ** (250 men)
  - **2241st Maintenance Battalion** (600 men)
  - **911th Composite Artillery Battalion** – (75 & 105mm Howitzers, 500 men)
  - **766th Light Cavalry Troop** (Armoured Cars, 180 men)
  - **1101st Combat Engineering Troop** (200 men)
  - **1998th Motorised Recon Battalion** (650 men) – 1 Armoured Scout Troop, 2 x Motorised Scout Troops, 1 x Motorised Weapons & Support Troop
  - **1199th Light Motorised Battalion** (750 men) – 1 Scout Company, 3 x Motorised Infantry Companies, 1 x Motorised Weapons & Support Company
  - **2103rd Light Motorised Battalion** (750 men) – 1 Scout Company, 3 x Motorised Infantry Companies, 1 Motorised Weapons & Support Company.
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**▼ 665th Light Infantry Brigade** – Organised in much the same manner as the 667th Brigade, the 665th (Provisional) Light Infantry Brigade was made up of a few Regular Army or National Guard specialists as cadre to retrained USN and USAF personnel plus new conscripts (2950 men).

The only exceptions are the RCMP Dragoon Squadron and the 3rd Battalion, KOYLI.

The former had seen combat suppressing French separatists in the Quebec region, while the "King's Own Yorkshire Light Infantry" (plus attachments) had been the garrison of Belize.

**▼ 17th Combined Special Forces Group** – This unit consists of a surviving US Secret Service agents, Canadian RCMP SWAT, and remnants of the Canadian SAS, US Army Special Forces, US Navy SEALs, and USMC Force Recon (200 men).

These assets were intended to be used in special purpose groups and teams specially tailored to a specific mission profile.



17th Combined Special Forces Troops

## ARMAGEDDON

**▼ 3/3rd Mechanised Regiment** – The 3rd Mechanised Regiment was a volunteer mechanized infantry battalion raised by the Australian government on the request of the US government for the "final offensive" in Europe in support of the 667th and 665th Brigades.

Less damaged by the TWW, Australian industry was still largely intact and was able to provide the unit with enough light armour and wheeled APCs to make it the most heavily equipped unit committed to the operation.

The basic Infantry Battalion was augmented with a Squadron of LAVs and FSVs as well as a battery of 105mm Light Guns.

The RAN was able to provide transport to the West Coast of the US, where the unit was transported to NY for embarkation on board the vessels of NYB-29.

■ (The full title of the unit is *3rd Mechanised Regiment, 3rd AEF* – "Australian Expeditionary Force", or 3/3 AEF. The 1st AIF, or "Australian Imperial Force" was raised for WW1, and the 2nd AIF was raised for WW2).

**▼ Group Vulcan** – Group Vulcan was the US government's plan to revitalise the European logistical base.

The intention was to reduce supply difficulties by cutting out the long transatlantic voyage and setting up some key local production of military necessities.

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**▼ 665 Light Infantry Brigade**

- **Brigade HQ** (150 men)
  - **156th Light Maintenance Company** (200 men)
  - **1912th Independent Heavy Mortar Battery** (120 men, 107mm & 81mm Mortars)
  - **A Battery (Independent) Royal Canadian Artillery** (130 men, 105mm Light Howitzers)
  - **C Troop, 7th US Cavalry** (100 men, 500 Horses)
  - **A Squadron, Royal Canadian Mounted Police Dragoons** (100 men, 500 Horses)
  - **1198th Light Infantry Battalion** (750 men) – 3 x Light Infantry Companies, 1 Light Weapons Company
  - **2009th Light Infantry Battalion** (750 men) – organisation as above
  - **3rd Battalion, King's Own Yorkshire Light Infantry (Reinforced)** (650 men) – 3 x Light Infantry Companies, 1 Light Weapons Company, 1 Recon Troop, 1 Engineer Company, and 1 Light Howitzer Battery.
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## ARMAGEDDON

Group Vulcan therefore consisted of a considerable number of conscripted technical personnel, the AR-8 Jason (the USN's last operational Heavy Repair Ship) and a large amount of hoarded and scavenged machine tools and related technical materiel.

▼ **809th (Composite) Heavy Engineering Battalion** – Organised from surplus military techs, US and Canadian, and some conscripts (650 men).



▼ **AR-8 Jason** – A USN Heavy Repair Ship (with 1020 personnel assigned) – the last operational one available, and fully manned. The Jason is very elaborately equipped with repair and construction facilities (see **Project Phoenix** for details).

### ▼ UNEXPECTED ALLIES

Western Alliance numbers have been boosted by the unexpected presence of personnel from several other time periods – including US Naval personnel from WW1, British evacuees, US Merchant seamen, USN, US Army and Ranger personnel from WW2, and Israeli and French personnel from various phases of the *Three Way War*.

### ▼ Rigel, Platte, & Wilson

With the war in Europe over, it was thought sending vessels in a fast, unescorted, transit to meet with a Convoy forming in Cape Town was safe.

Unfortunately they encountered a rendezvous between *Valkyrie* subs and *Götterdämmerung* surface vessels. The ensuing attack led to a transfer vortex that dumped them here and now.

At the time of the transition, they were carrying –

▼ **652nd Mechanised Infantry** – An independent Mechanised Infantry Battalion nationalised from the Virginia National Guard, and intended for service in South Asia, the 652nd was shipped complete with all vehicles and supporting equipment (750 men).

Raised in early 1944, the 652nd had only just finished training and had never seen combat – but contained some experienced cadres transferred from the ETO.

▼ **1656th Independent Ranger Company** – The success of the “Chindits” and Merrill's Marauders led the British commanders in India to call for reinforcements specialised for similar operations.

The US Government raised an independent Company of combined Canadian and US Rangers to fill this requirement on a temporary basis, while a larger unit could be raised.

The 1656th is fully equipped with personal small-arms and light support weapons, but lacks supporting elements that would make it completely independent (150 men).

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### ▼ 652nd (Mechanised) Battalion, VNG

- **HQ Company**
- **1x Light Tank (Scout) Company**
- **3 x Mechanised Infantry Companies**
- **1 x Mechanised Weapons Company**
- **Service Company**

**Notes:** The Tank Company has M-24 Chaffee rather than M-5 Stuarts.

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▼ **Medical Personnel** – Aboard the Major Susan G. Wilson were some 750 assorted medical personnel destined for major rear area and field hospitals in India and the South Asian theatre.

They were not organised into a single medical unit, but were accompanied by a large amount of medical supplies.

▼ **Armoured Vehicles & Cargo** – As well as the half-

tracks and light tanks of the 652nd Mech, the vessels of this group also carried some 15 Sherman tanks for the South Asian theatres.

They also carried 7500 tons of assorted supplies between them, as well as 11 LCVP type Landing Craft and 3 larger LCM (3) Landing Craft.

#### ▼ The Raiders

In the opening days of the Three Way War, the Israelis staged a raid on an important Syrian Electronic Warfare site near the Syrian-Lebanese border.

The raid consisted of two *Sa'ar Corvettes*, four *Masada FACs*, 2 LSTs, Naval Commandos, Mechanised Infantry, and a Company of Paratroops in 'choppers.

The raid went quite successfully, and charges were laid at all the main facilities – unfortunately, as the Israeli forces withdrew, the explosions must have triggered a transition vortex.

The *Sa'ar Corvettes* were not caught up – but two of the *Masadas*, both LSTs, most of the 'Choppers and Paratroops were.

Even the withdrawing small craft of the Naval Commandos were picked up by the other craft before they could be swamped in the vortex storm effect.

The *Masadas* survived unscathed, as did one of the LSTs (the other broke her back on rocks – though her passengers and cargo survived).

The bulk of the Paratroops also survived, as did several of their Blackhawk 'choppers.

#### ▼ The *Hatikvah* & *Eilat*

The *Hatikvah* was originally a Russian supplied Koni III (Mod) Class Frigate of the Syrian Navy – until, early in the Three Way War, the Israelis captured her in harbour and sail her to Israel.

By 2011, heavy naval losses forced them to activate it for limited duty with Israeli forces.

It was sent, along with the *SS Eilat*, to Marseilles to pick up Jewish refugees fleeing the chaos of the TWW (and the “ethnic cleansing” policies of Russian army units).

After picking up some seven or eight thousand refugees the two vessels were just leaving when the



#### ▼ INS “*Hatikvah*”

The most recent addition to the Syrian Navy at the outbreak of the Three Way War, the *Al Yarmuk* was caught unprepared in the southern port of Tartus by Israeli Naval Commandos.

Acting on information purchased from one of the Officers, they were able to take the ship when most of the crew was ashore and get it underway before anyone in the Harbourmaster's office was aware anything was wrong.

The propaganda value of the seizure was immense, and resulted in the arrest and execution of 33 senior Syrian officers – handicapping their response to Israeli naval activity.

port was hit by a torpedo launched nuclear weapon.

The *Hatikvah* had the original, Russian supplied, Electronic Warfare equipment operating.

The best guess is that this was their version of *Haruspex* – and the result that the two vessels were transferred here and now.

The aging hull of the *Eilat* was ruptured by a “considerable drop” at the end of transition and it began to take water rapidly.

Fortunately it sank in shallow water near the shore of New Home island, so the vast majority of the refugees aboard survived.

The *Hatikvah* emerged essentially undamaged, except for its ECCM suite which was totally destroyed.

#### ▼ The Legion

Entering Marseilles at the same time as the *Eilat* and *Hatikvah* were leaving was another aging tramp steamer – the *SS Omphalos*.

Aboard was the 27th DBLE (27th Demi-Brigade Legion *Etranger* – 27th Foreign Legion Battalion), on the final leg of its return from New Caledonia, where it had been in garrison.

The *Omphalos* was caught up in the *Hatikvah*'s ECM field and ended up “here and now” as well.

She also blew her boilers – unsurprisingly, as those on board been betting whether the superannuated engines would make it all the way back to France.

# ARMAGEDDON

## ▼ THE ALLIED EXPEDITIONARY FORCE

The situation faced by the combined US-Alliance forces was, of course, completely unexpected.

The component groups have agreed to operate under the command of the senior US Officer, Commodore Fuller-Lewis, CO of Convoy NYB-29.

He and his subordinates have organised their assets, renaming old units and creating new ones (new units are underlined> to form the Alliance Expeditionary Force.

The current organisation is as follows –

### ▼ AEF Command (2076 men)

AEF Command consists of the HQ plus main force Reserve units.

▼ **AEF HQ** – The HQ is composed of a HQ Company (250 men), with the following attachments –

- **17th Combined Special Forces** (200 men)
- **10th MP Company** (250 men)
- **27th DBLE** (650 men)
- **1st Attack Flotilla** (400 men, FF-01 Hatikvah, FAC-101 Jerusalem, FAC-201 Tel Aviv, 12 x PBR, 1 x LCU, 2 x Marine Companies)
- **2nd Transport Flotilla** (350 men, LST 1173 Suffolk County, ATA-532 St Charles, MV Golden Recovery, 2 x LCU, 15 x LCM, 11 x LCVP).

### ▼ “Dayan” Class LSTs

The Dayan Landing Craft were based on improvements to a French design and were used by the Israelis mainly in conjunction with their Naval Commandoes.

### ▼ “Masada” FACs

The Masada Fast Attack Craft were cheap alternatives to Sa'ar VII Corvettes. The two survivors are the *Jerusalem* and *Tel Aviv*.

▼ **6067th Base Hospital** – Built around personnel and equipment of the AH-17 Sanctuary Hospital Ship (750 personnel).

▼ **809th Engineering Brigade** – Organised as three Battalions from the 809th Engineering Battalion, Project Vulcan, surplus engineering trained personnel from other units, and the AR-8 Jason (2450 personnel) –

- **1st Heavy Engineering & Maintenance Battalion** (650 men) providing general support to the AEF
- **2nd Base Engineering Battalion** (900 men) provides design and manufacturing capacity.
- **3rd Base Engineering Battalion** (900 men) provides design and manufacturing capacity.

▼ **3/3rd Mechanised Regiment (1250 men)** – The



3/3rd Regiment is the AEF's strategic reserve, and consists of a HQ Company (150 men) plus –

- **Mechanised Maintenance & Repair Squadron** (assorted repair and maintenance vehicles and equipment, 250 men)
- **Armoured Cavalry Squadron** (HQ Troop, 2 x LAV Troops, FSV Troop, Mech Infantry Platoon, 150 men)
- **3 x Mechanised Infantry Companies** (HQ Troop, 3 x Mech Infantry Platoons, Mech Weapons Platoon, LAV Section, 150 men)
- **1 x Light Artillery Battery** (4 x 105mm Light Guns plus transport, 100 men).
- **1 x Logistics Support Company** (50 support and supply vehicles, maintenance element, 150 men)

### ▼ 1st “HAMMARSKOLD” DIVISION

Formed from the remaining military personnel available to the AEF, the Hammarskold Division is organised as follows –

▼ **Divisional HQ (1675 men)** – This consists of the Divisional HQ Company (250 men) and attachments –

- **201st Service Battalion** (650 men)
- **601st Medical Battalion** (450 men)
- **301st Combat Engineer Battalion** (325 men).

▼ **901st Artillery Regiment (1500 men)** – The 901st consists of the HQ & Support Company (100 men) plus –

- **9010th Logistics Company** (250 men)
- **1st Medium Artillery Battalion** (400 men, 6 x 105mm Light Guns, 4 x 105mm Howitzers)
- **2nd Composite Artillery Battalion** (400 men, 6 x 75mm Pack Howitzers, 12 x 120mm Mortars)
- **3rd Mortar Battalion** (350 men, 6 x 120mm, 12 x 81mm Mortars).

▼ **1st “Geneva” Motorised Brigade (2700 men)** – The 1st Brigade consists of the BHQ Company (150 men) plus –

- **1010th Service Company** (250 men)
- **8010th Medical Company** (100 men)
- **901st Mortar Battalion** (250 men, 12 x 81mm, 6 x

60mm Mortars)

- **1st "Sherman" Motorised Battalion** (650 men; ex-1199th Lt Motor Battalion)
  - **2nd "Patton" Motorised Battalion** (650 men; ex-2103rd Light Motor Battalion)
  - **3rd "Masada" Mechanised Battalion** (650 men).
- ▼ **2nd "Blue Helmets" Light Infantry Brigade (2700 men)** – The 2nd Brigade consists of the BHQ Company (150 men) plus –
- **1020th Service Company** (250 men)
  - **8020th Medical Detachment** (100 men)
  - **902nd Mortar Battalion** (250 men, 12 x 81mm Mortars, 6 x 60mm Mortars)
  - **1st "Stonewall" Light Infantry Battalion** (650 men; ex-1198th Light Infantry Battalion)
  - **2nd "Longstreet" Light Infantry Battalion** (650 men; ex-2009th Light Infantry Battalion)
  - **3rd "King's Own Yorkshire Light Infantry"** (650 men).
- ▼ **7th Cavalry Brigade (2700 men)** – The 7th Cavalry consists of the BHQ Squadron (125 men) plus –
- **1030th Service Company** (250 men)
  - **8030th Medical Detachment** (100 men)
  - **903rd Mortar Battalion** (250 men, 12 x 81mm Mortars, 6 x 60mm Mortars)
  - **1st "JEB Stuart" Mechanised Cavalry Regiment** (650 men; ex-1998th Motorised Recon Battalion),
  - **2nd "Sheridan" Composite Cavalry Regiment** (650 men; amalgamating 766th Light Cavalry Troop; C Troop, 7th US Cavalry; and A Squadron, RCMP Dragoons)
  - **3rd "R. E. Lee" Mechanised Regiment** (650 men; ex-652nd Mechanised Infantry Battalion).



US WW2 troops stagger ashore after their ship is damaged off *The Lord of Cities*

#### ▼ AEF: HQ and Reserves

Only a few of the "paper" units of the AEF are closed to full strength all the time.

- **17th Special Forces** – Special Forces and "Security" operations.
- **10th Military Police** – provides Policing and Security services.
- **1st Attack Flotilla** – patrolling duties in the region.
- **2nd Transport Flotilla** – trans-ported cargo and personnel.
- **6067th Base Hospital** – providing a Full Service Surgical and Definitive Care facility.
- **809th Heavy Engineering** – all elements are occupied full time maintaining existing equipment and manufacturing all the items that are not available locally.
- **3/3rd Mechanised Regiment** – One company on 24/7 readiness.

#### ▼ AEF 1st Division

Most of the 1st Division personnel are inactive at any given time. Those units that are available all the time or at short notice are –

- **301st Combat Engineers** – The Bridging and Field Engineer companies are constructing facilities for the AEF base.
- **901st Artillery Regiment** – The 1st Battalion is kept in HQ Reserve, and is (theoretically) available on 24 hours notice.

The other two Battalions are parceled out to the line Brigades, and share their readiness status.

- **Line Brigades** – One of the three has a Line Battalion on 72 hour alert, and a Company in each other Line Battalion on 72 hour alert as well.

The other two Brigades have only a Company in each of their Line Battalions on 72 hour alert.

The remaining elements of the AEF are available on sort notice for local defence duties only, and even then would be 10-60% understrength.

All units are very much "weekend warriors." Personnel often have other pursuits – sometimes of their own, sometimes for the AEF.

# ARMAGEDDON

## ▼ RUSSIANS AND JAPANESE

Just as the Americans seem to have acquired German Valkyrie technology at the end of WW2 there is evidence also that the Russo-Japanese forces did as well.

However, since they seem to have used it in an entirely different way, current belief is that they probably salvaged a Valkyrie unit without manuals or technical personnel and had to “reverse engineer” their project from that – either that, or the Japanese “inherited” a Valkyrie equipped U-Boat from the Germans.

The Russo-Japanese project (codename unknown) seems to have been entirely land-based (with one exception), using (relatively) low-powered units for ECCM (Electronic Counter-Countermeasures) at Army, Front, and TVD (Theatre of War) levels – masking the position of vital C3I (Command, Control, Communications, and Intelligence) facilities.

At least, that is all that can be garnered from the “transition” of a number of Russo-Japanese military units under conditions similar to that experienced by Convoy NYB-29 and the German Nibelungen and Valkyrie units.

In fact, the arrival of Russo-Japanese units is pretty much the only indication that they had this technology available to them!

## ▼ 3rd (Arctic) Naval Infantry Brigade

The 3rd (Arctic) Naval Infantry Brigade, an augmented Category III (Peacetime Cadre Only) unit from Petropavlovsk was hastily allocated personnel, given sketchy training, and shipped by rail to Vladivostok to participate in the disastrous invasion of Norway late in 2008.

It was intended to land at Bodo with the 4th Naval Infantry Brigade to outflank Western Alliance Forces driving Russian forces back northwards – and its “loss” in a “severe localised storm” contributed materially to the pyrrhic victory that ensued (the 4th Brigade did force the defenders to withdraw, but was decimated in the process).

The importance of the mission was so high (evidently) that the 5th Army assigned a “Special Technical Unit” to the task force to “assist in countering enemy electronic detection systems.”

It was the special task of the 3rd Brigade to guard this unit, which was to be carried aboard the

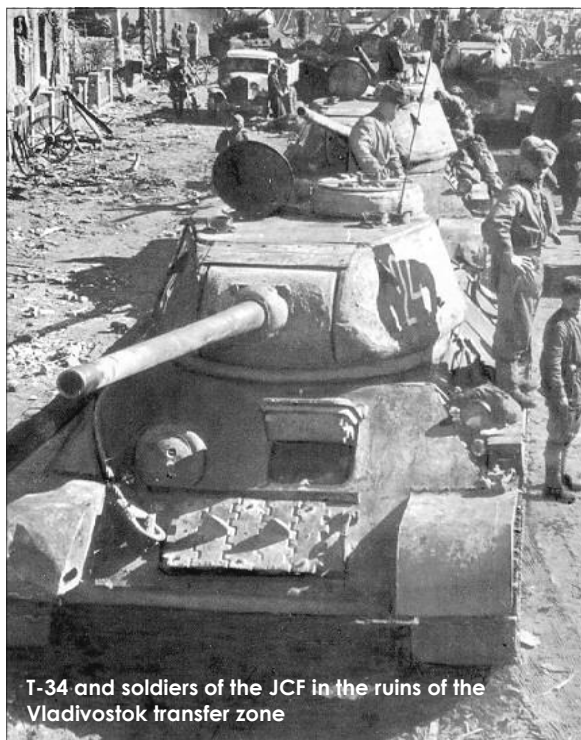
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## ▼ The Aleksandr Nikolayev

The Aleksandr Nikolayev was badly damaged by the Harpoon Missile strike and the ensuing secondary fire.

Though it managed to get to the Lord of Cities under its own steam, it has been beached and progressively stripped.

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T-34 and soldiers of the JCF in the ruins of the Vladivostok transfer zone

Aleksandr Nikolayev (an Ivan Rogov class Landing Ship) in a heavily secured Van and Generator combo (with an “experimental” hookup to the Nikolayev’s own Generator system for “enhanced coverage”) em-placed on the helicopter deck.

Also aboard the Aleksandr Nikolayev were the Brigade HQ and 322nd Naval Infantry Battalion, the 311th Recon Company and elements of Regimental Logistics and Services.

The remainder of the Brigade was being transported in several Alligator, Ropucha, and Polocny class Tank and Landing vessels and was sailing in close convoy.

Somewhere along the route, a lone US P-3 Orion accidentally overflew the convoy (spotting it visually) and launched a spread of Harpoon missiles before it was shot down by SA-N-4 and SA-N-5 missiles launched from several vessels.

One of the Harpoons hit the Aleksandr Nikolayev in the upper rear well deck, destroying the “Special Technical Unit” van – and precipitating a transition vortex that dumped the vessel in the “Here and Now.”

None of the other vessels in the Task Force were transferred (or survived) the reason for this is not known – but several were evidently hit by the Harpoons launched by the P3.

It is probable that the “Special Technical Unit” had insufficient power to transfer all vessels – or that the other vessels sank in the backlash of the transfer vortex storm.

## ▼ 1st Regiment, 3rd (Gds) Parachute Division

Spearheading the Russo-Japanese counter-attack in the attempted relief of the Kaliningrad Pocket (2008) was one of the major remaining as-

sets of the Russian strategic reserve – the 3rd (Guards) Parachute Division.

The Division was to be airdropped along the line of advance of the armoured spear-heads that had penetrated the Alliance front lines, along with simultaneous attempts by the pocketed units to break out and join up.

Unfortunately, the breakthroughs were so successful that the US NCA authorised Tacnuke strikes to seal them off.

Worse, the nuke exploded just as the 3rd Division approached the Drop Zone – which happened to be very close to Ground Zero and was accompanied by a Russian ECM flight equipped with a Valyrie rip-off unit.

The nuclear blast threw at least some of the Division, including most of the 1st Regiment into a transfer vortex.

The whole transition was atypical, the first the Russians were aware something was wrong was when their Aircraft passed through a thick bank of fog and emerged offshore of the Lord of Cities.

#### ▼ 1/3rd (Guards) Parachute Infantry Regiment

This is the only surviving element of the 3rd Guards Airborne Division –

- **HQ Platoon** (75 men)
- **3 x Parachute Infantry Company** (125 men) – each of 3 x Infantry Platoons and a Mortar Platoon
- **1 x Mechanised Parachute Infantry Company** (125 men) – organised as above, but mounted in Improved BMD Infantry Combat vehicles.
- **Support Company** (125 men) – Automatic Mortar Battery, 82mm Mortar Battery, AT Rocket Launcher Platoon, Assault Weapons Platoon.

The Parachute Companies (and the HQ Platoon) actually jumped through the vortex, along with their equipment, and noticed nothing but a thick bank of fog.

Most of the heavy equipment landed ashore, but some of the personnel landed just offshore – and some drownings occurred.

Several of the Antonov transports were also caught up in the vortex, but it is believed all but one suffered severe damage landing on unprepared sites.

#### ▼ The Vladivostok Connection

One of the targets of the Western Alliance strategic nuclear response (2007), Vladivostok was the HQ for Russo-Japanese forces invading Manchuria and an important logistics/industrial site. It was also, evidently, “protected” by several complimentary Valyrie rip-off ECM units – and when the ICBMs tar-

## ARMAGEDDON



geted on the city and military bases hit, a considerable number of military and civilian personnel, Japanese and Russian, found themselves caught up in the transfer effects noted by all then other groups.

Several thousand civilians and base personnel found themselves, and the buildings that they were in at the time, dumped at various sites around the Lord of Cities – on land and in the surrounding waters of the Black Sea.

Many of the buildings were partially or completely collapsed by being effectively wrenched from their foundations (some were actually missing part of their ground floors) and dumped, sometime from several dozen meters in the air – none of which helped their structural integrity!

The Japanese designed and built ones, intended to withstand severe earthquakes, generally survived better than the older Russian ones.

Still, amazingly, most of the occupants were able to escape from the collapsing or dangerous structures – certainly with much less loss of life than direct exposure to a multi-megaton strategic nuclear blast would have been.

Some militarily significant units transferred were –

- *Three freighters that had been unloading in the main harbour. They were dumped on the shores of the Black Sea some miles from the walls of the Lord of Cities, with their cargoes mostly intact, if wrecked themselves.*
- *An entire train carrying thousands of tons of Japanese machine tools destined for a Russian Tool and Die Making plant in the Urals, along with several hundred Japanese technicians to install them and train Russian operators.*
- *A truck convoy carrying the entire manpower (along with personal weapons) of a Mechanised Battalion (650 men) belonging to the 342nd Motor Rifle Division, en route to be mated with new, Japanese produced, APCs.*

#### ▼ “Comrades” in Arms

The 5th Tokuteishintai (“Special Raiding Force”) Battalion (750 men) of the Imperial Japanese Army was tasked with the seizure of vital positions on the South Korean held island of Cheju-Do in late 2008.

# ARMAGEDDON

## ▼ Vladivostok Salvage

The nature of the transfer process at Vladivostok was radically different from anywhere else – involving as it did many fixed buildings and other installations in the multiple areas of effect.

The main foci of the transfer vortices seem to have been —

- **The Port** – not only transferring the three cargo ships mentioned, but a considerable amount of dockside equipment, including cranes, loading vehicles, a small tug, and stevedore personnel -- some of it badly damaged, but much that is repairable.

- **The Southwestern Industrial Park** – a newly opened Russo-Japanese industrial area with light manufacturing and medium engineering and construction operations recently opened.

- **The Western portion of the Central Business District**, many offices and consumer oriented shops, restaurants and the like – and the area was hit in the middle of the afternoon.

- **The Railroad Marshalling Yards**, and part of the Engine Maintenance Works for the Trans-Siberian Railway.

The aim of the overall invasion was to help interdict Chinese and Western Alliance convoys attempting to resupply and support ROK and US forces resisting North Korean invasion of the South.

Insertion was to be by a mix of small craft and LCMs – and to ensure that the Battalion remained undetected, they were provided with a special ECM suite aboard one of the LCMs.

The actual landing went without a hitch – the landing site being undefended, just as Intelligence had claimed.

Unfortunately, a chance arrival of a light vehicle belonging to the Island's garrison led to an almost immediate response, in the form of a heavy mortar barrage.

One of the shells in the barrage hit the ECM equipped LCM dead on, triggering a transition vortex that dumped the already debarked Battalion in the "here and now."

The vortex dumped the 5th inshore, just outside the walls of the Lord of Cities, stranding the landing boats and landing craft high and dry – though many are substantially undamaged.

## ▼ Other Stragglers

A number of other Alliance units were also caught up in transitions at various times and places during the period 2008-2012.

In those cases where it can be confirmed, they

can be placed within the EMP radius of tactical nuclear weapon strikes.

This would indicate they were transferred due to the presence of a "rip-off" Valkyrie style ECM unit. The units involved were –

- **312th "Chiba Guards" Imperial Scout Battalion (500 men)** – Attached to the Russian 15th Army, operating in Manchuria. The 312th were the cream of the Japanese Army's 1st Chrysanthemum Guards Armoured Division and were attached to the 15th Army for combat experience.

- **676th Military Police and Security Company (130 men)** – Part of the HQ elements of the Russian 15th Army, operating in Manchuria.

- **137th Engineering & Maintenance Battalion (550 men)** – Another HQ element of the Russian 15th Army, tasked with providing maintenance and repair facilities for the Army.

- **3091st Signals Battalion (350 men)** – Part of 15th Army HQ – a Propaganda support unit (with Radio Broadcasting, Film, Field Newspaper, and Psychological Warfare elements).

- **17th Shock Army Headquarters (Elements)** – The 17th Shock Army was reactivated for service in the Southwestern Strategic Direction (the Balkans), and was nuked near Thessalonika. Elements transported included parts of a KGB Security Battalion, a Transport and Service Regiment, and a Medical Battalion (1000 men).

- **1083rd Kempetai Battalion (325 men)** – Attached to the 45th Army, part of the invasion forces tasked with the conquest of Sinkiang Province, when nuked near Urumchi. Even then, it was badly understrength.

- **2nd Guards Tank Army Maintenance Depot (1750 men)** – The main support and repair unit of the 2nd Guards Tank Army, nuked near Nurnberg

- **3rd Battalion, 1st Regiment, 717th Rifle Division (675 men)** --Part of a Category IV (War Mobilisation Only) division defending Urumchi against the last major Chinese offensive (2011). Equipped as a Horse Cavalry unit, with a few light vehicles for carrying some of the Heavy Weapons.

## ▼ 5th Tokuteishintai Battalion

One of the elite Special Forces units of the Imperial Japanese Army, only the HQ elements and Light and Mechanised Infantry companies were transferred –

- **HQ Company (125 men)**

- **Light Tank Company**

- **Light Infantry Company (125 men)** – 3 x Raider Platoons, 1 Support Platoon (in APCs).

- **2 x Mechanised Infantry Companies (150 men)** – 3 x Mech Infantry Platoons, 1 x Mech Support Platoon

- **Mechanised Support Company**

## ▼ THE JCF

Confronted with a situation that none of them had considered in their wildest dreams, the Russian and Japanese have reorganised themselves under the command of Brigadier General Ivan Vassilovitch Kenekov, the highest ranking officer to survive (a Staff officer of the 17th Shock Army).

They have named this joint command the Joint Contingency Force (an example of General Kenekov's gallows humour).

The organisation is interesting – the forces seem to be kept as separate as possible. The reason for this is not entirely certain, but it may represent a rift between the allies that could have important ramifications for future co-operation.

▼ **JCF HQ (1525 men)** – The command elements are organised along with the JCF's all-important technical assets as well as their limited military reserves. The HQ is composed of a HQ Company (350 men) plus the –

- **1st Logistics Battalion** (500 men)
- **60th Transport Battalion** (500 men)
- **676th MP Company** (175 men).

▼ **723rd Medical Battalion (350 men)** – Organised as a (not very good) imitation of a US Army Surgical Hospital.

▼ **1287th "Potemkin" KGB Rifle Battalion (500 men)** – Reorganised from the KGB unit transferred with the 17th Shock Army, de-facto HQ Reserve.

▼ **137th Engineer Battalion (350 men)** – Organised as a Combat Engineer and Field Construction unit.

▼ **JCF Production Brigade (4500 men)** – This unit contains all of the technical assets of the JCF, and is organised into a HQ Company (300 men) and four Production Engineering Regiments.

- **1st and 2nd Regiments** are Russian (800 men each), 90% military.

▼ **60th Transport Battalion**

The 60th Transport Battalion is equipped with Prime Mover/Semi-Trailer Rigs of limited utility in off road conditions. It also controls the four surviving Ondatra Landing Craft and ~25 LCVPs.

▼ **1st Logistics Battalion**

The 1st Logistics Battalion is responsible for all the supply functions of the JCF, and includes a Fuel Production Company with several large Stills to provide ethanol or methanol fuel. It has all available 4WD vehicles.

▼ **Artillery Problems**

The JCF has **no** Artillery units! Amazing as it might seem for a nation that places so much emphasis on artillery, not a single field piece larger than an 82mm Mortar was transferred through with units!

## ARMAGEDDON

▼ **3/1st Battalion, 717th Cavalry Division**

The 717th was intended to be a Category IV (War Mobilisation) Rifle Division, but was converted to Horse Cavalry before being committed to Sinkiang Province in western China.

- **Cavalry HQ Company** (75 men)
- **3 x Cavalry (Horse) Companies** (150 men) – 3 x Cavalry Platoons, 1 x Motorised Support Platoon.
- **Motorised Support Company** (125 men) – Mortar, Anti-Tank, Heavy Machinegun, and Anti-Aircraft Platoons

The Battalion had 1500 Horses (including re-mounts) at the time of transfer.

The trucks and light vehicles assigned to the Motorised elements were badly clapped out commandeered civilian models with a handful of purpose built military vehicles.

- **3rd and 4th Regiments** are Japanese (1200 men each), 100% civilian.

The Russian PEBs are equipped with older style machinery which is, paradoxically, better suited to current requirements than the computerised Japanese gear. None of the Battalions are particularly well equipped for producing "tools to build the tools" as they are chance arrivals.

▼ **1st Brigade (2500 men)** – This consists of a Brigade HQ Company (150 men) plus –

- **Logistics Company** (100 men)
- **322nd Mechanised Battalion** – equipped with all APCs belonging to the Russians (750 men).
- **1/3rd Guards Motorised Parachute Regiment** – stripped of all APCs but given enough trucks and light vehicles to remain motorised (750 men).
- **717th Cavalry Battalion** (750 men).

The Brigade relies heavily on the Logistics elements of JCF HQ for maintenance and repair of vehicle assets, as all Russian units always have.

▼ **2nd Brigade (2000 men)** – This consists of a Brigade HQ Company (150 men) plus –

- **Logistics Company** (100 men)
- **5th Tokuteishintai Mechanised Battalion** (750 men)
- **312th "Chiba Guards" Mechanised Battalion** (500 men)
- **1083rd "Nippon" Light Infantry Battalion** – Based around the 1083 Kempetai plus stragglers (500 men)

The Brigade is entirely self-sufficient in its normal maintenance requirements.



# ARMAGEDDON

## ▼ THE GERMANS

The originators of the devices that have created this whole mess, the Germans have the smallest contingent in the "here and now."

Though they have considerable stored supplies, they have a tiny technical component compared to the AEF and JCF. The forces they have available are, with exceptions described below, detailed elsewhere.

## ▼ Unexpected Arrivals

As well as the "official" Nibelungen-Valkyrie participants, there have been a number of "unauthorised" transfers arrived as well – by far the largest number, in fact. Two major groups have been identified –

▼ **The Königsberg Group (2445 troops + 1500 civilians)** – Military and civilian personnel from the Königsberg Pocket (cut off by the advancing Soviets) were waiting to be evacuated when shelling hit a Z-43 class destroyer.

Since a transition resulted, it seems likely the destroyer was carrying Valkyrie equipment.

Elements of six Infantry Battalions, an Artillery Regiment and a number of civilians were caught up, as was a considerable amount of military supplies.

▼ **The Berlin Group (1500 troops+ 3753 civilians)** – At least one Valkyrie units was stationed in the Greater Berlin area – two Battalions of Motorised Infantry (with most of their vehicles and heavier weapons) and a large number of civilians were transferred here and now as a result.

## ▼ KAMPFGRUPPE VALKYRIE

The Commander of the German forces, General-major von Adlerhof, and his staff have organised their assets into Kampfgruppe Valkyrie –

▼ **KgV HQ & Reserves (800 men)** – Consists of a HQ Company (227 men) – a Volksgrenadier Division (1945) HQ plus the KgV Service Battalion (this Battalion consists of a Workshop & Maintenance Company, Motorised Supply Company, Horsed Supply Company, Veterinary Platoon, Ordnance Platoon and Communications Company).



Elements of Kg Valkyrie on the road

## ▼ Weapons Battalions

Each of the two Line Regiments has an ad hoc Motorised Weapons Battalion.

These consist of a small HQ and Logistics element, a Light Gun Company (125 men, 2 x 10.5cm and 6 x 7.5 cm Recoilless Guns), a Heavy Mortar Company (125 men, 6 x 12cm Heavy Mortars), and an Anti-Tank Company (100 men, man-portable AT weapons).

## ▼ 76th Flieger Battalion

The 76th Parachute Battalion is not jump trained, the title simply indicates its elite status in the late war German army. It is fully motorised, and one of the Parachute Companies is mounted in Armoured Halftracks.

It has a HQ Coy (120 men), 2 x Motorised Infantry Coy (160 men, 8.1cm Mortar Section, HMG Section each), a Mechanised Infantry Coy (160 men, 8.1cm Mortar Section, HMG section), and a Motorised Weapons Coy (150 men, HMG Platoon, 8.1cm Mortar Platoon, AT Platoon).

## ▼ 643rd Infantry Battalion

The 643rd Infantry is a slightly nonstandard Model 1944 organisation, and is a straight "leg" infantry unit – with almost all logistical support being horse drawn.

It has a HQ Coy (75 men), 3 x Rifle Coy (each of 140 men, HMG Section, 8.1cm Mortar Section), and a Heavy Weapons Company (205 men, HMG Platoon, 7.5cm Recoilless Gun Platoon, 2 x 12cm Mortar Platoons).

## ▼ Volksgrenadier Battalions

Four of the six line Battalions of KgV are organised as slightly nonstandard Model 1945 organisation Volksgrenadier Battalions.

The unit is a straight "leg" infantry unit with horse mobile logistic elements and a handful of motor vehicles.

These were really "barrel scraper" units, and the few heavy weapons that were available were centralised in the Heavy Weapons Company.

It has a HQ Platoon (50 men), a Supply Platoon (50 men), 3 x Grenadier Companies (120 men each), and a Heavy Weapons Company (200 men, HMG Platoon, 8.1cm Mortar Platoon, AT Platoon, and 7.5cm Recoilless Gun Platoon).

▼ **Brandenburg Special Forces (150 men)** – The Brandenburgs are the German version of Commandos/Rangers and are equipped with the latest weapons.

▼ **1st Cavalry Squadron (200 men)** – Consists of 3 x Cavalry Troops and a Cavalry Weapons Troop. Acts as HQ Mobile Reserve.

▼ **KgV Medical Detachment (250 men)** – A scraped together WW2 German equivalent of a US MASH.

▼ **KgV Engineering Battalion (500 men)** – Consists of a Field Engineer Company (125 men), and 3 x Manufacturing Companies (each of 125 men) with all of the Kg's limited manufacturing assets.

▼ **1st "Siegfried" Regiment (2860 men)** – This consists of a Regimental HQ Coy (200 men), and a Logistics (Horse) Company (200 men), a Motorised Weapons Battalion (350 men) and three Line Battalions – the 76th Flieger Battalion (750 men), 643rd Infantry Battalion (700 men) and the 587th Volksgrenadier Battalion (660 men).

▼ **2nd "Germania" Regiment (2730 men)** – This consists of a Regimental HQ Coy (200 men), and a Logistics (Horse) Company (200 men), a Motorised Weapons Battalion (350 men) and three Line Battalions – the 343rd, 659th and 6325th Volksgrenadier Battalions (each of 660 men).

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#### ▼ The Truce

Some confusion arose with the realisation that they were amongst a convoy of Western Alliance vessels.

However, the lack of immediate offensive action directed towards them, the shocking presence of Nazi vessels of WW2 vintage, the secondary fire from the Harpoon strike, not to mention the anomalous navigational readings, led to a quickly negotiated truce between all parties.

Once the true situation was realised, the "temporary" truce has been extended to a more or less permanent one.

This does not mean that the Russo-Japanese forces are allied or (necessarily) co-operate with the other parties (they may, but only when it suits their own purposes!).

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▼ **Die Kaisertreuen ("The Kaiser's Own")** – The WW1 German arrivals have proved to be quite suspicious of their WW2 compatriots – the idea of the Kaiser having been replaced by some jumped-up Austrian house painter cum Corporal who proved to be a cowardly mass-murderer was just too much for them.

While they have loosely aligned themselves with Kampfgruppe Valkyrie mainly because of their common language and cultural heritage, they remain neutral, and even friendly, towards Alliance forces.

They are currently quartered by in their own separate cantonment and have organised themselves as best they can with the limited manpower resources they have available – there are, after all, less than 100 of them.





The three major modern forces the characters will either belong to or interact with are widely different in their origins and aims – and even within these forces there are differences of opinion (sometimes considerable).

These factors will have an ongoing impact on the game, and characters in key leadership positions will shape those events. This section is intended to describe some of these key characters.

The descriptions are only related to their motivations and beliefs – those mental factors that will be of decisive importance to the ongoing shape of the campaign.

#### ▼ THE AEF

▼ **Commodore Fuller-Lewis** – Commodore (Captain, USNRR) Jeremiah Victor Fuller-Lewis III is the commander of the Allied Expeditionary force by virtue of being the commanding officer of Convoy NYB-29.

He is also the oldest of all the leaders – having been born to a poor “white trash” Virginia family in 1950 and having actually served, briefly, in Vietnam with the US Navy as a Gunner’s Mate aboard one of the gunfire support ships.

After Vietnam he went to college on the GI Bill, studying Marine Engineering and also putting in time with the NROTC program.

When he graduated (top of his class) he was offered a commission as a Lt. (jg) and took it up.

He served in a variety of surface warfare postings, eventually retiring as a Commander in 1990 to work for a defence contractor.

He maintained his status with the Reserve program and worked his way up the corporate hierarchy until, in 2001, he left and bought a small shipyard in Newport News which he turned into a commercial success producing PBRs and other light vessels under Defence Department contracts.

With the outbreak of the TWW in 2006 the yard expanded rapidly, but was destroyed in the Russian nuclear strike that took out the nearby naval base – fortunately while he was out of town on business.

Less happily, all of his family (except his youngest son) were not out of town, and died in the fireball.

## ARMAGEDDON

He was reactivated in 2008 to serve in a variety of administrative, but engineering related, programs aimed at rebuilding vital war industries, with some success – and, when the components of NYB-29 were being gathered together he was chosen to act as the convoy (as opposed to Escort) commander.

The expectation was that he would organise and command the Project Vulcan aspect of the convoy when it arrived in Germany, flying his flag on the AR-8 Vulcan.

As senior surviving Officer of the Convoy, he assumed command on arrival here and now and has been mainly responsible for organising the AEF into its present shape.

He has also proved adept in negotiations with both the locals, with whom he has excellent relations, and with the other major parties – the Russo-Japanese Joint Contingency Force and the WW2 German Kampfgruppe Valkyrie.

In fact, he was instrumental in assisting both of the latter groups to come to their current arrangements with the locals – and in minimising friction between members of his command and both their old and more recent enemies.

Closer to home, however, he has had some real challenges – for example, the commander of the French forces (or, as he refers to him in private, “*That arrogant little frog bastard*”) is a continual problem, locking horns with the Commodore over ever little thing (which is why they are attached directly to Headquarters).

The Israeli command structure is also somewhat of a headache – partly because they have no clear command structure, and there is an ongoing dispute between the commanders of the Naval and Army elements as to who is senior.

While they do not play the petty status and power games that the French do, and actually manage to forget their internal squabbling when the situation becomes sufficiently serious, their continual wrangling is known to really irritate the Commodore.

At somewhat of a quandary as to how to deal with the present reality, Commodore Fuller-Lewis has concentrated on organising within his command rather than dealing with “constitutional” issues.

Does he, for example, still owe allegiance to the



## ARMAGEDDON

United States, evidently long defunct? Or to the equally long defunct United Nations?

What should be his status vis-à-vis the local civilian government – should they be treated as allies?

Should they be incorporated into whatever government the AEF decides to set up, or should the AEF simply accept them as their legitimate civilian authority, given the circumstances?

His subordinates are equally aware of these sticky issues, but have no better plan (a lot of opinions, though) for dealing with them than he does.

Many planning sessions have been held, but no firm conclusions have been decided on (beyond the obvious one, that is) that the threat represented by the Universal Empire is of overriding importance.

On this basis, the Commodore co-operates with the surviving Confederate civilian and military authorities, while retaining independence for himself and his command – and, while the Confederacy is appreciative of the edge that the high tech weaponry they AEF can deploy, they, too, are not happy with the current nebulous situation.

▼ **Lt. (jg) William Fuller-Lewis** – William (aged 22) had only recently graduated from Caltech with a degree in Mechanical Engineering when he was, like most of his class, called up for a “quickie” ROTC course – NROTC in his case.

On completion, he was commissioned as a Lieutenant (junior grade) and was assigned to some engineering development work briefly before his father requested his services as an Aide.

He has filled this function since the arrival of the convoy and has assisted his father in the work of hammering out the organisation of the Allied Expeditionary Force from its disparate elements.

He has been especially effective as his father's eyes and ears because of his youth and low rank – being able to go places, see things, and talk to people that his father would not have had the time (or contacts) to even hear of.

Recently, however, he has become increasingly heavily involved in the operations of the reorganised 809th Heavy Engineering Brigade, acting as his father's personal troubleshooter and representative in that body, as well as finding time to utilise his engineering skills.

A keen horseman, he has also been making contacts with some of the younger cavalry officers of the Confederate forces ... and has been able to use these to good purpose in assisting his father's diplomatic relations with the Confederacy.

These contacts have also had some personal benefits, as the younger Fuller-Lewis has made a very close “friend” in the person of a young female cavalry officer of one of the city's Hearthguard regiments ... and can be found at her family's com-

pound almost as frequently as at the AEF Headquarters.

Zhar'yn (the girlfriend) is the daughter of an influential local family, her father being one of the Senior Generals of the Confederacy, and her mother a well known and wealthy trader, industrialist (in what passes for “industry” locally) and banker.

Her brothers and sisters are all currently serving with Confederate forces in the City and along the “String of Pearls” (the last Confederate defence line holding the forces of the Shadow Empire at bay.



▼ **Lt. Col. James McDonald** – Colonel McDonald is the AEF's executive officer, and also commands the 809th Heavy Engineering Brigade. Like Commodore Fuller-Lewis, Colonel McDonald was commissioned directly from Industry – but, unlike the Commodore, was never in the military, either full time or reserve.

He was a senior Vice President in the Engineering Design section of General Motors before the outbreak of the war, one of its youngest ever at the age of 42.

A capable administrator, he was liked by his subordinates because he had not forgotten his origins as (and skills in) being a “hands on” engineer.

When the war broke out, he was almost immediately seconded to the Defence Department as a consultant on a variety of important national security related production matters.

He served very effectively in this role and, in the chaos resulting from the Russian nuclear strikes against US and Allied Industry, was eventually given the brevet rank of Lieutenant Colonel and used as a troubleshooter by the US Army in its desperate attempts to salvage as much of US industry's warmaking potential as possible.

Colonel McDonald was thus the natural choice to command the 809th (Composite) Heavy Engineering & Maintenance Battalion, part of Group Vulcan, under Commodore Fuller-Lewis – an old friend from before the war, when they served on a number of Presidential Task Forces on Trade and Industrial matters together.

Since the AEF's arrival here and now he has been heavily involved in setting up and expanding the force's industrial assets, and using them to provide the vital elements of a “modern” industrial economy.

This has meant he has had to work on a much closer basis with the locals, especially local artisans guilds, traders, and "industrial" magnates, in order to gain access to the raw materials he has needed for his programs.

He has also had to deal with local labour in his attempts to expand industrial production – and has had to organise everything from language classes for the newly hired workers to a series of trade agreements to sell the products of the AEF's factories to the locals to finance the entire Task Force's operations.

He was worked organisational wonders in these tasks and, as a result, has become the de facto XO of the AEF (though not the second in command).

Since he is more interested in the problem solving and engineering involved in re-creating a modern industrial economy locally, this he has not been involved in or much worried about the tensions within the AEF command structure.

This has probably been fortunate, as, like almost all of the older members of the AEF, he had a young family "downtime" – and now lost forever to him.



British Saxon APC

▼ **Brigadier William DeLasalle** – Brevet Brigadier (General) DeLasalle (age 46) was the Colonel commanding the 3rd King's Own Yorkshire Light Infantry Battalion being carried on board NYB-29 and was the most senior surviving Army Officer.

As a result, he has been appointed the overall Divisional Commander of the 1st "Hamm-arskold" Division, the AEF's umbrella military force structure, and given the substantive rank to go with the job.

This appointment has been somewhat of a cause celebre for US Army officers of the same rank, as some of them still seem to be thinking in terms of the past, where they were (or liked to think of themselves as) the "senior partners" in the Western Alliance rather than the more realistic "we're all in this boat together" view that Commodore Fuller-Lewis has displayed.

As a result, his relations with the commanders of the US Battalions and of the US commanded 2nd and 7th Brigades is somewhat strained and formal – though they follow orders with only the barest hesitation.

He gets on rather better, in some ways, with Sgan

## ARMAGEDDON

Aluf Isharov, the Israeli commander of the 1st Brigade and the Israeli, German and Commonwealth officers commanding the Masada Battalion, 17th Combined Special Forces and 3rd KOYLI Battalion (the latter his hand-picked replacement, of course).

A sixth generation Army officer, and a graduate of Sandhurst, Colonel DeLaSalle also served on GHQ staff and in the field in some of the brushfire wars that led up to the outbreak of the TWW.

Having distinguished himself both in the field and on staff – and having been lucky enough to survive the opening stages of the war, he was posted back to the 3rd KOYLI to bring it home from its prewar base in Belize and to command it in Operation Damoscles (the "final" summer offensive against the Russians).

In his role as Divisional Commander, he has taken the view that the current situation requires all of the subunits of his command forget the past and weld themselves together as integral parts of a single combat unit.

His complete professionalism has kept the worst of the high ranking US prejudice against his appointment at bay, and the majority of the more junior officers of all the component units are readier to accept the status quo.

Personally, he is very much the correct English Gentleman, having been educated at Rugby and Eton before entering the Army ... but, according to the officers and men of the 3rd KOYLI, at least part of this aloofness is because he lost his entire family in the bombing of London early in the war.

This may also go part of the way towards explaining his almost eccentric delight in Steam Engines of all sorts.

He enjoys nothing so much as being at the Footplate of a Loco or the Wheel of a Steam vessel, hauling on the steam whistle!

Of course, he was always interested in steam engines from an early age – and, some argue, it is only the greater preponderance of steam engines as sources of motive power here and now that have given his interests greater sway.

▼ **Major Auguste Ducourt** – Major Ducourt is the commander of the 27th DBLE and is the bane of Commodore Fuller-Lewis' existence – and is somewhat of an embarrassment even to many of his own men for his extreme and intransigent francophile views.

Being a definite minority within a minority, Major Ducourt and his close supporters are terrified that their "cultural uniqueness" will be swamped in the "anglophone mass" as the new technologies the AEF possess "inevitably replace the primitive culture of the locals with a higher one".

His continual line is that French should be a dual language of command and government within the

## ARMAGEDDON

AEF – something that Commodore Fuller-Lewis has resisted forcefully, with support from the other non-English speaking minorities (the Germans and Israelis, mainly) who, though not happy with the dominance of English, are more realistic in their assessment of the priorities facing the AEF!

He also drags his feet over every order given by the AEF command structure – only obeying with the worst possible grace and, wherever possible, doing so in such a way as to obey the letter of the orders given while completely perverting the intended spirit.

Most of his men are not happy with his attitude, seeing the need for close co-operation with their allies as a necessity for survival.

However, a significant minority, as well as a majority of the officers (most, but not all “politicals” of limited military skills), support his position.

This is at least partly because he was originally a political appointee whose position was secured by an Uncle who was a senior National Front (neo-fascist) member of the coalition government that ran France prior to the outbreak of the war and those officers who support him are similarly tainted.



▼ **Lt. Col. Kennedy** – Colonel Kennedy's father, a Senior Council (Barrister) and mother died in a car crash just before he was born – his mother was kept alive on life support only long enough to deliver him.

David was raised by his father's brother and his wife, provided for from a substantial estate.

He attended exclusive private schools. he was an outstanding sportsman and above average academic – captaining his school's victorious Rugby team in the his two senior years.

On graduation he gained entrance into the prestigious University of Sydney Law School. Again, he was an above average student, but he really found his calling as a member of the Sydney University Regiment (the University's Army Reserve formation) while captaining the University Rugby team (and chasing many pretty co-eds).

He performed well enough to be commissioned as a Lieutenant just prior to his graduation and immediately applied for a position at RMC Duntroon (the Armed Forces' Officer Training establishment).

With his academic background, as well as with the help of his Uncle's contacts and his father's old friends, he was able to gain admittance and completed the course at the top of his graduating class.

Thereafter he was appointed to a number of field commands, including service in East Timor and Afghanistan, as well as overseas training in both the US and UK.

With the outbreak of the Three Way War he saw some service with the US Mechanised Battalion he had been attached to before being transferred to the Australian Expeditionary Force sent to support the Koreans and Chinese, rising rapidly to the rank of Major.

When the Americans indicated that they were planning a “final offensive” in Europe, and asked for Australian assistance, the Commonwealth Government chose now Lt. Colonel Kennedy to command the 3/3rd Mechanised Battalion.

Here and now, the 3/3rd is part of the AEF's HQ and Reserves, mainly because it is the best equipped mechanized unit in the force – and not incidentally because it acts as a counterbalance to Major Ducourt's Foreign Legion Battalion.

Colonel Kennedy gets on well with Commodore Fuller-Lewis, but is most closely associate with Brigadier DeLasalle, whom he actually worked with while training in the UK years previously.

▼ **Sgan Aluf Ezau Isharov** –Lieutenant Colonel Isharov (age 36) was the commander of the ground elements Israeli raiding force caught up and deposited here and now.

Like all Israeli officers he has come up through the ranks and, like most, has seen extensive deployment in anti-Terrorist and Civil-control, as well as in direct combat.

Because of his extensive practical skills, he was appointed commander of the 1st Brigade of the 1st Division by Commodore Fuller-Lewis as a result of extensive consultations with Brigadier DeLaSalle – and he has proved an inspired choice for the position.

His “can do” attitude (common amongst Israeli officers) and lack of self-importance has made him popular with the men (if not all the officers) under his command – as has his desire to ensure that meticulous planning minimises any risk to his men in any operations under his command.

Unfortunately, he is involved in considerable on-going acrimony with his fellow senior Israeli, Commander Itzak Shimar of the Israeli navy, and current commander of the 1st Attack Flotilla (flying his flag in FF-01 Hatikvah).

The problem is not so much that there is any personal enmity between the two men, but more that Commander Shimar feels his seniority of commission should mean that he hold a higher rank than Colonel Isharov.

▼ **Lt. Col. Samuel Forrest IV** – Lieutenant Colonel Forrest (age 38) was the commander of the 652nd (Virginia) National Guard Mechanized Regiment (WW2 origin), but had considerable combat experience in North Africa and Europe against the Germans and Italians before his appointment to that command.

This combat command experience was what made Commodore Fuller-Lewis appoint him as the commander of the 7th Cavalry Brigade and, despite some rumblings about an “oldtimer” from more up-to-date hopefuls, the fact that he is an American – Regular Army from way back, as well as old Tidewater money, has meant he has been accepted largely without problems at the command level.

Unfortunately he comes from a background where the US Army was strictly segregated, and where it was taken as a matter of fact that “coloured” troops were unreliable.

While he is not overt or deliberate racist, he is undergoing somewhat of a culture shock in finding that he has “mixed” units under his command, units which include officers of negro, asian and hispanic backgrounds.

The biggest problem he faces, however, is integrating the 652nd into the Brigade – most of his NCOs and enlisted men are from the poorer areas of western Virginia and are very much racist (by the standards existing in 1990-2010, anyway), and they are often actively discriminatory towards fellow soldiers who happen to be from the “wrong” racial background.

He has been attempting to overcome this by sending composite units on raids into enemy held territory – or to act as support for isolated Confederate coastal outposts on the largely enemy held western coastline of the Middle Sea (the Black Sea) on the obvious assumption that, as the saying goes, “there aren’t any racists in foxholes . . .”

This has met with some limited success – mainly because there have been limited deployment opportunities more than anything else.

Colonel Forrest, despite the disparity in their backgrounds, gets on very well with his fellow Virginian, Commodore Fuller-Lewis.

They do, however, have considerable differences over the appointment of non-US officers to command US units (and these are rumoured to be especially bitter over the appointment of a German to command the 17th CSF Company).

▼ **Lt. Col. Ezekiel Benjamin** – Lieutenant Colonel Benjamin (age 40) was the commander of the 665th Light Infantry Brigade in the original task force deployed on NYB-29.

He had taken over just before sailing on the death (in a plane crash) of the original commandant, a Brigadier of the Texas National Guard with combat experience in the Mexico.

Troops of the 652nd VNG



Benjamin was originally intended to be the 2ic, even though he had seen action as a Battalion commander in the much higher tempo European theatre.

Perhaps because of some lingering prejudice against officers of Jewish descent in the army (or so he has allegedly opined in the months since his arrival)?

Colonel Benjamin has proved to be one of the strongest critics of Commodore Fuller-Lewis' appointment of non-US officers to high command positions within the AEF – being quite abrasive and public in his opposition.



# ARMAGEDDON

## ▼ THE JCF

▼ **General Mayor Kenekov** – Brigadier General Ivan Vassiliovitch Kenekov (age 34) was the highest ranking officer of the Russo-Japanese alliance to survive transition, being a junior staff officer caught in transition with elements of the 17th Shock Army.

Atypically for a Russian Officer, the young Ivan Vassiliovitch was partly abroad, both because his father was a senior diplomat with the CIS Foreign Service, and also because he proved a brilliant student and gained a scholarship to MIT to study History and International Relations.

He seemed initially to be aiming for a career in the Diplomatic service, following in his father's footsteps. However, when he returned to Russia to undertake his compulsory military service he found that the military life suited him (or, as his critics often claimed, that he saw great opportunity for self-aggrandisement in the coming conflict between the world's major power blocks) and he transferred to the Regulars.

With his father's (reluctant) backing, he was able to serve in a variety of prestigious postings – including a stint (evidently still classified, and obviously quite successful) with the Spetsnaz forces.

This led to several stints in some of the major military academies, both as a teacher and as a student being groomed for higher command.

In his present position he has proved to be moderately successful in organising the Joint Contingency Force to face the unprecedented situation they have found themselves in – and could have been much more so, except for the lack of support of his supposed Japanese "allies".

Because of his education in America, he has been somewhat less suspicious of the AEF, its commander, Commodore Fuller-Lewis, and its intentions than many of his more insular comrades would expect.

However, this has been as much from the realisation that his men are stuck here and now, and that at a degree of co-operation is needed if they are to survive the struggle against the Universal Empire and its Nightmare Legion.

This is not to say that relations with the AEF have all been plain sailing – there is much suspicion between General Kenekov, based on his belief (not entirely rational) that the Americans are somehow to blame for the fact that he and his men are marooned in time (in his own personal case, adrift from his beloved wife Tatyana and their three children).

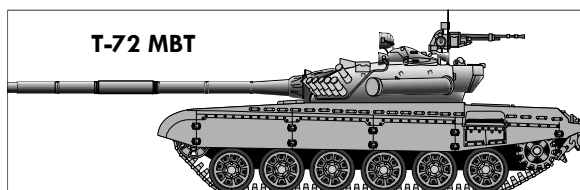
The grief he evidently feels seems to have at least partly affected his judgement – and some of his decisions have been rather quixotic, to say the least.

It is also rumoured that he has been drinking heavily, even more so than would be regarded as

normal for a Russian, in recent months, which may explain his erratic behaviour. Or is there some deeper reason for it all?

Certainly Brigadier Kenekov has been increasingly cold towards his supposed Japanese allies and contemptuous of their quibbling behaviour towards his orders. He has also been increasingly belligerent (at the moment, verbally only) towards the Germans of KG Valkyrie as well.

More worrying, however, has been his snubbing of some very important local dignitaries, civil and military, on a number of recent ceremonial occasions.



▼ **Taisa Hiro Nizukume** – Colonel Nizukume (age 43) is the senior Japanese officer in the Joint Contingency Force, even though he is not a line officer.

He was the commander of the 1083rd Kempetai Battalion, part of the military-political apparatus used by the Russo-Japanese alliance to enforce its will on the occupied areas of China – Sinkiang, in his case.

The Kempetai had a bad reputation at best, and those units stationed in China were renowned for their studied brutality – and Colonel Nizukume's name is on the list of those wanted by the Chinese government and the United Nations for a series of War Crimes in Manchuria, before his transfer to Sinkiang.

With the militarization of Japanese society following from their split with the US and the West in general over economic matters, the Kempetai were reformed by the military – theoretically as Military Intelligence & Security units, but also as the public face of military death squads deployed against any Japanese citizen alleged to have contemplated "impure thoughts".

In this context, "impure thought" consisted of, initially, those who opposed the unholy alliance between the industrialists and militarists who seized effective control of the corrupt and inefficient civilian government – but it soon came to include anyone who advocated a peaceful solution for the nebulous disputes that Japan was using as an excuse for breaking with her long-standing allies.

Finally, the Kempetai began "disappearing" those who preferred western music, art, or fashion, and who opposed the "communal thoughts of the Japanese People" – which glorified Japan on racial grounds and justified her economic and military expansion as her "divine destiny".

Even the Emperor was not immune, and Akihito was forced into exile and a pliable, and under-age, grandson was declared "Son of Heaven", and his regents were all tools of the industrialists and milita-

rists and their expansionistic programs.

Colonel Nizukume seems to have been a complete zealot in the "cleansing" of the home islands of any "western corruption."

He seems to have been too radical for even his Kempetai comrades in arms, and so was quietly transferred, first to Manchuria and then to Sinkiang, to, one suspects, die gloriously and remove himself as a matter for concern.

Or, perhaps, Nizukume planned his transfer in the hope of gaining enough power and influence to unseat his opponents when the war was gloriously concluded?

Whatever the care, Nizukume is a cunning and vicious "player" who operates for keeps – and does so on a multitude of levels.

In fact, one of the officers of the Chiba Guards joked that "he plays Go from both sides, and one hand does not inform the other of its moves, yet both hands win . . ." or, so it is said.

The officer in question was found dead, drowned in a dungheap, two days later.

He is openly co-operative with the Russian command structure, but has forcefully insisted that all the Japanese units and industrial assets remain, effectively, organisationally separated.

In private it is reasonably common knowledge that he refers to General Kenekov as "General Gaijin" (General Barbarian) and worse.

Not all of the officers and men of the Japanese units of the JCF support the Colonel (or supported his ilk "downtime"), but the aura of fear that the Kempetai have cultivated – justly deserved, even here – has kept unrest bubbling beneath the surface.



▼ **Podpolkovnik Suvorovovich** – Lieutenant Colonel Alexi Alexeyevich Suvorovovich (age 32) is the commander of the 1st Brigade, the JCF's Russian Brigade – and, not incidentally, a close friend of Major General Kenekov's.

Suvorovovich is from a more conventional background than Brigadier Kenekov – coming from a military family whose roots go back to the Great Patriotic War when his great-grandfather commanded a Tank Corps against the Nazis.

## ARMAGEDDON

His father served with some distinction in Spetsnaz forces in Afghanistan, and Alexi was able to gain placement into a series of prestigious junior and senior schools intended to train future officers for the military where he performed solidly if somewhat unspectacularly in the academic field, but excelled in all sorts of sports.

With his family background he was able to secure a place in the still potent Airborne troops within the otherwise (then) ramshackle Russian army and excelled in his training – and was soon posted to a variety of prestigious schools meant for those destined for higher command.

When the Three Way War broke out he was almost immediately posted to command a Regiment of the 3rd (Guards) Parachute Division (the 1st), where he commanded with some distinction in the early stages of the war.

When Russian forces were cut off in the Kalinin-grad Pocket by advancing NATO forces in 2008, he was still in command and jumped with his troops as part of the relief effort.

Unfortunately, the jump was in close proximity to a NATO nuclear strike – in the normal course of events all (or almost all) of the Paratroops would have been killed, but one of the escorting aircraft was evidently carrying a Russian Nibelugen/Valkyrie device, and the result was "merely" the transition of the unit, and Colonel Suvorovovich, to the Here and Now.

As a close contemporary of Brigadier Kenekov, the two men have become close friends since the transition – and, since he has the most combat experience of all the Russian officers present, he was a natural choice for the 1st Brigade command slot.

His popularity with his men was also an important factor, as the 1/3rd Parachute Regiment is likely to be the key element in any struggle that might occur between the Russians and the Japanese "allies."

Colonel Suvorovovich was in the midst of a messy divorce when the war broke out – though, fortunately, perhaps, his marriage was childless – and has been less emotionally effected by the strain of being cut off from all ties with the past than many of the transferees (and not just amongst the Russians).

He was also somewhat of an admirer of the US and British airborne traditions, and had been seconded to observe their training and field operations in NATO exercises before the war – where, despite his nationality, he made a number of professional friendships.

He was quite suspicious of the Japanese motives in their alliance with Russia – seeing it in light of the Japanese attempts to acquire the Russian Far East in the early part of the 20th Century; but, this time, by what amounted to a corporate buyout at bargain basement prices from a bankrupt and moribund Russian economy.

## ARMAGEDDON

He was not entirely alone in these views, but was very careful where he expressed them – after all, his Grandfather had been purged in 1938, and was only rehabilitated when the Germans invaded in 1941.

Thus, he has had family experience in the fickleness of the Government's attitudes – and the personal dangers involved. Thus, he was able to keep his head, so to speak, while all those about him were losing theirs for being too frank.

Still, with the current situation, the possibility of a Japanese betrayal is regarded as moderately high by both him and General Kenekov, so he keeps his men alert and well trained at all times.

▼ **Shosa Kenji Tanaka** – Major Tanaka (age 30) was the executive officer of the 5th Tokuteishintai when it began its assault in Cheju Do – but the Colonel commanding was lost with his APC during the transition.

Major Tanaka therefore took over command and has been appointed commander of the 2nd Brigade (all Japanese) of the JCF.

This was, however, only after some wrangling with General Kenekov – who rejected Major Ittohei of the Chiba Guards because of “attitude problems” (Ittohei makes Colonel Nizukume look like a liberal in terms of their views on “racial purity”).

Major Tanaka, while not a political appointee or a racist, is in rather over his head – he was only just learning the ropes as a Battalion exec before the transition, and now has to command a Brigade.

Worse, he has to command a Brigade under circumstances that would stretch the adaptability of your typical westerner – but without the cultural experience with that quality that he needs.

That is not to say that he is, necessarily, a bad commander – but he certainly lacks confidence and might well hesitate to act when speed of action is required.

However, he does get on moderately well with General Kenekov and the Russian elements of the JCF – which is balanced by the fact that he is being deliberately marginalised by the machinations of Colonel Nizukume.

He is somewhat aware of this, and is extremely embarrassed by it, but, again, he is not entirely able to cope – especially as Nizukume has the awesome (and awful) reputation of the Kempetai to back him up.

Emotionally, he is also somewhat vulnerable – not because he misses his wife (she was part of an arranged marriage deal done to further his career), but because he has formed a relationship with a local woman, of one of the trader families that the JCF have been dealing with.

Because she is, obviously, not Japanese, he is

aware that this would be held against him by the less tolerant officers and men amongst the Japanese – and, as a result, he has been very discreet in their assignations so far.



**Japanese Type 96 8x8 MICV**

▼ **Chief Engineer Hiro Osame** – Engineer Osame (age 61) was the chief engineer travelling with the Tool and Die Making plant in transit to the Urals when the Nibelungen/Valkyrie device protecting Vladivostok dumped it all into the Here and Now.

While the plant itself, because of its high tech equipment, is somewhat of a white elephant (when the electronics that make the machines so versatile break down, there is a limited and irreplaceable, amount of electronics to repair them – and when they are gone, the plant is useless), he most certainly is not.

Engineer Osame was somewhat of an embarrassment at the home office – he was an old-fashioned engineer who believed in hands-on engineering, not sitting in the office and issuing commands from on high as the younger engineers had been taught.

He also did not suffer fools gladly, no matter what their rank in the company, and could be quite profane in dealing with them.

Over the years, many of his superiors tried to get rid of him – but he also proved either incredibly lucky or highly skilled at playing office politics (no one has ever been quite sure).

Perhaps the fact that he was probably the most skilled engineer in the whole company had something to do with his survival in the job?

Even changing technology proved unable to phase him – though his training had been on the old mechanically controlled machinery, he took to the electronically and then computer controlled machines as easily.

Perhaps the superior who had him travel with the Tool and Die Plant they were providing the Russians thought he was getting rid of a cunning, but useless, old opponent.

Of course, considering that Hiro is still around, and that his boss is long dead, one could say that he has had the last laugh?

Certainly, he is enjoying himself mightily as the co-commander (with the notional rank of Lt. Colonel (Engineering)), which he never uses – he insists that everyone call him Engineer Osame (unless he permits them to call him Hiro) of the JCF's Produc-

tion Brigade – and he is also immune to the racist beliefs of a core of the Japanese component of the JC.

Osame simply doesn't see the colour of a man's (or, strangely for a Japanese, woman's) skin, he's only interested in whether they can do their job or not.

In fact, it may well be that he simply doesn't see the racism around him for what it is, as he is too busy "getting on with it" to bother.

This has led him to be marked by Colonel Nizukume's faction for eventual "disposal", but their attempts at arranging "accidents" for him have met with dismal failure so far.

Either he bears a charmed life or he's detected them all, and the worrying thing is that none of his enemies are quite sure how he's managing it!

▼ **Podpolkovnik Petrovich** – Lieutenant Colonel Pyotr Semyonovich Petrovich (age 47) is the Russian co-commander of the JCF's Production Brigade – and, though an engineering officer by trade, his training was in the assault pioneers.

So, while he is very good at blowing things up (and, to be fair, at civil engineering in general), he has little experience (beyond command experience) with actually making things, which is the raison d'être of the Production Brigade.

However, he is smart enough to know what he doesn't know – and to organise things so that Engineer Osame can get on with the tough job of building as much of an industrial capacity as is possible before his sophisticated machinery wears out or breaks down irreparably.

Meanwhile, he makes himself busy ensuring that the JCF has all the civil engineering type projects it needs. Roads, bridges, revetments and earthworks and the like – and has been studying the local methods of construction and fortification, with a view to improving it.

One thing he does have in common with Engineer Osame is that he is very single-minded, and doesn't seem to be aware of much that is going on around him politically – he's too busy "getting the job done."

## ARMAGEDDON

### ▼ KAMFGRUPPE VALKYRIE

▼ **Generalmajor Von Adlerhof** – Brigadier Karl Von Adlerhof (age 39) was transported here and now along with the Berlin Group, even though he was not part of any of the military units that were involved.

He was, in fact, a staffer at the OKW and, with a number of his subordinates, was on an unspecified mission to meet up with other units facing the advancing Russians (or, perhaps, as some rumours suggest, he was simply "bugging out" to avoid being caught by the Russians).

Whatever the situation, he and his staffers have proved to be careful and skilled organisers and have put the disparate parts of the German forces into something resembling good order – considering the limited resources they have to work with.

His major problem is that most of his personnel are, basically, war weary – they were at the tail end of a losing war and all except the most committed and fanatically blind Nazis had accepted the fact.

Worse, they now know that they lost from the other two groups of transportees here and now – and they also find themselves in an even worse position than they were in before they were transported.

Now they really have no-one to whom they can surrender – the enemy is so inimical that they simply must fight or die, and many are not really able to fully grasp the situation yet.

Brigadier Von Adlerhof is almost the stereotypical Prussian Junker – an old world "gentleman" who, nonetheless, can carry out (or give) the most unpalatably brutal orders necessary, with no moral qualms.

Never a Nazi, he was, however, prepared to look the other way at the "excesses" of the regime, and has not yet been able to bring himself to admit that he was wrong in his support for Hitler.

He, again stereotypically, relies on the outworn shibboleth of "I was simply following orders . . ."

Realising that he is in a position of considerable weakness vis-à-vis survival here and now because of the Kampfgruppe's lack of tools and machinery



## ARMAGEDDON

and limited supplies he has been forced to seek a rapprochement with the AEF and JCF – he has troops, which they can see the eventual need for, and he needs supplies to keep them going.

Still, the best he has been able to do is to arrange for a limited amount of supplies to be made available – and grudgingly, at that.

However, he sees that he may be able to do better in the near future as the other two groups realise that he could be a pivotal ally in any dispute, physical or other-wise, that seems certain to develop between them – and he has been deliberately keeping his position towards both friendly, but noncommittal.

As far as his personal life is concerned, his wife was lost with Berlin – but he had evidently been carrying on a long term affair with his secretary (Trudl Gersten, 25), who happened to be with him that day, and he has installed her as his de facto wife in his quarters here and now.



▼ **Korvettenkapitän Schmidt** – Lieutenant Commander Egon Schmidt (age 26) was the senior surviving Naval Officer from the Götterdaemerung fleet and has been, because of his marine engineering background, appointed to command the Kampfgruppe's Composite Services Battalion – at least partly because many of the men who form it are naval personnel as well.

A reasonably competent engineer, he is hamstrung by the extreme lack of machines and machine tools he has to work with – but he is making some progress in the production of limited quantities of ammunition and weapons for the Kampfgruppe and, not incidentally, for sale to the locals (like all the transportees, the need to support themselves requires some sales of manufactured goods to the local authorities and individuals).

Lt. Commander Schmidt is well liked by his men – in the “past” because he was always willing to go to any length to ensure that his men were always looked after and, not incidentally, because he always seemed able to circum-vent orders transferring them to Naval Infantry units intended for service on the Russian front.

Here and Now he has also done a little unauthorised “horse trading” with the local authorities to ensure that his machinists have access to better food

(and more drink!) than most of the rest of the Kg.

He also ensures that, as long as they do their work, they get as much leave as possible – and has even encouraged some of the local “ladies of pleasure” to set up a rather pleasant bordello for his Battalion's exclusive use just outside the earthen berms that mark off the camp from the rest of the area around the Lord of Cities.

▼ **Major Michael Kraehe** – Captain Kraehe (age 29) was the commander of the 76th Flieger Battalion and, because of his extensive combat experience has been given the substantive rank of Major and the command of the Kampfgruppe's 1st “Siegfried” Regiment.

Since his appointment he has worked long hours to bring the ad hoc Regiment up to speed – organising field as well as paper training exercises to familiarise the troops and their officers with the capabilities of the constituent units.

This has proved as successful as can be expected given the general war-weariness of the men – and given the limited amount of supplies that they have to work.

Captain Kraehe had had considerable combat experience on the East Front as an NCO, and was, because of losses and recognised ability, eventually sent back to the Reich for Officer training.

When he graduated he was posted to the 76th Flieger (as a Lieutenant), then on the Italian front, where he served with distinction.

When the unit was withdrawn to be rebuilt he was promoted to Captain and made Battalion executive officer – and, when the Major commanding died of a (suspected) heart attack during transition he was left as the most senior officer – and Brigadier Von Adlerhof confirmed his command, and promoted him to command the newly created Regiment.

Still, he sometimes feels that he is a little out of his depth. He has been astounded that his father has turned up as the commander of the surviving crew of the LZ-101 Afrikaschiff – as he was born after his father's presumed death in 1918.

When he saw the Zeppelin circling the arrival point, and saw the ID numbers on her, he was dumbstruck – and for the first time in his life he (temporarily) abandoned his post and made for its landing site for a rather awkward meeting with his father.

Given the closeness of their physical ages and the disparity of their chronological origins, and the natural aloofness of their German background, the relationship has been slow and awkward to build to date.

And the “unfortunate” political philosophy he was fighting for, however unwillingly, has had a dampening effect on it as well.

▼ **Hauptsturmführer Luther** – SS Captain Georg Marcus Luther (age 25) is the commander of the “Brandenburg” detachment of commandos that is part of the KG’s HQ – and is one of the rarer things in the Kampfgruppe, a committed and fanatic Nazi for whom the loss of the war so many millennia ago was “a momentary setback in the national-racial struggle against the Jewish-democratic conspirators . . . .”

Worse, he is an effective commander of the commando detachment, having served with Skorzeny and, evidently, having been personally recommended by him for the Götterdaemering mission!

Fortunately for all concerned, he is somewhat politically naïve (though he claims that all those around him are really suffering from this shortcoming) and is quite inept at his machinations intended to subvert key elements of the Kampfgruppe against “defeatist elements.”

Part of the problem being that most of his men, even the few SS men amongst the Kampfgruppe, could care less.

They’ve had war – and all they want is a peaceful time here and now; or, at least, as peaceful a time as possible given the situation.

▼ **Major Lukas Wolff** – Major Wolff was the commander of the 343rd Volksgrenadier Infantry Battalion which was the largest unit segment of the elements of the six battalions of infantry transferred with the Konigsberg Group.

In the days after transferral, these other remnants were used to rebuild his unit to full strength, though leaving it somewhat chaotic, and his success in reorganising all these disparate elements into a working whole led Brigadier Adlerhof to appoint him as the commander of the equally ad hoc 2nd “Germania” Regiment.

Wolff is unusual in that he is from a Czech-German background and was a reluctant conscript into the Wehrmacht (though, for reasons of personal survival, he concealed it well!).

He found that his continued survival depended on his doing such a competent job that he was soon picked for officer training – and found himself serving, reluctantly but effectively, in a variety of combat postings on the Eastern Front.

When his last unit was shattered by the Russians, he survived, but badly wounded (his left arm was badly shattered and is only partly usable, and his left eye was destroyed – leaving him with a piratical look as he wears a black leather eyepatch, there being no glass eyes available at the time).

After a short convalescence he was appointed as the acting commander of a newly formed Volksgrenadier unit stationed in East Prussia where he was expected to help hold off the advancing Russian hordes.

It is no surprise that he was almost relieved to find that he would not have to die in defence of what

## ARMAGEDDON

he has always thought of as “that mad corporal’s conceit.”

However, as a good officer should, he is concerned with the wellbeing of those soldiers he is responsible for – especially as the local situation is so grim.



### ▼ THE “KAISER’S OWN”

▼ **Fregattenkapitän Kraehe** – Commander Siegfried Kraehe (“Siggi” to his friends; age 34) was the commander of the last, secret, flight of the LZ-101 and was able to set her down after she survived transition to here and now.

Faced with a situation that he had never considered – and that the planners of the mission had never even conceived of!

Commander Kraehe has managed to cope particularly well.

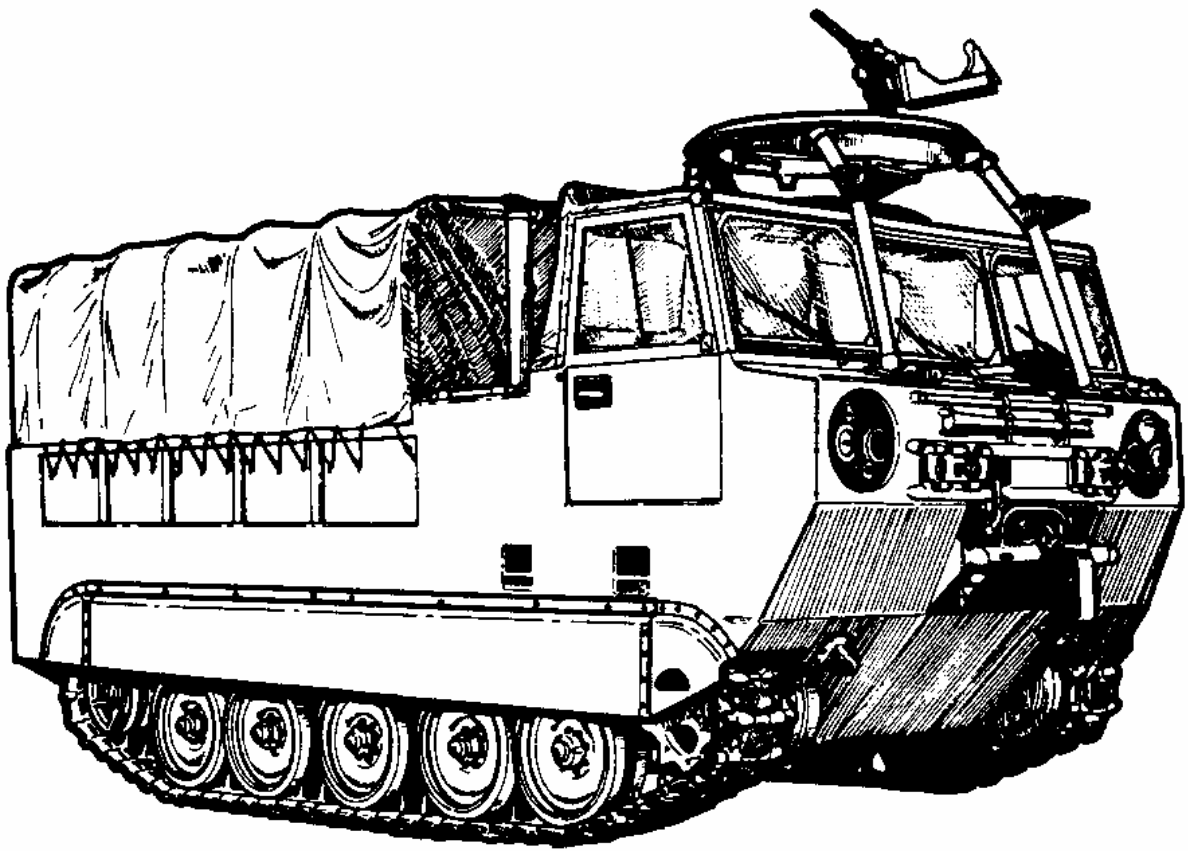
Of course, since there are only around 100 of his fellow Germans from the Imperial Armed forces, this has made his task considerably easier!

The Kaisertreuen (“Kaiser’s Own”), as they call themselves, have, so far, positioned themselves between the Germans of Kampfgruppe Valkyrie and those of the Allied Expeditionary Force – and have remained warily neutral towards the Russians and Japanese of the JCF.

The fact that his son is a senior officer with KgV and his great grandson serves with the AEF has both been a complication and a boon – as he has some level of “inside” contact in both camps.

Relations between himself and his son are somewhat strained – but he is on better terms with his great grandson.

He is presently more aligned towards the AEF than to KgV – no-one amongst the Allies really care about who he and his men fought for in such a long ago war, while he and his men are generally horrified at the deeds of the Nazis during the Second World War.



Human beings require around 3 kg of food per day to maintain good health – though high-energy foods (the equivalent of Armed Forces ration packs) can substitute for short to medium periods (depending on composition) before malnutrition effects start to be a factor.

Clean water, some 10 kg per day, is also required (not all for drinking) – though it is generally easier to acquire than food.

Of course, the above figures are the minimums for survival – and apply regardless of when and where (or from what “Tech Level”) a person originates.

The more complex and advanced the underlying tech level of their society, the greater the other requirements - for energy, shelter, entertainment, transport and protection.

Military planners generally assume that all personnel stationed away from the ultimate supply source (the cities, factories and farms of their home country) require a minimum of 25 kg per day simply to sit there and do nothing much at all.

If they are to be involved in combat, then they require 50 kg per day (and upwards, increasing as tech level increases).

This is, of course, the average figure – combat divisions in an army may use 100 kg per man per day while rear area organisations may use less.

### ▼ THE IMPACT OF LOGISTICS

The arrival of the assorted groups from the 20th and 21st centuries in the “here and now” has a whole variety of important implications for the players and their characters.

Food and water can be obtained locally (food with some difficulty, see “*The Problem with Food*”), but none of the other trappings of a modern technological society are available . . . except for what the various groups arrive with or which they can produce on the spot.

The best provided for of the three main groups is the Allied Expeditionary Force, with some 80000 tons of assorted general cargo and 1.6 million gallons of petrochemical fuel and lubricants.

## ARMAGEDDON

However, this has to provide for some 13000 military and 12000 non-military personnel. Assuming an average of 5 kilos per person per day for the former and 25 kg per person per day for the latter this comes to some 850 tons per day, leaving them with only ninety days supplies.

The Russian Joint Contingency Force and the German Kampfgruppe Valkyrie are nowhere near as well supplied.

Of course, that ninety day supply capability can be stretched a lot – local food and water supplies alone can boost it to at least 120 days.

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▼ **The Problem with Food** – Even though the local civilisations are far better provided with agricultural resources than classical and medieval societies that the characters (or their fellow exiles) will have knowledge of, they are still very much limited in the amount of food that they can produce by the fact that their methods of farming are much more labour intensive than those of the “modern” world.

This means, quite simply, that around 7-8 out of every 10 locals will be involved in agriculture and will support the 2-3 locals who are not from their surpluses.

This means that all non-farming specialists, from silversmiths to noble warriors, have to be supported by large numbers of peasant farmers.

The size of cities is thus strictly limited by the available food supplies and the distance they can be transported. For example, animal drawn conveyances can only effectively transport food 100 to 200 miles before the draught animals consume more food than they can carry.

Sea or river transport is much more effective – which means that the largest cities are either going to be coastal or will be situated on large navigable rivers and may draw their food requirements from hundreds of miles off.

**Food and the New Arrivals:** The arrival of the various 20th and 21st century types will have an important effect on local food supplies.

Initially it will place a tremendous burden on them - though local authorities will probably be able to cope in the short term by using stockpiles built up for famine years (and for sieges).

Ultimately, however, even simple changes to local agricultural and transportation technologies that are common knowledge to the new arrivals will vastly increase agricultural outputs and the distances over which it can be economically carried.

As a result the proportion of farmers to non-farmers in the society will change as dramatically as it did during the Agricultural and Industrial “revolutions” of the 17th and 18th centuries (the former actually making the latter possible).

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## ARMAGEDDON

Then the fact that the force is not engaged in even a low intensity modern style conflict (to start with) means ammunition requirements are minimal – stretching it again to around 150 days or more.

In reality, the rationing of non-replaceable resources and/or using local substitutes mean that existing “modern” stocks could (and probably will) be eked out for years if necessary.

Eventually, however, the various groups are going to have to make some effort to supplement the supplies they have with locally produced duplicates or replacements.

Fortunately, both the JCF and AEF possess enough machine tools and production facilities to allow them to create something like the industrial base they will need to produce their requirements.

The Germans are less well provided for, but can almost certainly scratch together something.

The important thing to remember, though, is that everything the characters may use in the course of an adventure or extended campaign scenario must be thought of not as something that the Quartermaster can replace without thought, or that can be purchased at the corner store, but something that requires many man-hours of manufacturing from the limited industrial base that they have access to – if it can be replaced at all!

Even if it can be replaced, will the locally produced item be as capable as the original? In other words, the characters will have to get used to the innovative and careful husbanding of “high tech” resources in a way that they aren’t likely to have had to do in any other setting.

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### ▼ TOOL CLASSES

**A Type Tools:** Basic, mostly unpowered, hand tools. Some may be “man” powered -- like a “Brace and Bit” Drill. Mostly they are very simple.

**B Type Tools:** These are what a moderately well-equipped home workshop in the late 20th century would be likely to contain . . . universally including power tools of some sort.

**C Type Tools:** These are what the serious late 20th century hobbyist would equip their workshop with – what a small scale commercial operation would possess. The bulk are power tools of one sort or another.

**D Type Tools:** The type of tools that you would expect to find in a small factory. The bulk are power tools, or are designed to be used with power tools.

They are often designed to fill a specific purpose, but are still capable of being used for more general (but still related) pursuits. A bonus applies when being used for their specially designed role.

**E Type (Specific Purpose) Tools:** These are more complex than D Type equipment and are always designed for a specific purpose. If used for any other purpose they suffer severe penalties assuming (at the GM's discretion) they can be used at all.

They also cannot be readily produced by using lower Tool Class tools. Initially the various groups will possess a limited number of such tool sets – and these are detailed later in this section.

**▼ Tools or Machines?** – For the purpose of these rules, there is a very important distinction between *tools* and *machines*.

**Tools**, even those with a special purpose, can be used to make other tools as well as specific items.

**Machines** can only be used to make the specific item that they are designed to make.

*Machines* are rated for Class and have a **Time Multiplier** in the same way as Tools, so that efficiency in producing items can be gauged. They are often used to produce consumer goods.

**For example**, a Power Loom for spinning fibre into cloth would be a machine (it cannot be used for another purpose), but a production line used to produce electric generators would be a tool (it can be used to make mechanical or electrical parts and assembling similar machines or tools).

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▼**BUILDING LOCAL INDUSTRY** – An important part of the background of Armageddon is the impact of modern “high tech” characters on the “low tech” locals.

Part of this will be the dual (and related) desires of the characters to maintain as much of the technology as they brought with them as possible.

Simply put, no matter how frugal and careful they are, eventually their equipment and weapons will need to be replaced – probably sooner rather than later.

Even assuming that they have the technicians with the needed knowledge to do the repairs, they may not have the spares needed – or the ability to make them locally, at least to start with.

Thus, spare parts, consumables such as ammunition and medical supplies (and preserved foods) and new equipment will eventually have to be produced here and now.

The groups transferred in have one great advantage that is hard to quantify – knowledge.

They know all the shortcuts to go for and all the dead ends to avoid.

For example, historically the first modern rifles (the Lee Enfield of the last decades of the nineteenth century, for example) required lots of expensive, skilled, labour to produce the finely machined parts.

Yet the current crop of modern rifles (which started to enter service during WW2) such as the AK-47 or M-16 require far less expensive tooling to produce, as most of their parts are simple stampings.

There is no earthly reason why an AK-47 or M-16 could not have been produced as early as the middle of the nineteenth century – the production technology was there, only the idea was missing.

Well, characters in Armageddon can “cut to the chase” and go straight to the much simpler (cheaper, and quicker to produce) automatic rifle.

## ARMAGEDDON

### ▼THE DESIGN PROCESS

A variety of pre-defined tool sets and factory production lines are provided below, but players (and GMs) may eventually wish to expand the variety of items that are available for production – this requires that the processes involved be thought through and that the machinery and production equipment be planned and de-signed before anything may be physically started.

This process is called the **Design Requirement** and involves several steps.

1) Determine what basic **tool types** (from the list provided, or extrapolated from that list) are required for the process.

2) Add up the **man-hour** requirement for production of those components, this total is the **Base Time** required.

3) Determine what **skills** will be required for the completion of the process. More than one skill may be needed, and they need not all be held in the one person.

4) Determine how many **Steps** the task involves, and the **Difficulty** of each step. Each step will take up a proportion of the **Base Time** in direct relationship to its difficulty.

The difficulty will typically be at least **Formidable (13)** for even the simplest design procedures – ranging up to those tasks that are so complex as to have difficulties greater than **Impossible (19)**.

Difficulty is reduced one step (-2) for each time the number in the design team **doubles** and for each time the **Base Time** is **doubled**.

5) Roll the dice. A failed die roll does *not* mean that the process has failed – it means that the process is **flawed**. Each point by which the roll is failed counts as a **Minor Flaw**, and each three (3) **Minor Flaws** count as a **Major Flaw**.

**Example:** If the roll was failed by five (5), the finished item will have one (1) **major** and two (2) **minor** flaws.

Once the basic Design Process has been completed, the number of **Major** and **Minor Flaws** is tallied for reference and the first production run can be begun (assuming that all the component tools are available, otherwise they will have to be constructed first).

The first item(s) off the production line are considered to be Prototypes.

▼ **Prototypes** – Each Prototype produced allows the characters involved to detect any design flaws (see Sidebar above) – after testing the item(s) produced.

**Testing** takes 100% of the **Design Time** to detect and correct **Major Flaws**. This will normally be at the rate of one prototype per **Major Flaw** detected – though for *really* large/expensive items, it may be possible to detect and correct all the **Major Flaws** on

# ARMAGEDDON

## ▼ MINOR VS MAJOR FLAWS

Because any type of equipment can be produced using these rules, only broad guidelines can be offered as to what exactly constitutes a fault.

▼ **Minor Flaws** are generally more of a nuisance than a danger – under normal circumstances, at least. They will mostly constitute annoying shortcomings in expected performance. For example –

\* A rifle may be prone to jamming if not kept absolutely clean.

\* A “mobile” radio set may have balky battery connections that mean it often loses power as these come adrift when travelling over anything other than a smooth surfaced road'

\* A petrol engine may have a lower top speed (or higher fuel consumption) than expected.

Of course, a minor fault under “normal” circumstances can be life threatening under abnormal ones (especially in combat related situations).

▼ **Major Flaws** are not necessarily more obvious than minor ones, but, when they do occur, they are much more likely to cause serious injury, or even death, rather than just embarrassment. For example –

\* A rifle that blows its bolt loose into the face of the firer when used in autofire mode for extended periods is more than just a nuisance!

\* An electrical generator with faulty wiring may deliver a nasty (and fatal) shock, under the “wrong” circumstances – or it might be prone to catching fire and the fuel tank potentially exploding.

\* A vehicle might have a faulty cross-country chassis that tends to break under high stress – usually when the driver and passengers are at the greatest risk!

the one prototype, depending on the GMs determination.

Minor Flaws can only be detected and corrected after Major Flaws are – and each takes 10% of the Design Time to be fixed.

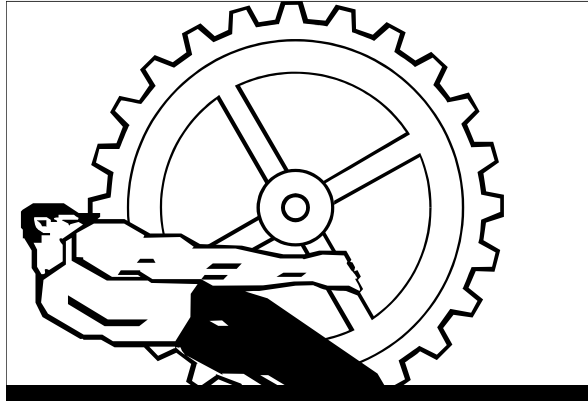
Once the Flaw has been detected, the Design Team may attempt to correct it. Fixing a Flaw requires 10% of the Design Time (and the appropriate roll) for a Minor Flaw and 20% (or more, at GM's option) for a Major Flaw.

Note that it **is** possible for characters to miss one or more Major and/or Minor Flaws during this process – which can have a variety of repercussions when the item actually enters use.

Once the characters decide that the Design

Process is complete (or complete enough allowing for time constraints), then they may begin full on Production – with whatever Flaws that have been left unresolved still “active.”

▼ **MASS PRODUCTION** – Given the local material and personnel constraints, characters will only be able to produce items in one of two ways – Limited Production, and Limited Mass Production.



▼ **Limited Production** – Involves the production of 100 or less of an item and may be done with General Purpose Tools.

The full required production time listed (or determined by the GM for items not listed in this book) must be taken for the item under normal conditions.

This would normally apply to the production of very large items such as, in real world terms, Ships or Hydroelectric Power Generators (and similar large items that tend to be almost “one offs”).

▼ **Limited Mass Production** – Involves the production of 101+ copies of an item, and requires only 2/3rds of the Base Time if done with General Purpose Tools, or 1/3rd if done with Special Purpose Machines (see the Sidebar on “Tools or Machines?”).

(Full Mass Production will require many years of building infrastructure that simply does not exist at all locally – and perhaps as much as ten or twenty years will be required before it can be undertaken in even a few limited areas)

▼ **USING HIGH LEVEL TOOLS & MACHINES** – Items for production have a minimum level Tool Type listed – and may not normally be constructed with Tools of a lower level (GM discretion is needed here); however, they may be constructed with tools of a higher class. Time required for production is reduced by 25% for each level of difference.

**For Example:** An item with a Tool Requirement of C and a Time Requirement of 80/160 hours would have this reduced to  $(80 \times 0.75) = 60$  hours and  $(160 \times 0.75) = 120$  hours for 60/12 if Type D Tools were used.

If Type E Tools were used, the time would be reduced to  $(60 \times 0.75)$  and  $(120 \times 0.75)$  to 45/90 hours.

▼ **Using Special Purpose Tools & Machines** – To “design” special purpose tools or machines, the GM must first decide what basic tools would logically be required for the actual production of the end product.

These will normally be one Tool Class lower than the Tool Class actually required to manufacture the item (there is assumed to be some synergy in their combination) – and they may be even lower, mainly where the GM deems their importance to be secondary to the actual process.

Once the above has been done, add up the total production hours and power required.

Because these Tools and Machines cannot be used for any other purpose, a twenty five percent (25%) reduction applies to this total.

**For example**, a Lead/Acid Battery Production Facility would require B Metalworking + B Mechanical + B Chemical Tools for a total of 6950 hours, reduced by 25% (1737.5 hours) to 5215.25 hours to produce and 110 kw ongoing power cost per single worker being so equipped.

#### ▼ Locally Available Tools

**A Type tools** are generally and easily available locally – except in areas where local (lack of) knowledge obviously precludes this (Electrical tools, for example).

Some tools that will be thought of as “common” also aren't available locally – either because there is no local need (screwdrivers, for example – no screws!) or because they haven't been invented (the Brace & Bit Drill, Spinning Wheel, and “Flying Shuttle” Loom for example).

**B Type tools** of a sort are also available locally (with the same sort of limitations applying) – but these are *not* the same as (or necessarily interchangeable *with*) B Type tools produced with modern knowledge, though they often perform the same or similar functions.

In both cases “modern” style tools of the same class are often more efficient at their designed function – often massively more so.

▼ **Production Efficiency Multiples** – Machines may have their efficiency increased, effectively multiplying the man hours put in when using that machine.

To do this is normally a Design Requirement, requiring a Critical Success followed by a second Critical Success to confirm it. This increases the efficiency of the process by +0.1 (and the usual possibilities for Faults apply as well).

However, when the process being set up copies existing machinery and equipment, the Efficiency Rating of the existing equipment is also copied.

Maximum Efficiency Factor is x10, making it almost as efficient as Mass Production – but it will take a long time to achieve this if you start from scratch!

▼ **High Tech Items** – The various transported groups have a modest technological and industrial base that can be reproduced more or less indefinitely – even allowing for the need to create a modern local infrastructure from scratch (dealt with elsewhere in this chapter).

## ARMAGEDDON

Some of the equipment that has arrived with them, however, is beyond the capacity of their technological base to reproduce – even if they had the skilled workforce to design, produce, and operate it.

The real problem is with equipment using semiconductor and integrated circuit technology. Cannibalisation will probably allow some of these items to be maintained in working order for many years, perhaps a decade ... possibly even in excess of two decades.

However, eventually, they will all wear out or be unrepairable.

Local substitutes can (and will have to be) produced to replace much of this high tech equipment – less capable and bulkier – but some will be irreplaceable.

The infrastructure to create semiconductors and integrated circuits is several steps away; first the infrastructure to create the infrastructure to create the tools needed will have to be created and is not likely to be available in the short or even the medium term.

# ARMAGEDDON

## ▼ INFRASTRUCTURE

The various groups that have been transported forward in time all have a variety of tools and machinery – some intentionally provided them, some not.

In all cases, however, none of the equipment they have on hand was intended to be used in isolation. It was intended to be used with a pre-existing (if badly damaged) infrastructure.

For example, the AEF has Light Globe/Radio Valve production equipment – but it was assumed that this would be provided (for example) with glass, wire and plastics from other sources.

Similarly, the JCF has some Japanese Smallarms Ammo production equipment – but it was assumed that the chemicals, lead and brass needed in the process would come from elsewhere.

Since the purposes of Armageddon is to be an action role playing game, and not a resource management game, there needs to be a way to represent the infrastructure requirements of the tools that are initially available and those which will be created later.

There are two important aspects to infrastructure – Skilled Workers and Physical Plant.

▼ **Skilled Workers** – This is, initially, the limiting factor more than physical plant. There are just so many people trained to use the tools and machinery available – and any more workers than those initially available will have to be trained.

The personnel assigned to the various engineering units of the three major modern forces represent the bulk of the trained personnel that can be spared from military duties.

The only “excess capacity” is in the form of civilians who may have been transported with the various groups ... and the locals.

Training personnel from the various time-dislocated groups is much simpler than training the locals – so much basic knowledge is already in their possession that simply is not part of the local cultural and educational tradition.

**Training Time Dislocated Personnel:** Time Dislocated Personnel can be trained to do specific production tasks (limiting them to being used in one specific production process) in three (3) months.

They can be trained to more general uses (within related production processes) in six (6) months.

After twelve (12) months of training they are capable of quick redeployment between any basically similar industry and are capable of training other personnel.

**The AEF:** Has available 8000 Jewish refugees from the Eilat. Around 1000 of the refugees are male and 4000 are female and of suitable age. The remaining refugees are children, the aged, or the infirm.

## ▼ MAKING TOOLS

Tools may be made at the listed cost by tools or machines of the same level; cost is *halved* if they are produced by Tools/Machines of a level higher and *doubled* if produced by Tools/Machines of a level lower.

Also listed are the power requirements for a particular tool type, where applicable.

If the listed power is not available, then treat them as the next lower type for which the appropriate level of power is available.

**Note:** The listings are for sufficient tools to allow one person to use the appropriate skills to manufacture or repair items (as appropriate) in the named area.

**Chemical Tools:** A (1300 hours); B (5500 hours, 40 kw); C (18000 hours, 100 kw); D (65000 hours, 140 kw).

**Cloth Working Tools:** A (30 hours); B (50 hours, 2 kw); C (100 hours, 5 kw); D (250 hours, 10 kw).

**Construction Tools:** A (5 hours); B (150 hours, 30 kw); C (650 hours, 300 kw); D (1100 hours, 1000 kw).

**Electrical Tools:** A (1500 hours); B (12500 hours, 75 kw); C (62500 hours, 125 kw); D (125000 hours, 500 kw).

**Glassblowing Tools:** A (38 hours); B (100 hours, 1 kw); C (250 hours, 5 kw); D (375 hours, 7 kw).

**Mechanical Tools:** A (350 hours); B (850 hours, 50 kw); C (1650 hours, 100 kw); D (2500 hours, 150 kw).

**Metalworking Tools:** A (100 hours); B (600 hours, 20 kw); C (2650 hours, 70 kw); D (23500 hours, 120 kw).

**Optical Tools:** A (30 hours); B (200 hours, 10 kw); C (1500 hours, 50 kw); D (3000 hours, 100 kw);.

**Woodworking Tools:** A (20 hours); B (130 hours, 3 kw); C (250 hours, 15 kw); D (750 hours, 30 kw).

There is no way that this system can be “realistic” in an absolute sense, there are just too many variables involved – it is only intended to give a “ballpark estimate.”

So do not feel that there is any reason you can't modify the results to better fit your perception of reality.

**The JCF:** The main civilian component of the JCF comes from those transferred from Vladivostok. These are all represented as the staffing of the JCF Production Brigade.

**Kampfgruppe Valkyrie:** Have a civilian element from the Königsberg pocket (around 500) and from Berlin (around 3600). Of these civilians, 600 are males and 1200 are females of appropriate age (the remainder are the aged, infirm, and children).

Because of the Nazi belief that women should be confined to Kinder, Küche, Kirche (“Children, Home and Church”) there will be a six month or more delay before the leaders of KgV will begin to consider training females.

▼ **SAMPLE MACHINERY**

The list of specialist plant below is *not* exhaustive - it is merely a sample of what *can* be designed and *could* be available –

**Antibiotic Plant (C):** 7500 hours, 20 kw (injectable form); 13000 hours, 100 kw (tablets or capsules).

**Battery Plant (C):** 6300 hours, 180 kw.

**Cartridge Case Production (D):** 4300 hours, 170 kw.

**Cartridge Reloading Plant (C):** 1450 hours, 70 kw (Mechanised).

**Gunpowder Plant (A):** 1500 hours (Meal powder); 2200 hours (Corned powder).

**Light Bulb Plant (C):** 25000 hours, 150 kw.

**Explosives Plant (C):** 4500 hours, 40 kw (Nitroglycerine); 9000 hours, 50 kw (Dynamite).

**Smokeless Powder Plant (D):** 18000 hours, 100 kw.

**Printing Press, Flatbed (B):** 100 hours.

**Printing Press, Rotary, Power (C):** 3000 hours, 25 kw.

**Telephone Equipment (C):** 18000 hours, 100 kw.

**Thermionic (Radio) Valve Production (D):** 90000 hours, 250 kw.

**Wire-Drawing Machine (C):** 1450 hours, 25 kw.

**Note:** These specialist tools may be further combined to create more complex manufacturing facilities.

**For example, an ammunition manufacturing line would require Cartridge Case Production + Smokeless Powder + Reloading Tools = 23750 hours, 340 kw per worker**

**Training Local Personnel:** Local Personnel take considerably longer to train, as they lack many of the assumed underpinnings of culture and education required for retraining to work in modern industrial operations.

It will take a minimum of six (6) months of training a local to be able to use modern tools or equipment in a rote manner, limiting them to employment on one specified production process.

It will take a further 6 months – twelve (12) months total – to train them for more general use (within related production processes).

It will take a further year – two (2) years total – for them to be trained well enough to train others.

**The Silent Ones:** Because of their peculiar racial memories (see the appropriate section), workers from this race, if and when available, can be trained as if they were modern civilians.

Those who come from Craft Adept or Mixed Adept backgrounds can be retrained to the equal of the modern engineering personnel in one month.

**The Dwellers Below:** Are also able to be retrained as if they were modern civilians.

**ARMAGEDDON**

Those from a Craft or Mixed Adept background can be retrained to the equivalent of modern engineering personnel in three months.

**The Loyal Ones:** Can only be retrained with difficulty, because of their reduced manual dexterity.

Until someone discovers the inherent illiteracy of male Silent Ones is balanced by an eidetic visual memory, training will take triple the time for other locals.

After this connection is discovered, training will take only 1½ times as long.

Female Silent Ones can be trained in 1½ times the base requirement right from the start.

## ARMAGEDDON

▼ **PHYSICAL PLANT** – Production costs for plant and equipment represent the whole required package to make the desired factory operational locally.

As such, only 10% of the cost is for the actual machines and tools that will produce the finished product – the other 90% is for the creation of the infrastructure to support it.

▼ **Initial Plant & Equipment** – The tools and equipment that arrives with the various time dislocated groups can start operating as soon as it is set up – but only at reduced levels.

**The AEF:** The equipment available to this group was set up to operate in an environment where the disruption of the Three Way War required considerable self sufficiency.

Thus, the cost of providing the infrastructure to get this equipment operating at full output is half of the normal base cost for equipment of that type.

**The JCF:** Unfortunately, the Russians and Japanese equipment was intended to operate only as part of a regular fully functioning industrial society – so the full remaining cost needs be paid (90% of the base amount).

**Kampfgruppe Valkyrie:** Was intended to operate with much the same degree of self-sufficiency as the AEF, so costs for them are also half the normal base cost for similar equipment.

▼ **Copying Existing Equipment** – Rather than go through the Design Procedure, existing equipment, if suitable for the desired purpose, can be copied – this gives the exact same Production Multiple as the original equipment.

▼ **Synergy** – Eventually, there will be an increasing synergy between the newly produced factories and their generic infrastructure that will reduce the extra costs involved.

\* After five (5) years, the costs for new equipment and machinery will be reduced by 25%.

\* After ten (10) years, the costs for new equipment and machinery will be reduced by 50%.

\* After twenty (20) years, the costs for new equipment and machinery will be reduced by 75%.

If a campaign lasts twenty years of game time, you'll be doing well!

### ▼ WHAT'S AVAILABLE LOCALLY

All three main groups have a variety of tools and machines available initially, provided through chance, or, in the case of Project Phoenix, at least partly by design.

The lists provided indicates the major capital equipment possessed, but there may be other equipment not listed because of secrecy (in the case of the JCF and KgV) or poor record keeping (mainly in the case of the AEF).

However, any extra equipment will likely be small in size and limited in nature (though the GM is welcome to play around with these lists as they desire.

Note: The figures in brackets indicate the number of men that can work using the tool or machinery sets and the Efficiency Multiplier of the toolset, in that order.

▼ **The AEF** – The *809th Heavy Engineering Battalion* was shipped with the following equipment –

- Type C Chemical Tools (150, x2.5)
- Type C Construction Tools (300, x2.5)
- Type C Electrical Tools (150, x2.5)
- Type C Mechanical Tools (225, x2.5)
- Type C Metalworking Tools (225, x2.5)
- Type C Woodworking Tools (150, x2.5).

Aboard the *AR-8 Jason* the following equipment was carried as cargo, or is easily removable from the onboard facilities –

- Type D Chemical Tools (300, x5)
- Type D Construction Tools (600, x5)
- Type D Electrical Tools (300, x5)
- Type D Mechanical Tools (450, x5)
- Type D Metalworking Tools (450, x5)
- Type D Woodworking Tools (300, x5)
- Type C Cloth Production Machinery (150, x 2.5)
- Type C Radio Valve and Light Globe Production Machinery (150, x2.5)
- Type D Smallarms Ammunition Production Machinery (250, x5)
- Type D Antibiotic & Anaesthetic Production Machinery (50, x5).

Some of the tools aboard the *Jason* cannot be readily removed –

- Type E Metal Casting Tools (50, x10)
- Type D Metalworking Tools (200, x10).

Carried as general cargo on some of the other vessels in TF NYB-29 were –

- **Alcohol Fuel Plant** (converts 12 tons of biomass

into 10000 liters of ethanol or 25000 liters of methanol per hour; 75 staff)

- **Synthetic Rubber Plant** (can produce 100 vehicle tyres per hour plus plastic and synthetic rubber for other purposes; 250 staff)

- **One Coal Fired Power Plant** (5 x 1 Mw generators; 100 staff per generator online).

▼ **The JCF** – The older Russian equipment includes –

- Type C Mechanical Tools (500, x1.25)

- Type C Electrical Tools (100, x1.25)

- Type D Construction Tools (250, x1.25)

- Type C Electrical Tools (75, x2)

- Type E Locomotive Production and Repair Machinery (250, x5).

The more modern Japanese gear includes –

- Type E Tool and Die Making Machinery (1500, x 10)

- Type E Internal Combustion Engine Production Machinery (1000, x 10)

- Type D Smallarms Ammunition Production Machinery (700, x 5)

- Type D Optical Tools (100, x 5)

- Type D Chemical Production Tools (500, x 5).

- Four 500 Kw Generators (coal fired) from one of the transferred factories (where they provided emergency backup power) survived intact, and another two are repairable within six months (requiring a staff of 50 plus 25 per generator online).

▼ **Kampfgruppe Valkyrie** – Kampfgruppe Valkyrie has very limited tool sets available, and most of what there is is converted from salvaged equipment from aboard the ships and U-Boats they arrived in.

Most of what they needed was supposedly already present at Gotterdammerung Zwei, or was to be acquired in South America.

The following gear is available –

- Type C Electrical Tools (25, x1)

- Type D Mechanical Tools (100, x1)

- Type C Metalworking Tools (50, x1)

- Type C Woodworking Tools (25, x1)

- Type C Construction Tools (250, x2)

- Type D Lead-Acid Battery Production Machinery (100, x5)

- Type D Smallarms Ammunition Reloading Machinery (25, x2)

- Type C Volkspistole VP-44 Production Machinery (150 men, x2.5).

## ARMAGEDDON

### ▼ SAMPLE INDUSTRIES

In the pages following are provided some basic details of how the above three groups have turned their initial equipment into production facilities.

**Initial Production:** Indicates when the facility began production. (This starts when initially available equipment is set up, or when 10% of the production cost has been paid for newly produced equipment)

**Full Production:** Indicates when the full production (the completion of all infrastructure and training of all extra personnel) has been achieved.

**Workforce:** The number of personnel employed by the facility, and the number of eight hour shifts run there.

**Capital Equipment:** Lists the tools and machinery in use at the facility.

**Capacity (Initial):** Indicates the man hours/week of production at the facility when it first starts production.

**Capacity (Full):** Indicates the man hours/week of production at the facility when it achieves full production.

**Standard Initial Production:** Indicates the normal weekly production of the facility at startup.

**Standard Full Production:** Indicates the normal weekly production of the facility when Full Production is achieved.

(In the period between the Initial Production starting and Full Production being achieved, production increases on a proportional basis each month.)

**Notes:** Any special notes that apply.



# ARMAGEDDON

## ▼ 2/809th ENGINEERING BATTALION

The 2nd Battalion of the 809th Engineering Brigade is the Allied Expeditionary Force's Heavy Engineering element, providing for all infrastructure construction and (eventually) for the construction of new production facilities.

**Location:** HQ, AEF Base, The Long Harbour, New Home Island (but elements may be scattered around the island or, more rarely, elsewhere).

**Initial Production:** D+6 months.

**Full Production:** D+18 months.

**Workforce (Initial):** 900 staff (one shift).

**Workforce (Full):** 1800 staff (two shifts).

**Capital Equipment:** Type E Metal Casting Equipment (50, x10); Type D Metalworking Tools (200, x10); Type D Mechanical Tools (450, x5); Type C Metalworking Tools (100, x2.5); Type C Mechanical Tools (100, x2.5).

**Capacity (Initial):** 210,000 man hours/week.

**Capacity (Full):** 1,230,000 man hours/week.

**Notes:** Infrastructure costs for all the initial facilities also includes the progressive set-up of the 5 x 1 Mw coal fired generators available to the AEF.

▼ **Standard Initial Production:** For the first 12 months of activity, the Battalion is fully occupied in creating the basic infrastructure for its own operations – there is no spare capacity.

▼ **Standard Full Production:** Once full capacity is reached (at the end of D+18 months), the Battalion is redirected to providing the infrastructure for the other major AEF industrial concerns, *North Atlantic Armouries*, *Consolidated Electronics* and *Red Cross Pharmaceuticals*.

Only once these projects have been fully fitted out is the Battalion ready for deployment on the creation of new facilities (and, of course, their supporting infrastructure).

This will not start at the beginning of the fourth year after arrival (D+36 months).

## ▼ NORTH ATLANTIC ARMOURY

NAA is the munitions and weapon manufacturing arm of the Allied Expeditionary Force.

**Location:** AEF Base, The Long Harbour, New Home Island.

**Initial Production:** D+6 months.

**Full Production:** D+24 months.

**Workforce (Initial):** 900 staff (one shift).

**Workforce (Full):** 1800 staff (two shifts), 9000 infrastructure staff.

**Capital Equipment:** Type D Smallarms Ammunition Production Machinery (250, x5); Type D Chemical Tools (250, x5), Type C Chemical Tools (150, x2.5);

Type C Metalworking Tools (125, x2.5); Type C Mechanical Tools (125, x2.5).

**Capacity (Initial):** Ammunition, 50,000 man hours/week; Explosives & Ordnance, 65,000 man hours/week; Small Arms, 50,000 Man Hours/week.

**Capacity (Full):** Ammunition, 300,000 man hours/week; Explosives & Ordnance, 390,000 man hours/week; Small Arms, 300,000 Man Hours/week.

## ▼ Standard Initial Production

**Ammunition:** 80000 rounds 5.56/7.62mm NATO; 15000 rounds .45 ACP/9mm Parabellum; 10000 rounds .50 cal BMG; 250 x 40mm Grenades.

**Ordnance:** 30 x 106mm Recoilless Rifle rounds; 90 x 60mm Rockets; 24 x 107mm Mortar bombs, 36 x 81mm Mortar bombs, 72 x 60mm Mortar bombs; 2000 x 20mm rounds, 3000 x 15mm rounds.

**Small Arms:** 25 *Attacker* Revolvers; 100 *Border Riever* SMG; 20 *Brigadier/Field Marshal* Auto Rifles; 20 *Lightning* GPMGs; 40 *Thunderer* Grenade Launchers; 20 60mm Mortars, 10 81mm Mortars.

## ▼ Standard Full Production

**Ammunition:** 500,000 rounds 5.56/7.62mm NATO; 50000 rounds .45 ACP/9mm Parabellum; 25000 rounds .50 cal BMG; 25000 rounds 12 gauge shotgun (cardboard); 1000 x 40mm Grenades.

**Ordnance:** 180 x 106mm Recoilless Rifle rounds; 360 x 60mm Rockets; 96 x 107mm Mortar bombs, 144 x 81mm Mortar bombs, 288 x 60mm Mortar bombs; 90 x 75mm Howitzer rounds; 8000 x 20mm rounds, 12000 x 15mm rounds; assorted explosives.

**Small Arms:** 100 *Attacker* Revolvers; 500 *Border Riever* SMG; 100 *Brigadier/Field Marshal* Auto Rifles; 250 *Volcano* Shotguns; 40 *Lightning* GPMG, 10 *Morning Star* MMG, 5 *Prince* HMG; 80 *Thunderer* Grenade Launchers; 30 60mm Mortars, 15 81 mm Mortars, plus some excess capacity for private orders.

## ▼ CONSOLIDATED ELECTRONICS

ConElec is the electrical manufacturing arm of the AEF.

**Location:** AEF Base, Long Harbour, New Home Island.

**Initial Production:** D + 6 months.

**Full Production:** D + 30 months.

**Workforce (Initial):** 600 (one shift).

**Workforce (Full):** 1200 (two shifts).

**Capital Equipment:** Type C Vacuum Tube/Light Globe (150, x2.5); Type D Electrical (300, x5); Type C Electrical (150, x2.5).

**Capacity (Initial):** 90000 man hours/week.

**Capacity (Full):** 540,000 man hours/week.

▼ **Standard Initial Production:** 10 Semi-Portable Radios (Voice); 600 Telephones, 24 Switchboards; 900 Reels, Wire; 50 Telegraph Base Stations, 100 Portable Telegraph Units.

▼ **Standard Full Production:** 50 Semi-Portable Radios

(Voice); 100 Manpack Radios (Voice); 5000 Reels, Wire; 100 Telegraph Base Stations, 250 Portable Morse Units; 30 TV Sets; 1000 Torches, 2000 Dynamo Torches; ~45,000 man hours of spare capacity.

#### ▼ RED CROSS PHARMACEUTICALS

RCP is the pharmaceutical and medical supply manufacturing arm of the AEF.

**Location:** AEF Base, Long Harbour, New Home Island.

**Initial Production:** D+6 months.

**Full Production:** D+36 months.

**Workforce (Initial):** 100 staff (one shift).

**Workforce (Full):** 200 staff (two shifts).

**Capital Equipment:** Type D Anaesthetic/Antibiotic (50, x5); Type D Chemical (50, x5).

**Capacity (Initial):** 2000 man hours/week.

**Capacity (Full):** 12000 man hours/week.

▼ **Standard Initial Production:** 4000 units Anaesthetic (liquid); 4800 Antibiotic tablets; 4000 units Antifever (room temperature); 200,000 Aspirin Tablets; 80000 Mild Sedative Tablets.

▼ **Standard Full Production:** 24000 units Anaesthetic (liquid); 28800 Antibiotic tablets; 24000 units Antifever (room temperature); 1,200,000 Aspirin Tablets; 480,000 Mild Sedative Tablets.

#### ▼ UNIVERSAL MOTORS

UM is the Vehicle manufacturing arm of the AEF.

**Location:** AEF Base, Long Harbour, New Home Island.

**Initial Production:** D + 37 months.

**Full Production:** D + 48 months.

**Workforce (Initial):** 1500 (one shift).

**Workforce (Full):** 3000 (two shifts).

**Capital Equipment:** 1000 x D Mechanical (x5); 500 x D Metalworking (x 10).

**Capacity (Initial):** 400,000 man hours/week.

**Capacity (Full):** 2,400,000 man hours/week.

▼ **Standard Initial Production:** 30 Lance Motorcycles, 7 Lord ¼ ton Utility Vehicles.

▼ **Standard Full Production:** 100 Lance Motorcycles, 40 Lord ¼ ton Utility Vehicles, 16 Farmer Tractors.

#### ▼ NORTH ATLANTIC AVIATION

NAA is the Aircraft manufacturing arm of the AEF.

**Location:** AEF Base, Long Harbour, New Home Island.

**Initial Production:** D + 48 months.

**Full Production:** D + 60 months.

**Workforce (Initial):** 750 (one shift).

**Workforce (Full):** 1500 (two shifts).

**Capital Equipment:** 500 x D Mechanical (x5); 250 x D Metalworking (x 10).

## ARMAGEDDON

**Capacity (Initial):** 200,000 man hours/week.

**Capacity (Full):** 1,200,000 man hours/week.

▼ **Standard Initial Production:** 50 Sparrow Ultralights, 30 Cuckoo Ultralights, 5 Judge Powered Gliders, 1 Magician Utility Aircraft.

▼ **Standard Full Production:** 80 Sparrow Ultralights, 50 Cuckoo Ultralights, 30 Judge Powered Gliders, 20 Magician Utility Aircraft.

#### ▼ 1st & 3rd JCF ENGINEER REGIMENTS

The 1st and 3rd Regiments of the Engineering Brigade are the JCF's Heavy Engineering element, providing infrastructure construction and (eventually) for the construction of new facilities.

**Location:** HQ, JCF Base Camp, New Home Island (but elements may be scattered around the island or, more rarely, elsewhere).

**Initial Production:** D+6 months.

**Full Production:** D+24 months.

**Workforce (Initial):** 1st Regiment (900), 3rd Regiment (1200) (one shift).

**Workforce (Full):** 1800 and 2400 (two shifts).

**Capital Equipment:** 1st Regiment = Type E Tool & Die Making (300, x10), Type C Mechanical (600, x1.25); 3rd Regiment = Type E Tool & Die Making (1200, x10).

**Capacity (Initial):** 1st Regiment = 150,000 Man Hours/week; 3rd Regiment = 480,000 Man Hours/Week.

**Capacity (Full):** 1st Regiment = 900,000 Man Hours/week; 3rd Regiment = 2,880,000 Man Hours/Week.

**Notes:** Infrastructure cost for all the initial facilities also includes the progressive set-up of the 5 x 500 kw diesel generators available to the JCF.

▼ **Standard Initial Production:** For the first 12 months of activity, both units are fully occupied in creating the basic infrastructure for their own operations – there is no spare capacity.

▼ **Standard Full Production:** Once full capacity is reached (D+18 months), the units are redirected to providing infrastructure for the other JCF industrial concerns, *Red Banner Locos*, *Red Banner Electrical*, *Chrysanthemum Arms*, and *Mitsubishi Engines*. Once these projects have been (at D+36 months) fully fitted out they will be ready for deployment on the creation of new facilities

# ARMAGEDDON

## ▼ CHRYSANTHEMUM ARMS

CA is the weapon and ammunition producing element of the JCF. Until all other enterprises are fully online, however, it is limited to the production of smallarms ammunition and ordnance.

**Location:** JCF Base Camp, New Home Island.

**Initial Production:** D+6 months.

**Full Production:** D+28 months.

**Workforce (Initial):** 1200 (one shift).

**Workforce (Full):** 2400 (two shifts).

**Capital Equipment:** Type D Smallarms Ammo Production (700, x5), Type D Chemical Production (500, x5).

**Capacity (Initial):** 240,000 man hours/week.

**Capacity (Full):** 1,440,000 man hours/week.

▼ **Standard Initial Production:** 500,000 NATO and Soviet Rifle rounds.

▼ **Standard Full Production:** 2,500,000 NATO and Soviet Rifle rounds; 500,000 NATO and Soviet Pistol rounds; 10,000 30mm Plamya Grenades; 10,000 HE Grenades; 10,000 82mm Mortar Bombs; assorted explosives and ordnance (~35,000 man hours worth).

## ▼ RED BANNER LOCOMOTIVES

RBL produces locomotives, rolling stock, and steam engines for the JCF.

**Location:** TLoC, New Home Island.

**Initial Production:** D + 6 months.

**Full Production:** D + 29 months.

**Workforce (Initial):** 250 (one shift).

**Workforce (Full):** 500 (two shifts).

**Capital Equipment:** Type E Locomotive Production & Repair Equipment (250, x5).

**Capacity (Initial):** 10000 man hours/week.

**Capacity (Full):** 50,000 man hours/week.

▼ **Standard Initial Production:** 1/20 Giant 2-2-0 Locomotive, 1/20 Tiny Tender, 3/4 Railroad car.

▼ **Standard Full Production:** 1/4 Giant 2-2-0 Locomotive, 1/4 Tiny Tender, 4 Railroad cars.

## ▼ MITSUBISHI ENGINES

Mitsubishi initially produces steam and diesel generators for the JCF.

**Location:** JCF Base Camp, New Home Island.

**Initial Production:** D + 6 months.

**Full Production:** D + 31 months.

**Workforce (Initial):** 1000 (one shift).

**Workforce (Full):** 2000 (two shifts).

**Capital Equipment:** Type E Internal Combustion En-

gine Equipment (1000, x10).

**Capacity (Initial):** 400,000 man hours/week.

**Capacity (Full):** 2,400,000 man hours/week.

▼ **Standard Initial Production:** 100 x 1.5 kw Diesel ; 30 x 5 kw Diesel (or 60 Steam); 20 x 10 kw Diesel (or 40 Steam); 10 x 60 kw Diesel (or 20 Steam).

▼ **Standard Full Production:** 500 x 1.5 kw Diesel; 200 Bicycle Generators; 180 x 5 kw Diesel (or 360 Steam); 120 x 10 kw Diesel (or 240 Steam); 60 x 60 kw Diesel (or 120 Steam); 30 x 100 kw Diesel (or 60 Steam); 5 x 500 kw Diesel (or 10 Steam).

## ▼ MITSUBISHI MOTORS

As soon as possible, Mitsubishi Engines is converted to Mitsubishi Motors by the JCF.

**Location:** JCF Base Camp, New Home Island.

**Initial Production:** D + 32 months.

**Full Production:** D + 35 months.

**Workforce (Initial):** 3000 (one shift).

**Workforce (Full):** 6000 (two shifts).

**Capital Equipment:** Type E Internal Combustion Engine Equipment (1000, x10); Type D Mechanical (1000, x5); Type D Metalworking (1000, x5)

**Capacity (Initial):** 800,000 man hours/week.

**Capacity (Full):** 4,800,000 man hours/week.

▼ **Standard Initial Production:** 60 Lance Motorcycles, 15 Lord 1/4 ton Utility Vehicles.

▼ **Standard Full Production:** 250 x 1.5 kw Diesel; 100 Bicycle Generators; 90 x 5 kw Diesel (or 180 Steam); 60 x 10 kw Diesel (or 120 Steam); 30 x 60 kw Diesel (or 60 Steam); 15 x 100 kw Diesel (or 30 Steam); 2 1/2 x 500 kw Diesel (or 5 Steam); 150 Lance Motorcycles, 60 Lord 1/4 ton Utility Vehicles, 24 Farmer Tractors.

## ▼ KgV ENGINEERING

Company B of the KgV Engineering Battalion is the infrastructure provider for the Kampfgruppe.

**Location:** KgV Base Camp, New Home Island .

**Initial Production:** D + 6 months.

**Full Production:** D + 14 months.

**Workforce (Initial):** 150 (one shift).

**Workforce (Full):** 300 (two shifts).

**Capital Equipment:** D Mechanical (100, x1); C Metalworking (50, x1).

**Capacity (Initial):** 6000 man hours/week.

**Capacity (Full):** 36000 man hours/week.

▼ **Standard Initial Production:** Company B is fully engaged in providing its own infrastructure for the first eight months.

▼ **Standard Full Production:** Company B is involved in providing infrastructure for the other operational elements for the next 52 months.

▼ **KgV MANUFACTURING**

The remaining elements of KgV Engineering provide assorted production facilities.

**Location:** KgV Base Camp, New Home Island .

**Initial Production:** D + 6 months.

**Full Production:** D + 58 months.

**Workforce (Initial):** 275 (one shift).

**Workforce (Full):** 550 (two shifts).

**Capital Equipment:** Type D Lead Acid Battery (100, x5); Type D VP-44 Production (150, x2.5); Type D Ammunition Production (25, x2).

**Capacity (Initial):** 20000 (Battery), 15000 (VP44), 2000 (Ammo) man hours/week.

**Capacity (Full):** 120,000 (Battery), 90,000 (VP44), 12000 (Ammo) man hours/week.

▼ **Standard Initial Production:** 300 Auto and 2000 Dry Cell Batteries; 40 VP-44 Pistols; 2000 x 9mm Parabel-lum rounds.

▼ **Standard Full Production:** 1000 Auto and 60000 Dry Cell Batteries; 240 VP-44 Pistols; 12000 x 9mm Parabellum rounds.

**ARMAGEDDON**

▼ **VEHICLE OPERATIONS IN THE SEVEN DOMAINS**

The following notes constitute stating the bleeding obvious – however, it is important that the game master understand the significance of the situation that exists in the *Seven Domains* and how it affects the deployment of vehicles.

▼ **INFRASTRUCTURE** – This is the key. The problem is simple – there *isn't* any. When the spares and the fuel the transferees have on hand run out, well, their vehicles are *useless*. And their vehicles are **so** useful! They (and their modern weapons, of course) give them a *huge* edge in an extremely dangerous situation.

▼ **Fuel and Spares** – They *can* make fuel. Alcohols by distilling vegetation, biodiesel from oil producing plants.

And they have some spares, but their supplies are *finite*. They *will* run out.

▼ **Building what's Needed** – Fortunately, the transferees have access to machine tools and will quickly put them towards building an industrial infrastructure of sorts.

But this will take *time*. And *lots* of it.

▼ **THE ALLIED EXPEDITIONARY FORCE** – The AEF will not start even *limited* vehicle production until just over *three* years from the date of arrival – and "full" production (100 motorcycles, 40 ¼ ton Utility Chassis and 16 Tractor Chassis a week) will not be achieved for another year.

▼ **THE JOINT CONTINGENCY FORCE** – The JCF, will, likewise, only start production slightly over three years from arrival, and will not achieve full production (twice that of the AEF) for another two and a half years.

▼ **Availability of Spares** – These facilities will also be the source of spare parts for the vehicles that arrived with their force – and similarly limited levels of production apply for spares.

The problem is, of course, that, outside *New Home island* (site of the Confederacy's capital, The Lord of Cities – where the time travelers arrived) there is *nothing*.

▼ **EVERYWHERE ELSE** – The locals don't even work iron and steel on any sort of regular or large scale basis. They are a *bronze* age culture (of sorts).

You can't even get the local blacksmith to repair any broken bits on your vehicle as a result.

And there's *nothing* in the way of vehicle wrecks or industrial sites that can be scavenged for materials to repair your broken-down vehicles as there was in devastated Europe and the US. **Nothing**.

Planning to circumvent these problems as much as possible will be something that should preoccupy the players a great deal.

GMs should probably ruthlessly exploit any shortcomings in such plans to provide adventure hooks (or

## ARMAGEDDON

obstacles) as the characters have to scramble to repair, refuel, or replace that *oh-so indispensable* (and *oh-so expensive*) vehicle! Either that, or abandon it!

▼ **IMPORTED VEHICLES AND SPARES** – Unless the characters have specified that they have purchased spares for their vehicle (if they have one), then they get ½d% of the vehicle's value in spares.

Spares for such vehicles have the same availability as the vehicle itself – except where an unarmed version of the vehicle is substantially the same and has a lower availability, in which case the lower availability applies.

▼ **LOCALLY PRODUCED VEHICLES AND SPARES** – All locally produced vehicles come with spares equal to 5% of their cost as part of their purchase price. Availability is based on that of the vehicle.

Where there is an unarmed version of the vehicle that is substantially the same, the cost and availability of spares is, as for imports, based on that of the unarmed version.

▼ **FUEL SOURCES AND SUPPLIES** – The major problem facing vehicle operations here and now is fuel. The new arrivals have some stocks of regular fuel (diesel, petrol/gasoline, and Aviation Fuel) available – quite large stocks in fact, but this is all they have.

There is **no** resupply – not in the normal sense. Fuel sources have to be identified and brought online by the efforts of the new arrivals. The locals have *nothing* in the way of a petrochemical industry and no distribution network capable of handling the needs of fuel supply.

▼ **Considerations of Scale** – One vehicle using 100 liters of fuel a day for 300 days in a year requires 30000 liters of fuel per year. Intensive operations could easily double this. Combat operations could triple this – or *more!*

So, 100 vehicles would use 3-6 million liters per year as a reasonable average. 1000 vehicles would use around 30-60 million liters per year on the same basis.

The new arrivals have several thousand vehicles between them – and by year three or four after arrival, they will be adding new production vehicles to these totals.

▼ **Diesel Fuel** – Diesel engines can be adjusted to run on a variety of fuels – which do not have to be petrochemical in nature. In fact, they are capable of running quite happily on a variety of vegetable oils!

**Edible Oils/Biodiesel** – A variety of different plants provide a variety of different cooking and food oils for the local market.

The major one of interest is the *Sohl'pash* (“*Good Eating*”) plant. Quick growing, cropping its globular, oil filled fruit three times in a growing season, yields of 1500 liters per acre per crop (~4500 liters per year) are common.

It can grow almost anywhere and, though normally grown on good agricultural land, similar yields can be gained from growing the plant on waste land not suitable for normal crops.

**New Home Island:** Average local consumption is around 1 liter per person per week of all types – or around seven to eight million liters a year for The Lord of Cities and New Home Island. This is produced mostly from on-island sources.

On-island production of Sohl'pash Oil will notionally progress as follows in the years following the arrival of the TF --

**Year One:** 4½ million liters.

**Year Two:** 9 million liters.

**Year Three:** 18 million liters.

**Year Four:** 36 million liters.

**Year Five:** 72 million liters.

At this point, local resources are topped out – all the suitable land is required for food production.

**Guardian of the Reaches:** The lands around this important fortress (west of *New Home*, guarding The Middle Reaches) are suitable for the growing of Sohl'pash, but are used mainly for grazing.

Starting in **Year Two**, production of edible oil for use as fuel starts here as well, and onsite processing is started simultaneously.

**Year Three:** 1½ million liters.

**Year Four:** 4½ million liters.

**Years Five - Eight:** As per the progression for New Home.

At that point, all the suitable land within easy transport distance of the processing plant is in use for oil production.

▼ **Gasoline/Petroleum Fuel** – Some engines can't operate on Diesel – they require a more combustible fuel. This is normally gasoline, but may be methanol or ethanol.

The chaos of the Three Way War severely disrupted petroleum fuel production and distribution – the solution adopted by most armies was to distill ethanol or methanol from vegetable matter

**Considerations of Scale:** A Large Still requires 1200 kilos of vegetable matter to produce 100 liters of fuel per hour. To keep it operating 24 hours a day requires almost thirty tons of vegetable matter and produces only 2400 liters of fuel.

**Methanol and Ethanol Production:** More efficient stills can be constructed if they do not have to be mobile – but the large quantity of material that has to be gathered is a major limiting factor.

The biggest plant that can efficiently run in an area that can be reasonably serviced by local transport is capable of producing 100000 liters of fuel per day from 250 tons of feedstock (around 30 x 8 ton truckloads).

**New Home Island:** Large plants can be set up initially at the AEF Base Camp and JCF Base Camp (and a smaller one at the KgV Base) reaching full production by the end of the first year after arrival.

*North Landing, Central, Westernport, Yaz'pyt'ya* and *The Lord of Cities* are all on the island's Star Trail and can also service such facilities with little need for modern transport.

These plants will be set up during the course of the second year after arrival, at the approximate rate of one per quarter, and will achieve full production by the end of the year.

Thus, at the end of the second year, total production of methanol/ethanol on the island will be around 750000 liters per day.

**The Other Side and the String of Pearls:** Starting with the third year after arrival, plants will be constructed at *The Other Side, Aychash*, and at each of the five major fortresses that form the *String of Pearls*, at the rate of one per quarter, in that order.

Full production at each of these facilities will be equal to that of a plant on New Home, and will be reached by the end of their first quarter of operations.

**Other Major Confederate Cities and Ports:** Starting at the beginning of the fourth year after arrival, plants (with a capacity of 100000 liters per day) will be constructed at all major cities shown on the Middle Sea mapsheet, at the rate of one per quarter, starting with those that are closest to the front and working westwards.

**Burning Water Plant Fuel:** If and when the new arrivals figure out the nature of the Burning Water Plant they may start producing BWP fuel, operationally identical to gasoline, at the same rate as Diesel production (and with the same expansion limits).

Major production facilities for BWP fuel can be set up on New Home Island, at *The Other Side, Mer'yen* and *Des'sha* at the rate of one facility per year.

**Crude Oil:** Even though the locals do not use it, there are some sources of crude oil they do know about – associated with asphalt that they occasionally use for road surfaces.

The main sources are around the ruins of **Ryl'sha** and **Tul'khla** – both under firm Imperial control.

*Tul'khla* could be retaken (a coastal port, it could be supplied by sea) – but producing the equipment needed would take a year. Production would initially be 10000 liters per day, rising by 10000 liters per day each quarter until a rate of 100000 liters per day is reached.

At that point, further capital investment would be needed to expand production.

## ARMAGEDDON

### ▼ PRODUCTION STATS

The following pages contain tables with the production statistics for all items of equipment produced locally.

**Hours:** The number of *man hours* required to produce each item (or the number that may be produced per man hour).

**Tool Type:** The *minimum* Tool level required to produce the item.

**Cost:** Cost in €.

**Availability:** Availability here and now, in the *Lord of Cities*.

**Book:** The Books in which the item appears. **GEC** = *General Equipment Catalog*. **PHB** = *Player's Handbook*.

## ARMAGEDDON

ARTIFICIAL LIGHT	TIME (HOURS)	TOOL TYPE	COST	AVAILABILITY	BOOK
White Light Spotlight (Electric)	750	C	€375	Scarce	GEC, PHB
White Light Spotlight (Carbon Arc)	500	B	€125	Common	GEC, PHB
White Light Spotlight (Carbide)	25	B	€25	Common	GEC, PHB
Standard Flashlight	25	C	€50	Scarce	GEC, PHB
Dynamo Torch	30	C	€75	Common	GEC, PHB
Lantern, Hurricane	½	A	€25	Common	GEC, PHB
Lantern, Candle	2	A	€30	Common	GEC, PHB
Candle	¼	A	€15-20	Common	GEC, PHB

CAMPING EQUIPMENT	TIME (HOURS)	TOOL TYPE	COST	AVAILABILITY	BOOK
Light Blanket	5/hour	B	€5	V Common	GEC, PHB
Heavy Blanket	5/hour	B	€7.50	V Common	GEC, PHB
Bedroll	5/hour	B	€25-35	Common	GEC, PHB
Cot, Folding (Wood & Canvas)	20/hour	B	€5	Common	GEC, PHB
Shelter Half	½	B	€10	V Common	GEC, PHB
Tent, 2 Man, Canvas	1½	B	€75	Common	GEC, PHB
Tent, 4 Man, Canvas	3½	B	€25	Common	GEC, PHB
Tarpaulin, 5 x 6, Canvas	20/hour	B	€	Common	GEC, PHB
Jerrycan, Plastic	12/hour	C	€10-15	V Common	GEC, PHB
Jerrycan, Metal	6/hour	C	€20-30	Common	GEC, PHB
Water Bag, Canvas, 4 liter	10/hour	A	€2	Common	GEC, PHB
Water Bag, Canvas, 20 liter	8/hour	A	€5	Common	GEC, PHB
Water Purification Tablets	1000/hour	C	€5	Common	GEC, PHB
Stove, Coleman	10	B	€75	Scarce	GEC, PHB
Solid Fuel Stove	24/hour	A	€5	Common	GEC, PHB
Firestarter	12/hour	B	€25	Scarce	GEC, PHB
4" Fire Lighting Flint	24/hour	B	€10	Scarce	GEC, PHB
Waterproof Matches	1000/hour	B	€2.50	Common	GEC, PHB
Mess Kit	24/hour	B	€25	Common	GEC, PHB
Compass, Magnetic	12/hour	B	€50	Scarce	GEC

DIVING EQUIPMENT	TIME (HOURS)	TOOL TYPE	COST	AVAILABILITY	BOOK
Air Compressor	3000	C	€3750	Very Rare	GEC, PHB
Hand Compressor	500	B	€750	Scarce	GEC, PHB
Aqualung Tank	5000	D	€2500	Rare	GEC, PHB
Aqualung Regulator	1000	C	€1250	Rare	GEC, PHB

FOOD	TIME (HOURS)	TOOL TYPE	COST	AVAILABILITY	BOOK
Military Ration Pack (each)	12/hour	C	€50	Scarce	GEC
Canned Rations (Plastic; Crate, 24)	24/hour	B	€132	Scarce	GEC
Canned Rations (Mason Jars; 24)	100/hour	A	€120	Scarce	GEC
Dry Rations (12)	200/hour	A	€15	Scarce	GEC, PHB
Double Baked Bread	500/hour	A	€2	V Common	GEC, PHB
Hardtack (4)	2000/hour	A	€5	V Common	GEC, PHB

FUEL	COST/LITER
Imported Diesel	€7.50
Imported Petroleum	€10
Imported AvGas	€15
Ethanol	€1.25
Methanol	€½
Coal	€1

FUEL	COST/LITER
Edible Oil Diesel	€1
Local Diesel	€2.50
Local Petroleum	€5
Local AvGas	€7.50
Charcoal/Coke (per kilo)	€½
Wood	€¼

GENERATORS, DIESEL	TIME (HOURS)	TOOL TYPE	COST	AVAILABILITY	BOOK
1.5 kW	1000	D	€500	Scarce	GEC
5 kW	3000	D	€1875	Scarce	GEC
10 kW	4500	D	€3750	Scarce	GEC
60 kW	10000	D	€18750	Scarce	GEC
100 kW	25000	D	€37500	Rare	GEC
500 kW	60000	D	€187500	Rare	GEC

GENERATORS, STEAM	TIME (HOURS)	TOOL TYPE	COST	AVAILABILITY	BOOK
5 kW	1500	C	€750	Common	GEC
10 kW	2250	C	€2500	Common	GEC
60 kW	5000	C	€12500	Common	GEC
100 kW	12500	C	€25000	Scarce	GEC
500 kW	30000	C	€125000	Scarce	GEC

GENERATORS, OTHER	TIME (HOURS)	TOOL TYPE	COST	AVAILABILITY	BOOK
50 kW Windmill	10000	B	€2500	Scarce	GEC
100 kW Windmill	15000	B	€3750	Scarce	GEC
10 kW Hydro	1500	C	€750	Scarce	GEC
60 kW Hydro	3000	C	€1500	Rare	GEC
100 kW Hydro	4000	C	€2000	Rare	GEC
500 kW Hydro	10000	C	€5000	Very Rare	GEC



# ARMAGEDDON

<b>TOOLS</b>	<b>TIME (HOURS)</b>	<b>TOOL TYPE</b>	<b>COST</b>	<b>AVAILABILITY</b>	<b>BOOK</b>
Basic Tool Kit	80	A	€75	Common	GEC, PHB
Swiss Army Knife	40	A	€35	Common	GEC, PHB
Power Hand Tools	8500	C	€4250	Rare	GEC, PHB
Wheeled Vehicle Tools	200	A	€175	Common	GEC, PHB
Tracked Vehicle Tools	300	A	€250	Scarce	GEC, PHB
Aircraft Tools	500	B	€350	Rare	GEC, PHB
Construction Tools (Basic)	50	A	€75	V Common	GEC, PHB
Construction Tools (Standard)	50	A	€75	V Common	GEC, PHB
Small Arms Tools	1000	B	€625	Scarce	GEC, PHB
Heavy Ordnance Tools	2500	B	€2500	Rare	GEC, PHB
Electrical Tools	1200	B	€1250	Rare	GEC, PHB
Hand Pump	100	B	€125	Common	GEC, PHB
Portable Machine Shop	35000	D	€75000	Very Rare	GEC

<b>HEATERS &amp; COOLERS</b>	<b>TIME (HOURS)</b>	<b>TOOL TYPE</b>	<b>COST</b>	<b>AVAILABILITY</b>	<b>BOOK</b>
Freezer, Small	500	C	€750	Rare	GEC, PHB
Freezer, Large	1000	C	€1500	Very Rare	GEC
Refrigerator, Small (Electric)	500	C	€625	Scarce	GEC, PHB
Refrigerator, Small (liquid fuel)	125	B	€175	Scarce	GEC
Refrigerator, Large (Electric)	1000	C	€1250	Rare	GEC
Refrigerator, Large (liquid fuel)	250	B	€350	Scarce	GEC
Portable Heater (Electric)	50	B	€75	Scarce	GEC, PHB
Water Heater (Electric)	500	B	€300	Scarce	GEC
Water Heater (liquid fuel)	25	C	€75	Common	GEC

<b>MEDICINES (PER DOSE)</b>	<b>TIME (HOURS)</b>	<b>TOOL TYPE</b>	<b>COST</b>	<b>AVAILABILITY</b>	<b>BOOK</b>
Anaesthetic (Liquid)	10/hour	D	€50	Scarce	GEC, PHB
Anaesthetic (Gas)	20/hour	C	€12	Common	GEC, PHB
Antibiotics (Tablet/Powder)	12/hour	D	€60	Scarce	GEC, PHB
Antibiotics (Liquid)	25/hour	C	€30	Common	GEC, PHB
Antifever (Room Temperature)	10/hour	D	€30	Scarce	GEC, PHB
Antifever (Refrigerate)	20/hour	C	€10	Common	GEC, PHB
Antiseptic (Liquid)	200/hour	B	€½	V Common	GEC, PHB
Antiseptic (Powder)	100/hour	C	€1	Common	GEC, PHB
Pain Reliever, Mild	500/hour	B	€¼	Common	GEC, PHB
Sedative, Mild (Pill)	200	D	€2	Scarce	GEC, PHB
Sedative, Mild (Liquid)	100	C	€1	Common	GEC, PHB

<b>MEDICAL EQUIPMENT</b>	<b>TIME (HOURS)</b>	<b>TOOL TYPE</b>	<b>COST</b>	<b>AVAILABILITY</b>	<b>BOOK</b>
Doctor's Black Bag	10	B	€10000	Very Rare	GEC, PHB
Trauma Kit	100	C	€15000	Rare	GEC, PHB
Medic's Kit	5	B	€1500	Rare	GEC, PHB
Personal Medical Kit	100/hour	B	€200	Scarce	GEC, PHB
Wound Dressing	250/hour	B	€25	Scarce	GEC, PHB

<b>PHOTOGRAPHIC</b>	<b>TIME (HOURS)</b>	<b>TOOL TYPE</b>	<b>COST</b>	<b>AVAILABILITY</b>	<b>BOOK</b>
Photographic Film, 35mm (36 exp)	10/hour	C	€125	Scarce	GEC, PHB
Local Box Camera	1750	D	€3750	Rare	GEC
Photographic Paper & Chemicals	125	C	€750	Scarce	GEC, PHB

<b>POWER STORAGE</b>	<b>TIME (HOURS)</b>	<b>TOOL TYPE</b>	<b>COST</b>	<b>AVAILABILITY</b>	<b>BOOK</b>
Rechargeable Battery, Local	500	D	€500	Rare	GEC
Dry Cell Battery, Local	1	C	€7.50	V Common	GEC
Lead/Acid Battery, Local	60	B	€125	Rare	GEC
Wind Up Battery	1	C	€150	Rare	GEC, PHB

<b>PRECISION INSTRUMENTS</b>	<b>TIME (HOURS)</b>	<b>TOOL TYPE</b>	<b>COST</b>	<b>AVAILABILITY</b>	<b>BOOK</b>
Navigational Instruments	2500	C	€3750	Scarce	GEC
Marine Chronometer	10000	D	€12500	Very Rare	GEC
Surveyor's Transit (Optical)	1750	C	€2500	Very Rare	GEC, PHB
Stereoscopic Rangefinder	750	B	€1250	Scarce	GEC, PHB

<b>PRINTING &amp; WRITING</b>	<b>TIME (HOURS)</b>	<b>TOOL TYPE</b>	<b>COST</b>	<b>AVAILABILITY</b>	<b>BOOK</b>
Ink Duplicator (Hand Cranked)	3000	B	€3750	Rare	GEC, PHB
Ink Duplicator (Powered)	5000	C	€6250	Very Rare	GEC, PHB
Typewriter, Manual (English)	1500	D	€1875	Rare	GEC, PHB
Typewriter, Manual (Phonetic)	2000	D	€3750	Very Rare	GEC
Flatbed Press	1000	B	€1250	Scarce	GEC
Improved Flatbed Press	2000	B	€5000	Scarce	GEC
Fountain Pen (Local)	1	A	€125	Common	GEC

<b>RADIO SETS</b>	<b>TIME (HOURS)</b>	<b>TOOL TYPE</b>	<b>COST</b>	<b>AVAILABILITY</b>	<b>BOOK</b>
Local Manpack Radio (Morse)	5000	D	€3750	Scarce	GEC
Local Manpack Radio (Voice)	7500	D	€6250	Scarce	GEC
Local Semi-Portable Radio (Morse)	12500	D	€7500	Scarce	GEC
Local Semi-Portable Radio (Voice)	17500	D	€12500	Scarce	GEC
Local Cabinet Radio	1250	C	€1000	Scarce	GEC
Local Portable Radio	1875	C	€1500	Rare	GEC

## ARMAGEDDON

<b>TIMEKEEPING</b>	<b>TIME (HOURS)</b>	<b>TOOL TYPE</b>	<b>COST</b>	<b>AVAILABILITY</b>	<b>BOOK</b>
Alarm Clock	100	C	€125	Scarce	GEC
Mechanical Timer	30	B	€37.50	Scarce	GEC
Pocket Watch	1750	D	€1875	Rare	GEC

<b>TELEGRAPHS</b>	<b>TIME (HOURS)</b>	<b>TOOL TYPE</b>	<b>COST</b>	<b>AVAILABILITY</b>	<b>BOOK</b>
Portable Telegraph	450	C	€115	Common	GEC, PHB
Booster/Repeater Unit	600	C	€625	Scarce	GEC, PHB
Linesman's Kit	150	C	€175	Scarce	GEC, PHB

<b>TELEPHONES</b>	<b>TIME (HOURS)</b>	<b>TOOL TYPE</b>	<b>COST</b>	<b>AVAILABILITY</b>	<b>BOOK</b>
Field Telephone	300	C	€150	Common	GEC, PHB
Fixed Telephone	100	C	€50	Common	GEC, PHB
Telephone Wire, Reel (Light)	500	B	€60	Scarce	GEC, PHB
Telephone Wire, Reel (Medium)	500	B	€125	Scarce	GEC, PHB
Field Switchboard	150	B	€450	Scarce	GEC, PHB

<b>UNIFORMS</b>	<b>TIME (HOURS)</b>	<b>TOOL TYPE</b>	<b>COST</b>	<b>AVAILABILITY</b>	<b>BOOK</b>
Fatigues	10	B	€100	V Common	GEC, PHB
Thermal Fatigues	15	B	€200	Common	GEC, PHB
Parka	10	B	€200	Common	GEC, PHB
Combat Webbing	5	A	€100	Common	GEC, PHB

<b>VISIBLE LIGHT COMMUNICATIONS</b>	<b>TIME (HOURS)</b>	<b>TOOL TYPE</b>	<b>COST</b>	<b>AVAILABILITY</b>	<b>BOOK</b>
Heliograph	5	A	€25	Common	GEC, PHB
Aldiss Lamp (Electric)	100	C	€75	Rare	GEC, PHB
Aldiss Lamp (Carbide)	2½	B	€25	Scarce	GEC, PHB

<b>VISION AIDS</b>	<b>TIME (HOURS)</b>	<b>TOOL TYPE</b>	<b>COST</b>	<b>AVAILABILITY</b>	<b>BOOK</b>
Infra Red Binoculars	2500	D	€10000	Rare	GEC, PHB
Infra Red Rifle Sight	7500	D	€18750	Very Rare	GEC, PHB

HANDGUNS	TIME (HOURS)	TOOL TYPE	COST	AVAILABILITY	BOOK
<i>Trickster</i> Holdout Pistol	600	C	€450	Common	GEC
<i>Swordsman</i> Automatic Pistol	800	C	€600	Common	GEC
<i>Tsarevich</i> Automatic Pistol	1200	C	€900	Common	GEC
<i>Attacker</i> Revolver	600	C	€450	Common	GEC
<i>Volkspistole</i> VP-44	400	C	€300	Common	GEC

SUBMACHINEGUNS	TIME (HOURS)	TOOL TYPE	COST	AVAILABILITY	BOOK
<i>Border Riever</i> SMG	100	B	€150	Common	GEC
<i>Flame Lord</i> SMG	200	C	€300	Common	GEC
<i>Krasny Star'ya</i> SMG	300	C	€450	Common	GEC
<i>Cherry Tree</i> SMG	300	B	€450	Common	GEC

RIFLES	TIME (HOURS)	TOOL TYPE	COST	AVAILABILITY	BOOK
<i>Brigadier</i> Rifle	750	C	€650	Scarce	GEC
<i>Field Marshall</i> Rifle	950	B	€750	Scarce	GEC
<i>St Vasily</i> Assault Rifle	500	C	€1500	Common	GEC
<i>Kaiserliche Sturmgewehr</i> M81	600	C	€450/€500	Scarce	GEC
<i>Krasny Tsar'ya</i> Assault Rifle	750/850	C	€800/€625	Scarce/Rare	GEC

SHOTGUNS	TIME (HOURS)	TOOL TYPE	COST	AVAILABILITY	BOOK
<i>Volcano</i> Shotgun	250	B	€185	Scarce	GEC
<i>Demon</i> Shotgun	500	C	€375	Scarce	GEC

MACHINEGUNS	TIME (HOURS)	TOOL TYPE	COST	AVAILABILITY	BOOK
<i>Lightning</i> GPMG (7.62mm NATO)	1200	C	€1760	Scarce	GEC
<i>Lightning</i> GPMG (7.62mm M54R)	1200	C	€2500	Rare	GEC
<i>Morning Star</i> MMG (7.62mm NATO)	1200	C	€2250	Scarce	GEC
<i>Morning Star</i> MMG (7.62mm M54R)	1200	C	€3375	Rare	GEC
<i>Prince</i> HMG (.50 BMG)	2500	C	€3750	Scarce	GEC
<i>Prince</i> HMG (12.7mm)	2500	C	€5625	Rare	GEC

## ARMAGEDDON

AMMUNITION (PER 1000 ROUNDS)	TIME (HOURS)	TOOL TYPE	COST	AVAILABILITY	BOOK
5.45mm Russian Ball	2/hour	C	€150	Common	GEC, PHB
5.56mm NATO Ball	2/hour	C	€125	Common	GEC, PHB
.30 cal US Carbine	6/hour	C	€37.50	Scarce	GEC, PHB
7.62mm Tokarev Ball	6/hour	C	€50	Scarce	GEC, PHB
7.62mm M43 Ball	2/hour	C	€185	Common	GEC, PHB
7.62mm NATO Ball	2/hour	C	€250	Common	GEC, PHB
7.62mm M54R Ball	2/hour	C	€625	Common	GEC, PHB
7.92mm Kurz	2/hour	C	€375	Scarce	GEC
7.92mm Mauser Ball	2/hour	C	€250	Scarce	GEC
9mm Parabellum Ball	6/hour	C	€250	Common	GEC, PHB
.45 ACP Ball	6/hour	C	€300	Common	GEC, PHB
.50 BMG	2	C	€1000	Common	GEC, PHB
12.7mm	2	C	€1250	Scarce	GEC, PHB
12 gauge Plastic	8	C	€300	Common	GEC, PHB
12 gauge All Brass	2	C	€100	Scarce	GEC, PHB
.30-06 Springfield	1	C	€125	Common	GEC, PHB
.303 SAA	1	C	€125	Common	GEC, PHB

DEMOLITIONS & MINES	TIME (HOURS)	TOOL TYPE	COST	AVAILABILITY	BOOK
Black Powder (1 kilo)	60/hour	A	€5	V Common	GEC
Black Powder (1 kilo, corned)	8/hour	A	€35	Common	GEC
Match, Quick (10 meters)	1000/hour	A	€2.50	Scarce	GEC
Match, Slow (10 meters)	1000/hour	A	€2.50	Scarce	GEC
Nitroglycerine (0.1 kg)	0.1/hour	B	€20	Scarce	GEC
Dynamite/Gelignite (Stick)	4/hour	B	€5	Scarce	GEC
Mine, Antipersonnel	4/hour	C	€200	Scarce	GEC, PHB
Mine, Directional	4/hour	C	€300	Scarce	GEC, PHB
Blasting Caps, Electric	2.5/hour	C	€2.50	Scarce	GEC, PHB
Blasting Caps, Nonelectric	5/hour	B	€1.25	Scarce	GEC, PHB
Igniter, Percussion	½	C	€12.50	Scarce	GEC, PHB
Igniter, Electrical	5	C	€32.50	Scarce	GEC, PHB
Wire, Electrical, 10 meters	1	C	€125	Scarce	GEC, PHB
Defonator, Acid	5/hour	C	€2.50	Rare	GEC, PHB
Timer, Clockwork	2	C	€150	Rare	GEC

<b>GRENADE LAUNCHERS</b>	<b>TIME (HOURS)</b>	<b>TOOL TYPE</b>	<b>COST</b>	<b>AVAILABILITY</b>	<b>BOOK</b>
Thunderer Grenade Launcher	600	C	€450	Common	GEC
2.7cm Stumpistole 44	300	C	€225	Scarce	GEC

<b>GRENADE LAUNCHER ROUNDS</b>	<b>TIME (HOURS)</b>	<b>TOOL TYPE</b>	<b>COST</b>	<b>AVAILABILITY</b>	<b>BOOK</b>
40mm HE	2/hour	C	€7.50	Scarce	GEC, PHB
40mm HEDP	1.2/hour	C	€12.50	Scarce	GEC, PHB
40mm Canister	1.2/hour	C	€5	Scarce	GEC, PHB
40mm Illumination	0.4/hour	C	€25	Scarce	GEC, PHB
40mm Smoke	1.2/hour	C	€12.50	Rare	GEC, PHB
2.7cm HE	2.4/hour	C	€5	Scarce	GEC
2.7cm HEAT	1.2/hour	C	€7.50	Scarce	GEC
2.7cm Canister	1.2/hour	C	€5	Scarce	GEC
2.7cm Illumination	0.4/hour	C	€25	Scarce	GEC
2.7cm Smoke	0.9/hour	C	€12.50	Rare	GEC

<b>RECOILLESS RIFLES</b>	<b>TIME (HOURS)</b>	<b>TOOL TYPE</b>	<b>COST</b>	<b>AVAILABILITY</b>	<b>BOOK</b>
7.5cm LG.40	1750	C	€1875	Scarce	GEC
10.5cm LG.42	2750	C	€2500	Scarce	GEC
M-40a1 106mm Recoilless Rifle	2250	C	€1875	Scarce	GEC

<b>RECOILLESS RIFLE ROUNDS</b>	<b>TIME (HOURS)</b>	<b>TOOL TYPE</b>	<b>COST</b>	<b>AVAILABILITY</b>	<b>BOOK</b>
7.5cm HE	0.4/hour	C	€80	Rare	GEC, PHB
7.5cm HEDP	0.4/hour	C	€125	Rare	GEC, PHB
7.5cm Canister	0.4/hour	C	€80	Rare	GEC, PHB
7.5cm Illumination	0.2/hour	C	€250	Very Rare	GEC, PHB
7.5cm Smoke	0.4/hour	C	€150	Very Rare	GEC, PHB
10.5cm HE	0.3/hour	C	€125	Rare	GEC, PHB
10.5cm HEDP	1.2/hour	C	€175	Rare	GEC, PHB
10.5cm Canister	0.6/hour	C	€125	Rare	GEC, PHB
10.5cm Illumination	0.15/hour	C	€150	Very Rare	GEC, PHB
10.5cm Smoke	0.9/hour	C	€125	Very Rare	GEC, PHB
106mm HE	0.3/hour	C	€125	Rare	GEC, PHB
106mm HEDP	0.3/hour	C	€150	Rare	GEC, PHB
106mm Canister	0.4/hour	C	€125	Rare	GEC, PHB
106mm Illumination	0.1/hour	C	€175	Very Rare	GEC, PHB
106mm Smoke	0.6/hour	C	€125	Very Rare	GEC, PHB

# ARMAGEDDON

<b>ROCKET LAUNCHERS</b>	<b>TIME (HOURS)</b>	<b>TOOL TYPE</b>	<b>COST</b>	<b>AVAILABILITY</b>	<b>BOOK</b>
Panzerfaust 150	250	C	€185	Scarce	GEC
Biter 60mm Disposable	20	C	€15	Common	GEC
Viper 60mm Rocket Launcher	300	C	€225	Common	GEC
Raketenpanzerbusche 54/1a	450	C	€350	Scarce	GEC

<b>ROCKET LAUNCHER ROUNDS</b>	<b>TIME (HOURS)</b>	<b>TOOL TYPE</b>	<b>COST</b>	<b>AVAILABILITY</b>	<b>BOOK</b>
60mm Viper HE	1.2/hour	C	€6	Scarce	GEC
60mm Viper HEDP	0.6/hour	C	€12	Scarce	GEC
60mm Viper Canister	1.8/hour	C	€8	Scarce	GEC
88mm Raketenpanzerbusche HEAT	0.6/hour	C	€15	Scarce	GEC

<b>MORTARS</b>	<b>TIME (HOURS)</b>	<b>TOOL TYPE</b>	<b>COST</b>	<b>AVAILABILITY</b>	<b>BOOK</b>
Kicker 60mm Commando Mortar	750	C	€2875	Scarce	GEC
Thumper 81mm Mortar	1250	C	€4675	Scarce	GEC

<b>MORTAR ROUNDS</b>	<b>TIME (HOURS)</b>	<b>TOOL TYPE</b>	<b>COST</b>	<b>AVAILABILITY</b>	<b>BOOK</b>
60mm HE	1	C	€5	Common	GEC, PHB
60mm Smoke	0.5/hour	C	€10	Scarce	GEC, PHB
60mm Illumination	0.4/hour	C	€12	Very Rare	GEC, PHB
81mm HE	0.8/hour	C	€20	Common	GEC, PHB
81mm Smoke	0.4/hour	C	€50	Rare	GEC, PHB
81mm Illumination	0.3/hour	C	€60	Rare	GEC, PHB
120mm HE	0.4/hour	C	€50	Common	GEC
120mm Smoke	0.3/hour	C	€100	Rare	GEC
120mm Illumination	0.3/hour	C	€50	Rare	GEC
120mm Shrapnel	0.4/hour	C	€75	Very Rare	GEC
107mm Chemical (Tear Gas)	0.3/hour	C	€150	Common	GEC
107mm HE	0.4/hour	C	€35	Common	GEC
107mm Illumination	0.3/hour	C	€50	Rare	GEC
107mm Smoke	0.3/hour	C	€50	Common	GEC

<b>AUTOCANNON</b>	<b>TIME (HOURS)</b>	<b>TOOL TYPE</b>	<b>COST</b>	<b>AVAILABILITY</b>	<b>BOOK</b>
20mm Autocannon	5000	D	€7500	Scarce	GEC
3.7cm Flak 43	10000	D	€15000	Scarce	GEC
Crossbow Light Autocannon	3750	D	€3750	Scarce	GEC

<b>AUTOCANNON ROUNDS</b>	<b>TIME (HOURS)</b>	<b>TOOL TYPE</b>	<b>COST</b>	<b>AVAILABILITY</b>	<b>BOOK</b>
20mm API	6/hour	C	€5	Common	GEC, PHB
20mm HE	3/hour	C	€7.50	Common	GEC, PHB
25mm API	5/hour	C	€7.50	Scarce	GEC, PHB
25mm HE	2.5/hour	C	€10	Scarce	GEC, PHB
3.7cm API	1.5/hour	C	€10	Common	GEC
3.7cm HE	0.75/hour	C	€12.50	Scarce	GEC
15mm	6/hour	C	€7.50	Common	GEC

<b>LIGHT ARTILLERY</b>	<b>TIME (HOURS)</b>	<b>TOOL TYPE</b>	<b>COST</b>	<b>AVAILABILITY</b>	<b>BOOK</b>
<i>Bulldog</i> 60mm Gun-Mortar	3000	C	€3000	Rare	GEC
<i>Sabre</i> 60mm Rapid Fire Cannon	10000	C	€7500	Rare	GEC
<i>Wolfhound</i> 81mm Gun-Mortar	5000	C	€4500	Rare	GEC
<i>Spiteful</i> 81mm Rapid Fire Cannon	15000	C	€12000	Rare	GEC
75mm Pack Howitzer	25000	C	€37500	Rare	GEC
7.5cm Gebirgs Gewehr 36	30000	D	€45000	Rare	GEC

<b>LIGHT ARTILLERY ROUNDS</b>	<b>TIME (HOURS)</b>	<b>TOOL TYPE</b>	<b>COST</b>	<b>AVAILABILITY</b>	<b>BOOK</b>
75mm HE	1.2/hour	C	€50	Scarce	GEC
75mm Canister	1.8/hour	C	€50	Scarce	GEC
75mm Illumination	0.6/hour	C	€100	Rare	GEC
75mm Smoke	0.6/hour	C	€75	Rare	GEC

<b>GRENADES</b>	<b>TIME (HOURS)</b>	<b>TOOL TYPE</b>	<b>COST</b>	<b>AVAILABILITY</b>	<b>BOOK</b>
Generic HE	0.5/hour	C	€5	Common	GEC, PHB
Generic WP/Smoke	0.5/hour	C	€15	Common	GEC, PHB



# ARMAGEDDON

<b>PICKUP &amp; TRUCK CONVERSIONS</b>	<b>TIME (HOURS)</b>	<b>TOOL TYPE</b>	<b>COST</b>	<b>AVAILABILITY</b>	<b>BOOK</b>
¼ ton Pickup Armour Kit	1250	C	€3750	Rare	GEC
Heavy Pickup Armour Kit, Type 1	1500	C	€7500	Rare	GEC
Heavy Pickup Armour Kit, Type 2	2000	C	€6250	Rare	GEC
2½ ton Truck Armour Kit	2500	C	€8000	Rare	GEC
5 ton Truck Armour Kit, Type 1	3750	C	€12000	Rare	GEC
5 ton Truck Armour Kit, Type 2	4500	C	€15000	Rare	GEC
2½ ton Truck Halftrack Kit	3000	C	€9000	Rare	GEC
5 ton Truck Halftrack Kit	4500	C	€12000	Rare	GEC
8 ton Truck Halftrack Kit	6000	C	€18000	Rare	GEC
Rail Mobility Kit	250	C	€2500	Scarce	GEC

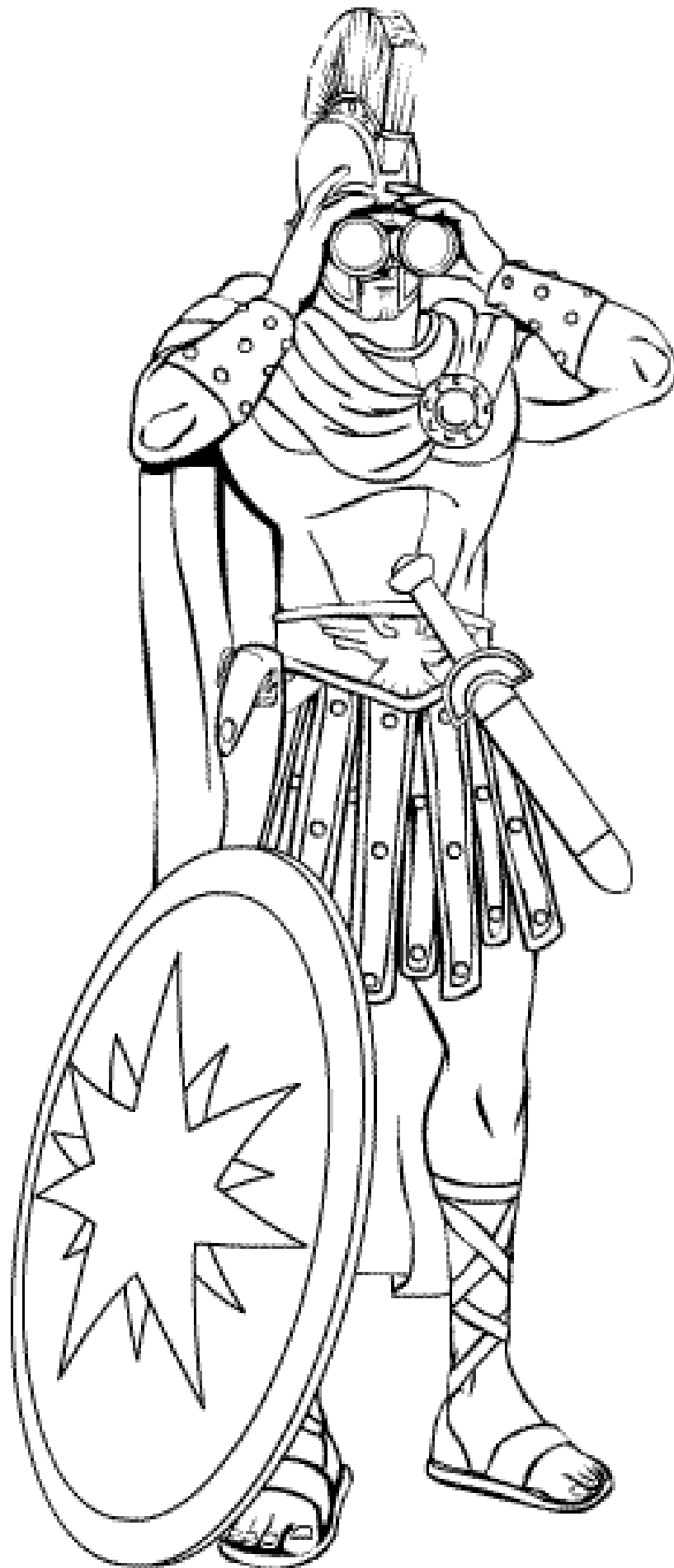
<b>ARMoured VEHICLE CONVERSIONS</b>	<b>TIME (HOURS)</b>	<b>TOOL TYPE</b>	<b>COST</b>	<b>AVAILABILITY</b>	<b>BOOK</b>
Commerce Class LAV Conversion A	3000	C	€30000	Rare	GEC
Commerce Class LAV Conversion B	3000	C	€35000	Rare	GEC
Commerce Class MAV Conversion A	4000	C	€40000	Rare	GEC
Commerce Class MAV Conversion B	4000	C	€45000	Rare	GEC

<b>LOCAL GROUND VEHICLES</b>	<b>TIME (HOURS)</b>	<b>TOOL TYPE</b>	<b>COST</b>	<b>AVAILABILITY</b>	<b>BOOK</b>
Lance Motorcycle	7500	C	€5750	Scarce	GEC
Lord ½ ton Utility, IC	20000	C	€15000	Scarce	GEC
Lord ½ ton Utility, Steam	17500	B	€8750	Scarce	GEC
Knight Armoured Car, IC	45000	C	€40000	Rare	GEC
Knight Armoured Car, Steam	40000	B	€25000	Rare	GEC
Knight Armoured Half Track, IC	55000	C	€50000	Rare	GEC
Knight Armoured Half Track, Steam	50000	B	€30000	Rare	GEC
Farmer Tracked Utility, IC	60000	C	€45000	Rare	GEC
Farmer Tracked Utility, Steam	50000	B	€25000	Rare	GEC
Striker Scout Car, IC	30000	C	€50000	Rare	GEC
Striker Scout Car, Steam	25000	B	€30000	Rare	GEC
Striker Half Track Scout Car, IC	35000	C	€57500	Rare	GEC
Striker Half Track Scout Car, Steam	30000	B	€42500	Rare	GEC
Mule Medium Truck, IC	60000	C	€45000	Rare	GEC
Mule Medium Truck, Steam	50000	B	€25000	Rare	GEC
Victory Tracked LAV, IC, Model A	150000	C	€125000	Rare	GEC
Victory Tracked LAV, IC, Model B	150000	C	€120000	Rare	GEC
Victory Tracked LAV, Steam, Model A	135000	B	€80000	Rare	GEC
Victory Tracked LAV, Steam, Model B	135000	B	€77500	Rare	GEC

<b>LOCAL WATERCRAFT</b>	<b>TIME (HOURS)</b>	<b>TOOL TYPE</b>	<b>COST</b>	<b>AVAILABILITY</b>	<b>BOOK</b>
<i>Wind Steam Gig</i>	2500	C	€1875	Scarce	GEC
<i>Storm Steam Gig</i>	7500	C	€5625	Scarce	GEC
<i>Wolverine River Patroller</i>	100000	C	€60-75000	Scarce	GEC
<i>Riverhawk Fast Riverine Transporter</i>	75000	C	€32500	Scarce	GEC
<i>Dolphin GP Transport, Cargo</i>	120000	C	€750000	Rare	GEC
<i>Dolphin GP Transport, Cargo-Passenger</i>	120000	C	€900000	Rare	GEC
<i>Dolphin GP Transport, Assault Transport</i>	120000	C	€2500000	Rare	GEC
<i>Dolphin GP Transport, Riverine Base</i>	120000	C	€2250000	Rare	GEC
<i>Shark Fire Support Vessel</i>	1500000	C	€2500000	Very Rare	GEC
<i>Shark Fast Attack Vessel</i>	1500000	C	€1750000	Very Rare	GEC

<b>LOCAL AIRCRAFT</b>	<b>TIME (HOURS)</b>	<b>TOOL TYPE</b>	<b>COST</b>	<b>AVAILABILITY</b>	<b>BOOK</b>
<i>Spirit Hang Glider</i>	5	A	€75	Common	GEC
<i>Sparrow Ultralight</i>	3000	C	€3750	Scarce	GEC
<i>Cuckoo Ultralight</i>	5000	C	€5625	Scarce	GEC
<i>Judge Powered Glider</i>	7500	C	€15000	Rare	GEC
<i>Bumblebee Light Helicopter</i>	100000	C	€250000	Rare	GEC
<i>Magician Light Utility Aircraft</i>	75000	C	€150000	Very Rare	GEC

<b>RAILROAD</b>	<b>TIME (HOURS)</b>	<b>TOOL TYPE</b>	<b>COST</b>	<b>AVAILABILITY</b>	<b>BOOK</b>
<i>Giant 2-2-0 Locomotive</i>	100000	C	€87500	Rare	GEC
<i>Tiny Tender</i>	40000	C	€45000	Rare	GEC
<i>Passenger Carriage</i>	10000	B	€15000	Rare	GEC
<i>Troop Carriage</i>	8750	B	€12500	Rare	GEC
<i>Flatcar</i>	5000	B	€7500	Rare	GEC
<i>Boxcar</i>	7500	B	€10000	Rare	GEC
<i>Tanker Car</i>	15000	B	€15000	Rare	GEC
<i>Cataphract 2-2-0 Armoured Loco</i>	125000	C	€100000	Very Rare	GEC
<i>Armoured Tender</i>	45000	C	€57500	Very Rare	GEC
<i>Combat Tender</i>	20000	B	€25000	Rare	GEC
<i>Armoured Infantry Tender</i>	10000	B	€15000	Rare	GEC



HERE AND NOW



What changes will have overtaken the physical face of the Earth in the next twenty-five millennia?

This chapter will cover some of the changes that have occurred in the period between the late 21st Century (when the last group of transferees were caught up in the energy-time vortex that dumped them here-and-now) and the here-and-now.

Several general observations can, however, be made.

Firstly, 25,000 years is a **long** time – and there is plenty of scope for changes to the landforms of familiar landforms through natural forces alone.

Secondly, unless the most heroic preservation attempts have been made on a continuous basis, throughout the entire intervening period, it is extremely unlikely that any but the largest civil engineering features will have survived – and the advent of the “Eternal War” certainly disrupted any such efforts.

Finally, a number of man-made (or at least man triggered) events seem very likely to have contributed directly to some considerable and unexpected differences in the actual face of the present and what Geologists and Geographers (and other scientists) might have generally expected over what is, after all, a short time in geological terms.

#### ▼ CLIMACTIC FACTORS

One of the most important factors that have impacted on the changing face of the earth in the past has been climate.

Cyclical changes in surface temperature have led to both Ice Ages, with depressed Sea Levels, and to periods of Global Warming and significantly raised Sea Levels.

The weight and action of large quantities of water, whatever form it might be in, inevitably leads to the landforms that they interact with being eroded, moved, and otherwise transformed.

In the past 25 millennia, both forces have evidently been in play for significant lengths of time.

▼ **GLOBAL WARMING** – Arguments over the so-called “green-house effect” and the supposed man-made rise of “greenhouse gases” in the atmosphere had been going on for decades by the time the last transferees were caught up in the temporal vortex.

▼ **TURNING BACK THE WAVES** – The action of water, tidally, in the form of sea or ocean currents (or river), and when wind-driven, is easy for geographers and geologists to identify. Some of the easiest features to spot are described below.

On coastlines (or in areas where there were once coastlines, no matter where the water level might be now), there will be evidence of projecting headlands (perhaps now part of the spine of ridges or hills between valleys) having had their seaward faces cut off by erosion, leaving cliffs parallel to the shoreline (wherever it may then have been).

Offshore islands tend to have the same process affect them, with one side being cut away parallel to the impacting current.

In intervening areas, Bays or simply low level stretches between headlands, the action of the inshore currents and the wind driven waves is to deposit sand and all sorts of sea wrack in terraced beaches and dunes.

This action is compounded by the wave action rendering unstable and undermining what were previously stable landforms ... hillsides, slopes and the like. The debris and sand are left behind when the water recedes, and often covered over and preserved when it advances.

In either case, they can usually be detected easily by the practised eye.

Depending on the depth and the area of the area that is inundated, there may also be significant isostatic effects ... the great weight of water pressing down on previously dry land has a compressing effect on submerged landforms, and can actually cause a drop in the real “surface” level by tens to hundreds of meters (the latter in the most extreme cases, of course).

This compression destroys the equilibrium of the underlying rocks, and can result in significantly increased earthquake (and, perhaps, volcanic) activity.

When the water retreats, the compressed rock formations “rebound”, and in seeking to restore a stable configuration cause similar effects in reverse.

▼ **The Coastal Regions** – It is an important fact that some 70% of the world's population (as of the late 20th Century) lives in the coastal regions of the major continents. Even more significant is the fact that even more of the world's industry and trade facilities are co-located with them.

Thus, any significant long-term rise in the mean sea level would have a major impact on those areas.

Economically, it would be devastating ... the

## ARMAGEDDON

industrial, transportation, and housing infrastructure accumulated over centuries (perhaps millennia in some cases) would be irretrievably lost, or would have to be rebuilt and/or relocated on higher ground. The disruption to the world's economies would be immense – far more so than any (non-nuclear) war.

▼ **Man-Made Defences?** – Because of this, it will often be cheaper (or so it might seem) to raise defences against the encroaching sea ... as several areas in the world were already doing in the late 20th Century.

Eventually, however, the forces of wind, tide, and the sea will overwhelm them as the sea level continues to rise . . . and there is evidence that the maximum sustained rise was on the order of 15-16 meters.

Traces of such ultimately futile defences can be expected to have survived in some areas – the Netherlands and North Sea coasts of Germany and Denmark; London, the Thames Estuary region, and most of SW and SE England; Florida, Houston, and much of the US coastline of the Gulf of Mexico; New York and many of the eastern coastal cities of the US; areas of Cuba, Hispaniola, and the Caribbean islands; the southern Japanese islands of Shikoku, Honshu, and much of southern Hokkaido as well as the China Sea coast of China, and much of the Mediterranean littoral.

▼ **Existing Remains?** – Local maps and traveller's records do, in fact, report remnants of what may well be such works.

The "Broken Gates" at Gibraltar may have as much been a defence against rising sea levels as a bridge or power generation facility; it may also be that the meteor strike that (probably) created the "Straits of Suez" may have been part of a dual plan to breach the Mediterranean region's defences against inundation.

There are also reports of strings of so-called "Giant's Teeth" along the North Sea coast of what was once the Netherlands, and these may be the remnants of its defences.

Stories of "Giant's Dykes" or "Faerie Causeways" throughout the western European Atlantic Littoral are also, evidently, quite common, and may represent similarly intentioned defensive works in those areas.

The interesting thing is that, as all the 21st Century transportees agree, it was widely touted that a) greenhouse emissions had been substantially "brought under control", and, b) that climatic models used for predicting warming trends by late 20th Century scientists had been driven more by the "politically correct" demands of the environmental movement than by strictly scientific requirements.

Yet, despite this, there is evidence of some relatively short term rise in the mean sea level some time in the period between then and now (see "Turning Back the Waves") – and the folk tales and religious stories of the locals all refer to "the great flooding", though with differing regional significance.

▼ **What Went Wrong?** If these beliefs were correct, and there seems no doubt that they were, there must have been some other factor(s) at play, almost certainly natural, that led to just the effects that the late 20th Century environmentalists had suggested.

It seems especially strange that this should be the case since the Three Way War was fought with nuclear weapons, in a limited sort of way, and the usually expected result of this is the "nuclear winter", which would presumably have had the exact opposite effect!

Another possibility is that the dating of the geological and geographical evidence is wrong, and that the climatic changes that they represent were much more recent ... after an intervening Ice Age, in effect.

This would seem to be more reasonable and may even explain the currency of folk memories of "the great flooding" – stories unlikely to survive a twenty-five millennia "Dark Age."

It would then seem highly possible that increased volcanic activity would be the prime culprit for the "creation" of the greenhouse gases and consequent climatic changes.

Certainly, one problem with the "old" theory was always that volcanic outgassing of CO<sub>2</sub> was always more of a factor than human industrialization had ever been.

The problem with this alternative theory is that it leaves the supposed "coastal defences" unexplained, as there certainly wasn't any civilisation advanced enough to build them after the "Endless War" and the intervening Ice Age.

There is, however, insufficient evidence at present to definitely support either theory.

▼ **THE RETURN OF THE ICE** – The last ice age, at the end of the Pleistocene period, started (at the end of the twentieth century) some 75,000 years previously and ended only 10,000 years ago, and was the latest of a series that can be traced back much further ... all of which seem to have occurred with regular interglacial intervals of around 10-15,000 years.

This means that, at that time, the recurrence of a similar climatic change was definitely on the cards. In fact, climatic records indicated that average mean global temperatures were on a steady downward trend from the interglacial maximum, which evidently occurred ~4000 years previously.

▼ **Solar Variables** – Theories as to why there is such a cycle are many and varied, but generally incorporate the known factor that the Sun is a variable star, and that the sunspot cycle (11 years, on average, from maximum to maximum) involves a 4% variation in stellar output.

The short period for which accurate records are available (or can be deduced by climatic effects) allows for the possibility that there is a much longer cycle with at least a 10% variation in stellar output, the minimum needed to trigger a significant Ice Age recurrence.

It has also been suggested that there is a “critical point” where the advance of the ice not only becomes self-sustaining, but also involved in an accelerating feedback loop.

For example, during the last glaciation, geological evidence indicates that the British Isles went from their normal climate to a three-quarters glacier coverage in a single century!

The retreat of the glaciers is a much slower process (the Pleistocene Ice Age lasted some 65,000 years, and a good average for the ones preceding that was some 50,000 years).

The expanded ice sheets considerably raise the earth’s albedo (the measure of the amount of light (and heat) that it reflects back into space), thus working against any increased stellar output at the end of the low end of the cycle.

▼ **The Long Winter** – When did the most recent Ice Age start? When did it end, and why ... or, more importantly, has it ended?

These are questions that cannot be answered with any certainty at this point. The only certainty is that there has been an Ice Age in the period between the departure of the last of the “new arrivals” and the here-and-now.

**Greenhouses or Icebox?** Some authorities at the end of the 20th Century believed that the output of greenhouse gases by their industrial civilisation was retarding the start of a new Ice Age.

They pointed out that evidence of a mean global surface temperature rise was, on evidence then available, dubious.

Of course, it could equally well be argued that the expected Ice Age wasn’t overdue – after all, interglacials were known to be on the order of 10-15,000 years duration.

Perhaps it was as much as 5000 years off? Even if the evidence of the highest mean surface temperature occurring some 4000 years ago was significant, it would mean that a symmetrical interglacial period could expect at least another 4000 years.

**Winning the Toss:** Who was correct?

The only evidence that is available at present – of advanced genetic engineering (as shown by the strange new animals and plants that abound) and aerospace technology (the two extra “moonlets” in

the sky) is inconclusive.

How long did it take our ancestors to develop such technology?

▼ **ICE AGE DURATION** – Ice Ages last, on average, some 50,000 years. However, that figure requires some qualification – the onset can be quite dramatic, but the retreat goes through phases.

There are retreats, as mean temperature rises, and re-advances, as it drops – possibly according to fluctuations in the solar output cycle that we can only guess at.

These retreats are called interstadials and the re-advances stadials, and can be of several hundred to several thousand years in duration.

Thus, the periodic re-occurrence of the Ice Ages involves an internally cyclical nature as well.

Is the “here-and-now” an interstadial? Will the Ice return?

Or has the current Ice Age “finished”?

No-one knows *for sure* – though it seems that the ice has been steadily retreating for at least several thousand, and perhaps as many as five or six thousand years.

There are, however, other factors that may be involved.

The success rate of all previous predictions of the development of science and technology only show us that they are almost invariably wrong!

It could have been the work of mere decades ... or of several centuries, perhaps more. There are some indications that the period was in between the two suggested figures.

Unfortunately, the end of the “High Tech” civilisation cannot be tied to the beginning of the intervening Ice Age ... only to the “Eternal War”, the cause, nature, and duration of which is shrouded in myth and mystery!

▼ **Coastlines and Littorals** – What, then, is the current state of the coastlines that appear on the 20th and 21st Century maps that are available to the transferee groups?

There is no simple answer, but some general comments can be made to shed some light on the current state of local knowledge –

**Sea Level:** The current mean sea level seems to be 2-3 meters lower than the mean sea level of the early 21st Century.

The highest sustained rise that can be measured locally in the mean sea level was on the order of 50 meters.

**Duration of the Inundation:** The physical effects of

## ARMAGEDDON

the higher sea level is, while noticeable, only enough to indicate a duration of perhaps a thousand years at most.

**Duration of Glaciation:** Local records and folktales, and a quick survey of the region surrounding the Lord of Cities suggests that the current interglacial/interstitial period began around 5000 or more years ago.

Certainly, some of the northern cultures in Europe could not have survived in a glacial climatic environment, and to develop to their present levels of population and general sophistication would have taken several thousand years at least.

**Combined Effects:** The combination of all the effects is that existing coastlines are significantly different from those on "modern" maps, both because the water level is lower as well as because of erosion effects.

Also, in areas subject to glacial intrusion, there is extensive changes to the coast due to glacial erosion ... filling or deepening of shallow bays, creation of fjords from coastal river valleys, and even greater coastal erosion due to ice action are likely to be noted.

Areas where offshore tidal banks or alluvial islands were extant are also likely to be vastly changed – the islands are probably gone, and the tidal banks scraped deeper.

### ▼ GEOPHYSICAL FACTORS

Just as important as climatic factors, though normally having a noticeable effect only over much longer periods of time, are those factors relating to the physical structure of the earth.

**▼ PLATE TECTONICS** – The major continents and oceans all rest on plates of rock that are floating on the viscous magma of the mantle below – and all are moving because of attempts by the trapped heat to rise to the surface along the edges (and at "hot spots") of these plates.

Though the movement is normally quite slow, perhaps a half an inch to several inches per year under normal circumstances, the accumulated movement of twenty-five millennia mounts up and becomes quite significant.

More importantly, the use of large Kinetic Kill weapons (meteorites directed at terrestrial surface targets) during the "Eternal War" has obviously had a destabilizing effect not only on the immediate areas where they hit, but on overall plate dynamics, speeding up some ongoing processes and reactivating dormant ones.

**▼ Some Notable Consequences** – The main areas of significant tectonic (and related volcanic) activity in the area for which we have local knowledge are –

**The Hellenic Trench** – running from the southern

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**▼ TURNING BACK THE ICE** – The action of snow and ice, the latter in the form of glaciers, is easy for geologists to identify.

The main action of glaciers is to grind, abrade and tear in the centre of their mass and to deposit the material so acquired at the sides and, eventually, in the path of their retreat.

At the valley sides and under the central area, these glacial moraines are mostly formed of finely ground material heavily intermixed with clays, often peppered with clasts (pebbles, cobbles, stones, and large rock fragments) – and these may have been ripped from the earth hundreds of yards to hundreds of miles away from their site of origin.

Glacial Moraines tend to fill preglacial terrain features where the glaciated ice was not confined to a river valley, often to the point where these underlying landforms are completely hidden. Any area covered with moraines tends to be poorly drained and boggy.

Some areas will be filled with Drumlins, from a handful to hundreds (even thousands) of elongated hills formed of materials dropped by the glacier in the direction of flow.

They may individually be from a few hundred yards to several miles long, and are generally 1000 to 2000 feet wide and fifteen to 100 feet high.

The valleys are also reshaped, from the common "V" shaped valleys cut by flowing streams and rivers and surrounding rounded hills to "U" shaped valleys with surrounding jagged, frost and glacier sculpted, hills.

Along the sides and floors of such valleys, the rocks will show signs of either polishing (if granite) or scratching (if limestone or basalt).

In plains areas, the action of the flowing ice is often to gouge long, narrow, hollows into the surface, and these form lakes when the ice retreats.

This action is not necessarily in the direction of flow of the glaciated ice, and can disrupt the pre-glacial watershed pattern of an area quite massively ... as was the case with the Canadian Shield during the Pleistocene.

Where advancing glaciers obstruct part of a catchment area sufficiently they can force the river(s) to cut new channels to divert themselves around the obstruction, perhaps forming a large lake at the glacier front until this occurs.

This diversion, if it forms at a low enough level or, because of the duration of the original blockage is able to cut a low enough level, may then form a permanent part of the catchment basic river patterns when the glacial ice retreats.

Another significant factor is the actual weight

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of the ice cap so created.

Just as encroaching seas cause isostatic changes in the underlying bed-rock by compression, ice masses have an identical effect – probably even more profound.

This causes the same readjustment of internal stresses both on the advance and retreat as does inundation.

▼ **Man-Made Defences?** – There are no known physical defensive barriers or structures remaining from the pre-glacial civilisation.

Even if that civilisation did not collapse until after the serious onset of glacial advance, there is no real physical barrier technology that can withstand the onslaught of an advancing glacier ... with one possible exception.

The so-called "God-shield".

In the higher latitudes especially this would be even more fruitless, as the changed climate would result in year round snowfall – making attempts to prevent glacial advance moot, as the cities in those regions would soon be completely covered.

Even in regions once enjoying a temperate climate, longer winters and increased levels of snowfall would mean that glacial advance would be likely to outstrip any attempt to erect physical barriers.

In short, there isn't a great likelihood of any real success.

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Anatolian coast, south of Crete (*Imeshal Arp'ayr* – "Isle of Fires"), curving towards the old Greek/Albanian/Yugoslav border. In this area, the African Plate has moved two miles into the Eurasian Plate, riding underneath and forcing up the sea floor.

The friction between the two plates has also (in the "recent" past) triggered a string of now (mostly) dormant volcanoes in the region, resulting in further, but more localized, land building activity.

The result of all these has been to create a string of upthrust and volcanic islands along the arc described, and to lower the absolute water level in the region, creating dangerous shoals and rocky reefs that have become a significant danger to navigation.

**Along the Red Sea Ridge** (*Stenosh Shayanos Ev-valtos* – "The Narrow Sea") – the African plate has been moving away from the Arabian plate, though only by a mile and a half.

The new Straits of Suez aren't directly part of this system, but may have been affected.

**The Jordan Valley Fault**, also on the border of the African and Arabian plates has also been an area of much activity . . . with the Gulf of Aqaba now extending to join with the Dead Sea/Sea of Galilee

## ARMAGEDDON

Depression, which is now an extended inner "arm" of the Red Sea, spearing northwards.

**The Arabian Plate** has thrust northwards (after a long period of dormancy) over the edge of the Eurasian Plate through the Zagros mountains (Oharosh ayin Oktanos – "Mountains of Darkness"), triggering large scale volcanic activity, considerable stress faulting, upthrusting and mountain building activity.

This has had the related effect of raising the sea-floor level of the Persian Gulf enough to turn much of it into dry land.

**The North African-Roman Fault** has also become reactivated, resulting in increased faulting activity in the Atlas mountains, the joining of Sicily and the toe of Italy through volcanic upwellings, the creation of a series of volcanic islands in the Gulf of Taranto and increased volcanic activity right up the Apennines.

There are unsubstantiated traveler's tales to the effect that some of the inactive volcanoes along the **East African Rift System** may still be active at present, after having left their dormant phase sometime in the last 25,000 years.

### ▼ THE HUMAN FACTOR

Though the action of mankind as a whole has not, in the past, had any significant or long-term impact on the changing face of the earth, this is not the case of the past 25 millennia.

However, only the most massive human-originated projects will have had any lasting effect – and many of these seem to be related to the "Eternal War" as the side effect of weapons usage.

▼ **NUCLEAR WEAPON EFFECTS** – Nuclear Weapons are capable of causing significant physical damage to human originated structures and, if a ground burst of sufficient magnitude, may actually gouge out not insubstantial craters in the underlying terrain features.

They also have long-term radiation effects – though, after 25,000 years, only particles of Uranium and Plutonium buried in the central crater will still be "hot" enough to be any threat.

▼ **Use of Nukes** – Evidence available indicates that the use of Nuclear weapons was minimal in the "Eternal War"

There is some suggestion that glacial action and inundation may have covered (or moved) those sites hit by such weapons, hiding them from detection.

In fact, the use of such weapons is completely conjectural at this time – though there must be the remnants of craters from the Three Way War that triggered the last transfers of personnel to the here-and-now.

If such weapons were used, then no strategic



## ARMAGEDDON

devices were, only low yield "tactical" systems.

None of the identifiable blast/impact craters known have a high enough level of residual radiation to show this.

The possibility that there was extensive use of Enhanced Radiation Weapons (Neutron Bombs – population killers) cannot, however, be discounted.

▼ **KINETIC KILL WEAPONS** – While the evidence for the use of Nuclear weapons is, at best, inconclusive, the evidence for the use of equally devastating Kinetic Kill weapons (i.e. Meteorites deliberately dropped from orbit) is much more certain.

There are a number of quite definite impact craters in the region known to us through direct exploration and observation and through examination of local maps . . . varying from the small to quite large.

The pattern of known impact sites is so closely related (allowing for uncertainties in the correlation between 20th Century landforms and those of the here-and-now) with important economic, population, and/or military centres (or ones that can be deemed likely to have become so in whatever intervening period there was between the last transfers during the Three Way War and the beginning of the Eternal War).

Even those impact craters that are not directly on obvious target sites are close enough to potential targets that they could easily have been near misses.

▼ **Use of Kinetic Kill Weapons** – There are a number of sites in the local region that are obviously formed as a result of the use of KK weapons of varying sizes, and which have changed local landforms drastically – though the characteristic circular impact crater is sometimes modified by the action of 25 millennia of "normal" erosion, as well as by glaciation and the effect of sea level rise and fall.

The more obvious sites that have been identified include –

**The Takahlos nayin Itohilo Motesa** ("Finger of the Dying God"), a large basaltic pinnacle jutting out of the wide straits where Istanbul and the Golden Horn once led into the Sea of Marmora – and the possibly related (due to changed tidal and current patterns) islands off the Asian shore of the latter, as well as the **Imeshal Salana Naso** ("Isle of the Crescent Moon" – once the Gallipoli peninsula).

**The Heya Thalasha Vaya** ("Straits of the Jackal" – the straits of Suez), where the Canal once ran.

**The Okotanya ayin Layhan** ("Lake of Night") – an egg-shaped lake on the site of what was once Moscow, some 35 miles long by about 15 miles wide.

**The Shaleekoh Layhane** ("Circle Lakes"), seven large lakes scattered along the **Pohtamoz ayin Shayehoanee** ("River of Snows"), the River Rhine – more or less where the great industrial cities of the

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▼ **KINETIC IMPACT EFFECTS** – Meteorite impacts have created some of the largest landforms recognisable on the face of the planet – both Hudson Bay and the Gulf of Mexico, for example, are thought to be the results of such impacts.

Of course, the size of the meteors that caused such obvious features must also have been immense ... and the explosive force released by the impacts truly horrendous.

Recent theories that attempt to connect the end of the age of Dinosaurs with a similar impact, regardless of whether they are correct or not, valuable in that they give some idea of the gross effects they would have on the natural world.

For example, unless the meteor hit straight on, then there would be a vast area where the mere shockwave of its passage would wipe out all animal life (and destroy most plants) simply through overpressure effects – not to mention the fires started by the suddenly compressed, and therefore superhot, atmosphere beneath its line of passage.

The shock of the actual strike would kill everything within hundreds, perhaps thousands, of miles – and the core of the meteor would penetrate deep into the crust, vaporising cubic miles of water and/or rock.

This would, in turn, disperse into the atmosphere and create a "nuclear" winter to rival the worst that any possible man-made exchange could create – at the very least, climate patterns worldwide would be disrupted.

The shock of the impact would trigger fault lines all around the world to stress and release in massive earth tremors ... and this would take many years to reach a state of equilibrium again.

There is even some evidence to suggest that the internal flow/tidal patterns in the molten core would be disrupted and cause the magnetic poles to wander randomly until internal equilibrium was once again released.

The effects of a single massive meteorite strike would destroy civilisation as we know it – or at least knock it back several centuries.

It would also, probably (directly or indirectly), wipe out most of the human race. However, human beings are far more adaptable than dinosaurs, and it is unlikely that such an event would drive the human race into extinction (though many others may be).

However, the "Eternal War" was fought with, at least, scores of meteorites – though none seem to have been as large as those monsters that created the Gulf of Mexico or Hudson Bay – and they were deliberately targeted where they could do the most damage.

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Thus, combined with the effects of the Ice Age (triggered by these impacts – or already underway when they began?), and of the biological and genetic weapons of the sides involved, indicates that the damage was so great and humanity was so reduced that only in the last 2000 years has the human population reached a level sufficient to allow for the recurrence of “civilisation”.

The original die-back must have been truly enormous. Not a pretty picture for such a simple weapon.

Ruhr would have once stood.

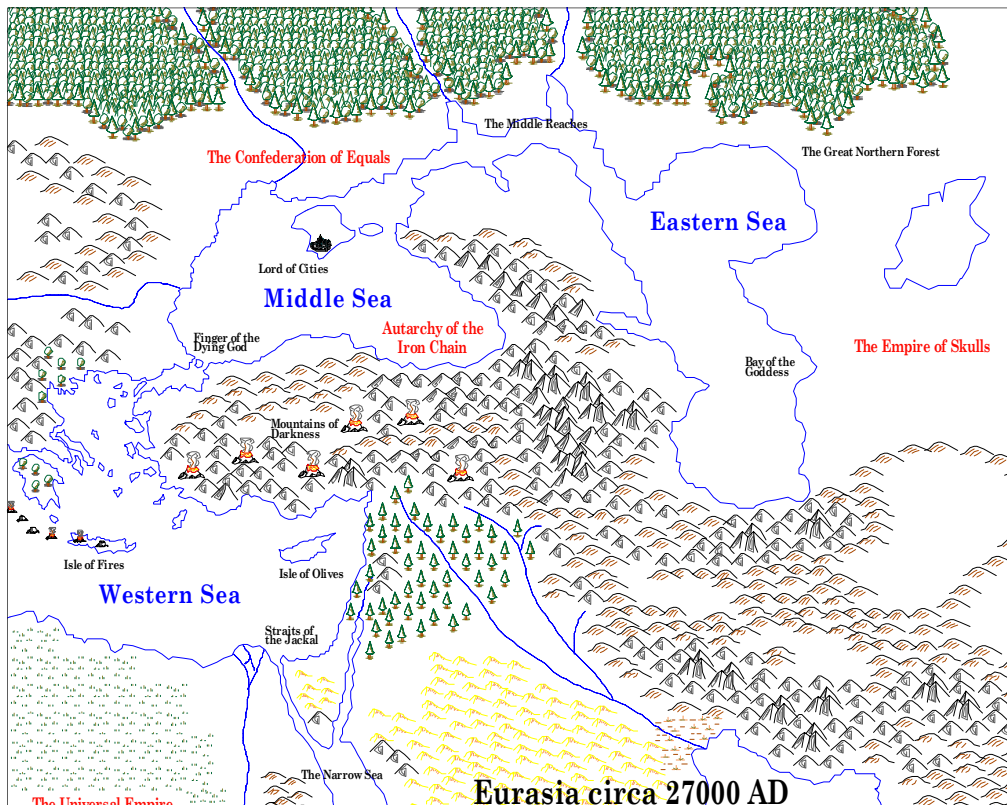
**The Evvaltos Shayanos** (“Marsh Sea”), a number of medium to large deep(ish) lakes connected by wide, shallow marshy regions, in the **Pohtamoz Arayahee** (“Snake River”), the Po river valley in northern Italy.

**The Yentaha Evvaltos** (“Inland Sea”), a 100 mile long (and 40 miles wide in places) deep lake in the **Takeeyana Pohtamoz** (“Takha’s River”) valley around the site of ancient Paris.

**Assorted semicircular (Nashalee) Bays** along the coast of the **Evvaltos Gamelotaa** (“Enclosed Sea”), the ancient Mediterranean-Black Sea-Caspian Sea Basins (all now interconnected), on the sites of ancient Athens, Barcelona, Constanta, Haifa, Marseilles, Odessa, Rome, Toulon, and Yevpatoria.

Given the poor state of local mapmaking skills, there are likely many more sites that simply do not show up on the maps that are available.

However, given the importance of maritime commerce to the locals, most of the unidentified sites are likely to be inland – where recording their presence on maps is less vital (and where the restricted tradepaths available for travel make it likely that many such features may be easily missed).



▼ EURASIA: 27000

The map opposite is a composite drawn from several local sources, textual and graphic, combined with modern cartography.

The obvious, differences between the current geography of the region and that of the 20th century include the channel linking the Caspian and Black Seas as well as the strait between Africa and the Middle East.

The Peloponnese and the Gallipoli peninsulas are now islands, separated from the mainland.

# ARMAGEDDON

## ▼ RECORDS OF SURVIVAL

What are the chances of physical artifacts representing written, pictorial, or artistic information about the "lost" years between the Three Way War and the "present" being found intact?

The answer is not simple, as it depends on the medium on which the message(s) were recorded, so let us examine some possibilities –

▼ **Paper (Books, Magazines etc.)** – Almost all paper produced after the end of the 19th century has been made from acid-treated wood pulp. The paper *itself* is acidic, and will eat itself away over time. It becomes yellowed, brittle and crumbly – and generally lasts no more than fifty to one hundred years even under optimal conditions.

And that assumes it is not affected by incorrect storage conditions ... assorted insects and small animals like (or at least tolerate) the taste of paper, and will destroy unprotected books.

Similarly, water (even excess humidity) can encourage the growth of mildew or render the paper back into the "original" pulp.

Modern synthetic inks have not been around long enough to be sure that they will last ... especially those in the ubiquitous ballpoint. Even modern printing ink is not of proven reliability.

▼ **Computer Disks** – Assuming that they were not wiped by EMP from nuclear explosions, and that they could be "read" by available equipment (not very likely in itself – for example, records from the 1970's and earlier had been unavailable for years by the late 20th century, simply because no drive units able to read them were available), any magnetic media relies on a metal oxide coating on a plastic substrate. It is almost certain that either the plastic base will have decomposed or that the metal oxide will have flaked away.

Even on optical disks, incompatible data formats aside, the actual media is a thin coating on a plastic disk . . . and will almost certainly deteriorate over the period in question, even if there is no mechanical trauma inflicted.

If some exotic memory storage device was developed by after the 3WW, it will probably be difficult to *identify* as computer media!

▼ **Engraved or Worked Stone** – This is one of the two most likely survivable record formats. Survivability depends on the type, hardness, and chemical composition of the stone used as well as its exposure.

Material that is buried generally has a greater likelihood of survival over long periods of time than if it is exposed – and, in the latter case, is especially vulnerable to being worn away rather

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than just being destroyed.

The degree of protection available to the stone(s) will have the most significant effect in this case.

The oldest surviving inscriptions on stone as of the late 20th Century dated back some six thousand years, with varying degrees of erosive or weathering damage.

Over a period of twenty-five thousand years some inscriptions are likely to survive in a legible state; unfortunately but, by their nature, are unlikely to provide extensive or useful data.

▼ **Engraved or Worked Glass** – Is the second most likely common find ... but is perhaps even less likely than stone to carry any information that will be of interest or use – except, eventually, to Archaeologists. It is also even less likely to carry any information.

Wherever it is found, it is subject to much the same factors as stone in determining whether it will retain any legibility.

Window glass, broken into shards and other fragments by various factors, and probably rounded by erosive action of various substances, is likely to be the most recognisable find on the sites of ancient urban concentrations!

▼ **Plastic "Paper"** – It is a possibility that some books may have been printed on a plastic or plasticised cellulose base if concerns about deforestation continue to grow.

If this is the case, the pages would be more survivable than paper, but would eventually succumb to chemical decomposition, even if stored in the most benign environments.

In the unlikely event that some have survived they are likely to be so fragile that skilled restoration will be needed to render them useable.

▼ **Engraved and Worked Metals** – Gold, Copper, and Bronze are the most likely survivors here. Gold is almost completely chemically inert under normal conditions (as is Platinum, though it would be much rarer).

Copper and Bronze protect themselves against the oxidation that would destroy irons and steels by forming a protective patina over exposed surfaces.

All would require protection from mechanical or erosive forces.

The problem is, again, that the likelihood of any useful information having been stored on those materials and having survived the dramatic events of the last 25,000 years is minimal.

So, there is little chance of any "records of survival."

### ▼ HUMAN STRUCTURES

What might last, in a recognizable form, as the handiwork of mankind after the passage of 25 millennia?

Worked wood will rot, refined metals will oxidize, concrete will be worn away by erosion ... glass and glazed pottery, or worked stone will be worn smooth, or worn away, as well.

Building foundations will be broken up by plant roots, then covered by accumulating debris, roads will be washed away as their drainage systems are clogged and fail ... or broken up by the action of growing plants.

Bridges and Dams will collapse as erosion, landslides, or a "Hundred Year Flood" eventually arrives.

Rising sea levels will inundate coastal cities – and tidal and wave action will destroy anything that sediments don't bury.

In the areas affected by glaciation the action of tens of thousands of tons of moving ice and snow will grind away even the foundations of man-made structures.

The size and geographical spread of "modern" civilisation will ensure that some structures survive.

However, the ones that do will be either those that are buried (and therefore protected, to some extent), or those that were so massive and physically redundant that even the forces of nature would take a long time to affect them.

The former may eventually be found and examined by archaeologists.

The latter will have some direct importance to travelers and explorers right now.

▼ **CIVIL ENGINEERING SURVIVAL** –Twenty-five millennia is a long time – and the forces of "normal" natural forces are more than enough to destroy or cover most human structures.

A few may well survive ... what might they be?

Large open-cut excavations in areas not subsequently affected by glaciation are an obvious choice, though natural erosion will have dramatically altered their outlines and depth.

Railway, road, and even canal cuttings through hills and mountains will also probably leave their mark ... though, again, the forces of nature will have softened their once indisputably man-made nature.

Tunnels, however (and deep shaft mines) are unlikely survivors ... the dead weight of thousands, perhaps millions, of tons of rock and water will eventually collapse them and return to a status so briefly interrupted by the work of civilisation (even assuming they survive the massive tremors caused by the use of KKWs).

Superhighways, especially at elevated concrete roadway, will be, with some effort, as those scores

## ARMAGEDDON

(perhaps hundreds) of miles of otherwise unexplainable "giants" dikes, mounds, or other earthworks ... though not in glaciated regions, of course!

The only recognizable landmark, proud but worn by the passing of the ages, in the whole Mediterranean region are the Pyramids. Not much to stand for the passing of a great civilisation?

# ARMAGEDDON

## ▼ ECOLOGICAL FACTORS

Mankind is, of course, not the only life-form that has had an important part to play in the changes to the face of the planet that have occurred in the last 25,000 years.

At least as important have been the combined effects of all the other planetary lifeforms – though there is definite evidence that many of those that now exist are bioengineered, and so might be regarded as a “Human Factor” in the strictest sense.

Until the middle of the second millennium of the Christian era, most of the world was covered by forests, woods, plains or other environments that had never really been subject to the hand of mankind.

Civilisations used these areas as a source of resources, but left them mostly untouched – relatively small portions of the planet had been modified to best suit the needs of those same civilisations.

In short, there were some small islands of civilisation and agriculture in the midst of trackless forests or wide open plains.

The “tamed” agricultural countryside had been carved out from the natural environs of a given region by back-breaking labour over the course of (then) five thousand or more years ... most of Western Europe was heavily forested or otherwise “wilderness”.

The last half of that second millennium after Christ changed that in an ever accelerating pace, to the point where few real wilderness regions remained on the planet at the beginning of the 21st Century ... much of which was fast disappearing or only surviving because of governmental imposed regulation and law.

With civilisation well and truly destroyed, the artificial constraints put by on the biosphere by humans would be rapidly overturned.

Specially bred food species (animal and plant) that require the care of a complex technical society to survive and prosper would suddenly be exposed to natural selection at its most brutal.

▼ **THE PLANT KINGDOM** – The destruction of the post Three Way War civilisation (and most of the human populace) inevitably and quickly led to the resurgence of plant cover even in areas that had once been heavily populated or farmed.

Since the advance of the glaciers and the last Ice Age were closely associated with this period, the type of climate that developed, and the type of plants that could best survive in it, changed considerably and speedily.

Areas capable of supporting large trees developed from scrubby second growth to “virgin” forests with trees of a size to rival the Sequoia of Old California.

In regions not so favoured, grasses covered wide swathes of steppe, prairie, or pampas ... or, if the climate is wet, rainforests hold sway.

At the feet of the glaciers areas that had once enjoyed temperate climates turned into tundra.

The retreat of the glaciers at the beginning of the last interstadial meant that the forests have moved northwards and have had more than enough time to grow as thickly as those that developed in the unglaciated regions during the intervening Ice Age.

The unusual factor is that, in the case of both the temperate region and rain forests, a number of species of obviously gene-modified plants are encountered, and these have created an unusual series of environments in these areas –

▼ **Pseudo Sequoia Gigantens** – The *Taka-telohnee Ohayano* (“Fingers of the Sky”) which are almost certainly related to the Sequoiadendron Giganteum of the Sierra Nevadas, this tree is far larger . . . reach heights in excess of five hundred feet, with a trunk up to forty or fifty feet in diameter.

It also differs in that it is suited to growing at any elevation up to 8000 feet or so, and in standard temperature climatic conditions to ranging from the moderate to the extreme ends of that classification.

Groves ranging from a few score to several thousand of these trees are found scattered throughout the temperate zone of the Eurasian land mass, almost universally in regions protected by **Ampertama Mayehalma** (“Tangle Vines”).

Unusually, they seem invariably linked with past or present habitation of the Silent Ones ... and the trees themselves form these dwellings.

Through means kept entirely secret, the Silent Ones are able to shape the interiors of these trees to form dwelling chambers, and their branches to form pathways linking them, as well as providing for waste disposal and the provision of fresh water.

It seems certain that these modifications are not the result of any “secret” abilities of the Silent Ones, but are simply a knowledge of genetic modifications made before the collapse of civilisation.

▼ **Ampertama Mayehalma** – The *Tangle Vines* These are, effectively, natural barbed wire barriers that grow thickly amongst the temperate forests that cover most of the Eurasian landmass.

Most of them grown in a close relationship to groves of Pseudo-Sequoia Gigantens – forming an “island” barrier around them in the dense virgin temperate forests, and may be anywhere from several hundred yards to several miles thick and up to 50 feet high.

Like the Pseudo-Sequoia, the Tangle vines are evidently “sculptured” by the Silent Ones to provide access for them and their guests and deny it to their enemies.

Again, this seems almost certainly to be simple knowledge of some specific genetically engineered

traits emplaced in them 25,000 years ago.

Local sources indicate that the Silent Ones are (supposedly) able to cause the vines to visibly move away from them, opening up (or perhaps creating) tunnels through these often massive barriers.

Physically, they consist of a vinelike tendrils, thickening into woody boles or stems in some areas, that wind about each other, into and out of the ground as well ... up to fifteen or twenty feet deep in some places.

They sport a waxy, very fire resistant, green-blue-grey leaf which is rimmed with tiny spikes that break off easily and inject an irritant liquid into the skin that causes a severe rash at best to a complete toxic shock leading to convulsions and rapid death.

The thorns on the vines vary from the size of the last joint of the thumb up to the size (and thickness at base) of a human hand, and are hard enough to shred even the thickest leather or bioplast, and even deeply score bronze!

Worse, the vines are reputed (in local sources) to have the ability to tangle and trip anyone attempting to force a passage ... and to tangle themselves around the body, then tighten, crushing and piercing the victim.

This is considered unlikely by available scientific staff, and is thought to be panicky reporting after the event ... though care should obviously be taken to avoid becoming inextricably trapped in the vines.

Available evidence suggests that the Tanglevine barriers actually consist of only a few – perhaps only one – actual plant in a given barrier, and that they are probably at least as old as the Psuedo-Sequoia that they guard.

Other plants of interest are those known to the locals to have some economic value as food crops or sources of other raw materials used in local manufacturing concerns. These include –

▼ **Yathapeytro Ayahtros** – The “*Food Plant*” – which is certainly a genetically engineered organism, as it has no obvious close ancestors that existed at the time of the outbreak of the Three Way War.

The fact that all portions of the plant may be utilized either as human or animal food, or as the raw material for a variety of useful items, seems almost entirely conclusive.

The broad leaves are edible, cooked and raw, and taste rather like cabbage when cooked; these leaves surround an ear bearing a grain very similar in looks (and taste) to corn, though coloured a pale orange rather than a yellow.

The cob which holds the grain can be pressed to yield an edible cooking oil and the remnant pressed into cakes and used as cattle feed.

The inner flesh of the stalks of the plant can be cut into strips which have a celery-like taste and consistency, while the outer fibrous sheath can be

## ARMAGEDDON

beaten out and dried to be woven into a good quality hemp rope or beaten into flattened strips to be made into a papyrus-like paper.

The roots include potato-like tubers – even the flowers are edible, and rather sweet.

It is self-fertilizing (the root system fixes nitrogen itself), the flowers exude a pheromone that repels most insects, and the leaves have a coating that resists moulds and scale infestations.

In ideal conditions, it can deliver four full crops per year with minimal care - and even in marginal conditions, at the far northern limit of agriculture, it can deliver a minimum of one crop. Yields are typically on the order of 40 bushels per acre of “corn” alone.

▼ **Apleeshtay Sohl'plash** – The “*Good Eating Plant*” – which can be cropped four times a year, but only the first three croppings are of real use for its prime product, the fourth produces seedpods that are actually filled with seeds (which can be eaten, and are quite pleasant to the taste buds ... rather like peanuts, in fact).

The first three croppings produce oil filled globules (around 1500 liters per hectare) of high quality edible oil. This is widely used in cooking throughout the Seven Domains, and has the obvious bonus that it can be burnt in Diesel engines with minimal processing.

▼ **Apleeshtay Fateyoh** – The “*Moulder's Plant*” – there is no possible way that this plant could be anything but a genetically engineered product ... the seedpods contain a white fluffy fibrous material (greatly compressed) and, when this is coated with a mixture of the sap and the oil from the crushed seeds, it hardens to form a tough fibreglass-like plastic that may be moulded into any desired shape before it dries.

The exact mixture of sap and oil determines the strength and flexibility of the final product, which may be used for everything from waterproof and heat resistant cloth to the locally popular **Eka'emto** (“*Common*” or “*Bioplast*”) armour.

While the plants do grow wild, they are at their best when carefully grown by human (or other) cultivators.

They exhibit a considerable climatic tolerance when under such cultivation, but tend to be mainly confined to the warmer temperate climate zones when discovered in the wild.

▼ **Merentso Fateyoh** – The “*Metalsmith's Plants*” – which are actually a number of similar, genetically engineered, seaweed-like plants that process the dissolved metal salts in sea-water and deposit pure metals in small granules or fine strands in their leaves or stalks.

The most common known species are those which concentrate tin, copper, silver, and gold, and

# ARMAGEDDON

## ▼ TIME FOR REFLECTION

The passage of 25 millennia has had a marked effect the earth's rotational period – the length of the Mean Solar Day increases by an average of 30 seconds per century.

\* **Mean Solar Day:** Is now 26 hours: 2 minutes: 26 seconds (approximately) in length.

\* **Mean Tropical Year:** Has remained almost unchanged, but now consists of 336.62877 Mean Solar Days (of increased length).

\* **Local Years:** The **Eyatos Senomas Pontaya** ("Confederacy Year") is 12 x 28 day months long, each of 4 x 7 day weeks.

Every fifth year there is a five day intercalary period, the **Ahartas Payasahntze** ("Hero Games"), between the sixth and seventh month.

Every 33 or 34 years another intercalary day, the **Parmara nayin Eyatos** ("Day of the Confederacy") occurs between month twelve and month one. This is used as a solemn celebration of birth of the Confederacy.

In those years where the 5 year cycle of the Hero Games and the 33-34 year cycle of the Day of the Confederacy coincide the six extra days are celebrated as the **Eyatos Payasahntze** ("Confederacy Games").

▼ **The Skies at Night** – As well as having an obvious effect on the day-night cycle, the passage of time has resulted in changes to the night-time sky.

\* **The Constellations:** The familiar star-signs of the Zodiac and other constellations have been changed beyond all recognition by the passage of time and the relative motion of the stars involved as well as that of the solar system itself.

The various local cultures have, however, developed a whole range of "new" zodiacal star-signs based on the currently existing stellar relationships.

\* **The Pole Star:** Since this depends on a 26000 cycle based on the precession of the earth's rotation around its skewed axis, the current stage has brought Polaris back to the position it was last in around 1000 AD.

\* **The Moons:** There are, currently, three "moons" visible in the night-time sky. The "old" Moon (**Salahna**) is still there, though its face shows the signs of several new meteor impact craters.

Also present is a stationary moonlet (**Atomaspā Salahn** – named after a legendary hero), elliptical and in a geostationary orbit that may indicate it was the "upside" of a skyhook. Apparent size is 10 x 6-7 miles.

The "third" moonlet (**Ayhee Tayasha** – "Egg

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of the Gods"), has an apparent size of 20 x 12 miles, orbits in the reverse direction to Luna and completes 2 to 3 orbits per night.

\* **Mars – The "Red" Planet:** Mars (**Prayanās Fayeesh** – "Green World" in the local tongue) is no longer "red". It displays touches of green (vegetation?) and white (clouds?), and what may be small blue "seas" (or large "lakes").

It seems likely that Mars has been at least partially terraformed. It may actually be the home of human life ... certainly, it seems likely that some animal or plant life may have been "seeded" on the previously "dead" planet.

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these are the basis of local metallurgical resources.

None of the scientific staff available locally are currently able to explain why there are no known plants that produce iron or other useful industrial metals (or non-metals).

The plants produce gas filled bladders to float their leaves and stalks under the weight of the metals that they carry, and these break away naturally at certain times of the year, or under certain weather conditions.

All of these plants produce best when regularly harvested – though storm or tide-washed clumps are significant in areas where there are no human settlements, and must have been the origin of local metallurgical knowledge.

Treatment of the harvest is quite simple, it is left to sun dry – and, when removed from sea-water the plant cells rupture and easily give up any moisture, speeding this process.

The dried material is then burnt in stacks in specially designed collection "furnaces".

The metals contained in the plant material gather in small molten globules to be separated from the ashes and further smelted into ingots which can later be made into useful items.

## ▼ THE SEVEN DOMAINS

The people of present day "Europe" refer to their lands as the **Ahkeeniya Ekaya** ("The Seven Domains") – including within that term those parts of the Eurasian and African continents centred around the Mediterranean-Black Sea-Caspian Sea Basins – though there are actually only five Domains at the present.

The term is, however, regularly used in a manner that is all-inclusive of the political units, peoples, and the land in general by all local writers.

This chapter provides the best information on the history, society and culture, and political units of the Seven Domains that is currently available to the Allied Expeditionary Force.

Unfortunately, while some of this information is based on direct observation by AEF personnel, much relies on translations of local material or interviews of local inhabitants, and the accuracy and reliability of such material must be viewed with some suspicion.

This reliability factor should be held under close consideration, and common sense should be used to moderate reliance on, all material provided in the following sections.

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▼ **THE "SEVEN DOMAINS"** – The origins of this term are lost in the mists of (recent) history, and for as long as human records have reliably existed (as much as two thousand years), there have only ever been five states that could be called "Domains".

\* **Eyatos 'ee Eistash** ("Confederacy of Equals").

\* **Hayee Athael Theepayosh** ("Brotherhood of the Forest").

\* **Etheetaysho nayin Eylee'ayesh** ("Autarchy of the Iron Chain").

\* **Hyee Faylayel Esharnos** ("The Sea Princes").

\* **Shohesh mayhe Baylashalaa** ("The Universal Empire").

The *Silent Ones* and *The Dwellers Below*, who reputedly have records going much further back (perhaps as much as five thousand years) also claim no knowledge of the "lost" Domains.

Occasional references to **Ayeh Eyakatalaa** ("The Forsaken Ones"), otherwise unexplained, in their literary culture may be echoes of them.

– From **Ashtorya nayin Ahkeeniya Ekaya** ("History of the Seven Domains"), a commonly available Manuscript of the Confederacy.

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## ARMAGEDDON

### ▼ PREHISTORY

According to the accepted chronology of the Confederacy of Equals, the world was created 9036 years ago when, as the holy books of the various Domains state, "time began".

This figure is derived by careful calculations based on their holiest (and oldest) writings – and is accompanied by the usual Creation Myth to explain this to the faithful.

▼ **COSMOLOGY** – According the sacred books of the Confederacy, the world was created "before time began" by the **Teerayas Themeyrosh** ("Three Creators") from amongst the icy wastes of the **Shaythee Haroithros** ("Under-dark", perhaps "icy hells?").

▼ **Creation of the World – Nayensaala** ("She of the Fires") plucked out her "third eye", casting into the **Kaaleyshee Haroithros** ("Over-dark", perhaps "black hells?") and commanding it to blaze into flames so intense that the ice melted and shadows were cast from the land and the sky, and it became the Sun.

Once the land beneath the ice was revealed as barren and lifeless, **Shamash** ("He of Beginnings and Endings") slit his own wrists and manured the land with his life's blood, from which sprang the plants and beasts of the fields. **Karhelel** ("He of Sorrows") wept over his brother's body, and his tears mixed with his brother's blood and became the **Aypatas Mythestey** ("The Seven Disciples").

▼ **The First Intelligent Races** – The Disciples quickly became lonely, and first one, then another, created the forebears of the races that make up the Seven Domains – some in competition with the others, some in co-operation.

The first race to be created were the *Silent Ones*, created by **Tzayfah** ("Disciple of Honour"); the second were the **Dwellers Below**, created by **Maatheysh** ("Disciple of Strength"); the third race were the *Loyal Ones*, created by **Kaanha** ("Disciple of Deceit") and **Iyasham** ("Disciple of Fear").

The remaining three Disciples did not create any races to begin with.

▼ **THE BETRAYAL – Kaanha and Iyasham** were envious of the creations of their older siblings, and of the power of their parents – and so began plotting to overthrow them all and remake the land that they had created into a more pleasing form of twilight and despair.

Their tools in this were the *Loyal Ones*, who attacked the creations of the others, or captured them for torture ... or to be "changed" by their masters into forms that they found more pleasing.

This went on for uncounted instances "before time began", until **Kaanha** and **Iyasham** believed that their plans had reached a decisive stage.

Their plots had convinced *She of the Fires* that it



# ARMAGEDDON

## ▼ THE CONFEDERATE PANTHEON

The **Confederacy of Equals** worships the *Three Creators* and the *Loyal Five* as the primary Gods of their State religion. All of them appear in a number of Aspects, related to their main "specialty", and performing a specific function as well as in the primary form.

The Primary forms tend to be worshipped throughout the Confederacy and, with some minor differences, in the other four Domains.

The Aspects, however, vary widely from Domain to Domain in everything from name to area of interest – and there are scores of these known.

On top of these are the **Haratas'** ("Heroes"), or Demi-Gods – great heroes (mostly of the dim and distant past) of the Eternal War who have performed deeds of great renown in the struggles against the Treacherous Two.

There are hundreds of these, and they are often extremely localised, perhaps to a single physical location – acting rather as a *genius loci* ("Spirit of the Place").

## ▼ The Three Creators

### Nayensaala (She of Fires)

**Prime Form:** Goddess of the Eternal Fire (the Sun and all its incarnations) and of Magery. **Aspects:** Goddess of the Hearth (Home and Family Life); Goddess of Sailors (those who navigate by the Stars); Goddess of Smiths (those who use fire in their Craft); Goddess of the Day. **Symbols:** The Floating Eye (the "Third Eye" of Sorcery) or the Sun Disk. **Temples:** Central Dome, open at the top at the highest point in the area.

### Shamash (He of Beginnings and Endings)

**Prime Form:** God of Life and Death. **Aspects:** God of Travellers (all journeys have a beginning and ending); God of Rulers and Generals (those who may hold the power of life and death in their hands); God of the Night. **Symbols:** The Severed Hand (either Pale or Bloody) or the Reversed Dagger. **Temples:** Windowless Hall with Stained Glass Skylight over Altar at end.

### Karhelel (He of Sorrows)

**Prime Form:** God of Husbandry (Agriculture and Stock Raising). **Aspects:** God of Artisans (those who create new mechanisms and great art); God of Fruitfulness (Of Crops, Animals, and Humans); God of Luck. **Symbol(s):** The Endless Spiral or the God's Tears (a Yin/Yang circle in various colours). **Temples:** Circular Grove of Trees around an unwallled, thatched roofed, central shrine.

## ▼ The Loyal Five (Disciples)

### Tzayfah (Disciple of Honour)

**Prime Form:** God of Loyalty. **Aspects:** God of Heroes; God of Advisers and Councillors; God of Treaties. **Symbol(s):** The Unbroken Chain or the Shattered Sword. **Temples:** Circular Hall, central circular dais in excavated pit Shattered Sword inside Unbroken Chain above main entrance.

### Maatheysh (Disciple of Strength)

**Prime Form:** Goddess of Youth. **Aspects:** Goddess of Athletes; Goddess of Messengers and Couriers; Goddess of Competitions; Goddess of Battles. **Symbol(s):** The Bronze Torc or the Wand of Passage. **Temples:** Long hall with colonnaded wings all around and attached exercise field.

### Kayanesha (Disciple of Learning)

**Prime Form:** God of Knowledge. **Aspects:** God of Scribes; God of Scholars; God of Writing and Books. **Symbol(s):** The (Quill) Pen and Scroll or the Ideogram for Knowledge. **Temples:** Scriptoria in the form of an outer colonnaded ring-verandah, inner courtyard surrounding the central, multi-storey, temple-cum library.

### Maagratza (Disciple of Healing)

**Prime Form:** Goddess of Healing. **Aspects:** Goddess of Surgeons; Goddess of Physicians; Goddess of Childbirth and Women; Goddess of Children. **Symbol(s):** The Crossed Knife and Pestle or the Waning Moon. **Temples:** A hollow square, often multi-storey, hospital, with a central herb garden and exercise area, with a small shrine. One main entrance, one secondary, and all other entrances and windows (except for small ones, high up, face the central courtyard ... making the structure easily defensible.

### Faleepasa (Disciple of Justice)

**Prime Form:** God of Justice. **Aspects:** God of Judges and Lawyers; God of Rulers; God of Law; God of Contracts; God of War. **Symbol(s):** The Feather of Truth or the Rod of Command. **Temples:** Long hall (always north-south orientation) with multi-storey tower at north end — the altar is at the base of the tower and is lit by a domed skylight at the top.

was safe to leave the world to "seek new knowledge." Shamash had been trapped in their immensely cunning trap, the infamous "cube of deceit", and Karhelel had been poisoned, and withdrawn into a healing sleep from which he could not be roused.

▼ **War amongst the Gods** – With these vital preparations complete, they launched their assault on their siblings and their creations. Against the citadels of the *Silent Ones* and the *Dwellers Below*, these assaults were overwhelmingly successful, though in many places, picked defenders delayed the assaulting forces long enough for significant numbers of their fellows to escape.

### ▼ The Treacherous Two

Worship of these two is proscribed throughout the Confederacy, and all of the Domains except the Universal Empire – and even there, open worshippers tend to be persecuted.

#### Kaanha (Disciple of Deceit)

**Prime Form:** Lord of the Lie. **Aspects:** God of Thieves; God of Spies; God of Lawyers and Ambassadors; God of Vengeance. **Symbol(s):** The Broken Coin or the Silver Garotte.

#### Iyasham (Disciple of Fear)

**Prime Form:** Goddess of Fear. **Aspects:** Goddess of Conspiracies; Goddess of War and Slaughter; Goddess of Torturers; Goddess of Informers; Goddess of Assassins. **Symbol(s):** The Hollow Mask or the Bloody Sword.

**Temples:** Worshippers of both *Kha'anha* and *Iyasham* meet in secret, but often shared, underground crypts reached by a maze of secret tunnels and passageways from at least several nondescript entries in apartments, warehouses, shops, alleyways (just about anywhere, in fact).

"Secrecy is the key to privacy. And privacy the key to survival."

Assaults against their brothers and sisters were, however, both devastatingly successful and major failure ... four of the five citadels fell easily because their overlords had gathered at the citadel of **Kayanesha** ("Disciple of Learning") who had discovered evidence of the treachery of Kaanha and Iyasham, though not of its extent or nature.

Because of the concentrated power of five of the seven Disciples being present at Kayanesha's Citadel, the assaulting force of Loyal Ones was totally destroyed, and the "loyalists" were able to gather together the remnants of their scattered forces before their opponents were aware of their failure.

The struggle that followed was, to begin with, a closely matched one – the **Loyal Five** (*Payoteya Pahatahey*) had had their forces decimated by those of the **Treacherous Two** (*Toleyosh Yosh' Tayee*), who had in turn been wounded by the loss of one fifth of their assault forces at the battle of **Aydeewa** ("Key of Knowledge", Kayanesha's Citadel).

▼ **The Tide Turns** – After immense struggles, it became obvious that victory was not possible without changing the nature of the forces available to both sides.

**Maagratza** ("Disciple of Healing"), and **Faleepasa** ("Disciple of Justice") therefore joined together and secretly created a new race, one that combined elements of the fast breeding nature of the Loyal Ones with elements of the "magical" abilities of the Silent Ones and the great strength, endurance, and crafting skills of the Dwellers Below.

## ARMAGEDDON

These were the **Thynashee** ("The Just Ones"), supposedly the ancestors of the present day human race.

The *Thynashee* soon broke turned the tide and, gradually, the forces of the Treacherous Two were driven back – until all that they held were their own main citadels and a few besieged outposts.

Desperate, and knowing that the Loyal Five would show no mercy, they gambled on harnessing the powers of Karhehel, still in a coma as a result of their plot to poison him – but this backfired in some unknown and unexplainable way.

▼ **THE BEGINNING OF TIME** – The fabric of the cosmos was rent, and time began – gravely limiting the powers and abilities of the Seven and the Three, except in those areas of "original" space-time that they managed to hold untainted.

Their servant races, though cut off from direct contact with their creators and overlords, found the new environment little hindrance to the continuance of the struggle.

The two sides have been fighting in the Eternal or Endless War (with the occasional assist from their patrons) for the last 9036 years.

Only when the Five or the Two finally destroy the other will it be possible for the cosmos to be repaired and reshaped into the glory that it once had been (or the dismal hell that it might become).



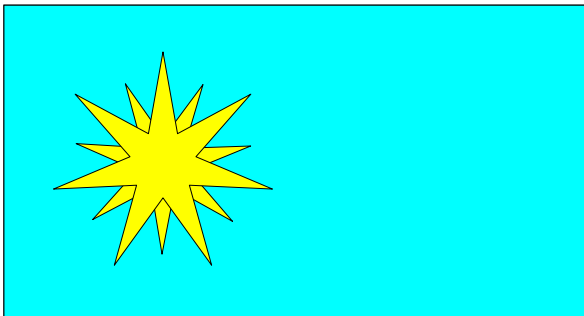
Karhehel resting in his poisoned sleep

# ARMAGEDDON

## ▼ THE CONFEDERACY OF EQUALS

The Confederacy was founded some 896 years ago as a mutual alliance of independent city-states in what was the Ukraine and Byelorussia against an increasing threat from steppe nomad hordes sweeping (or attempting to) west from the high plains of Central Asia.

The "Old Confederacy" almost went down under these assaults by the "Empire of Skulls" as the main force of raider tribes styled themselves – but survived as a result of a climactic battle in which the women of *The Lord of Cities* are alleged to have saved the day ... and, as a result of which, women in the Confederacy have full social and political rights and something close to full equality.



Flag of the Confederacy of Equals

The next several centuries were ones of exploration and growth as the Old Confederacy spread westwards, gobbling up the smaller and independent city states it encountered – mostly peacefully (through what we could call "cultural imperialism") but sometimes by force.

Almost 600 years ago, some of the older, voluntary, members of the Confederacy – not liking the increasing centralization of power in the institutions of the central government (nor the dominance of the *Lord of Cities* in those institutions) – attempted to break away in what the histories refer to as the *Fayaa'ee* ("The Withdrawal"), somewhat analogous to the Civil War.

The "Withdrawers" were defeated after a had-fought twelve year long campaign against them – mainly because it became increasingly obvious that, in order to attempt to survive the war, the Withdrawers would have had to have set up their own centralized superstate and given up the very rights they were fighting for.

The next several hundred years were ones of continued expansion, and the Confederacy spread, gradually, to cover all of Western and Southern Europe, making contact with the Domains of the *Sea Princes* and the *Brotherhood of the Forest*, and opening diplomatic and trade relations with these states.

They also spread southwards into the Near East and the Holy Land, coming into peaceful contact with the *Autarchy of the Iron Chain*.

The remaining independent human states of these regions attempted to oppose the expansion of the Confederacy, even forming the "*League for the Common Defence*", their version of its *original* ideals – but it was only able to delay the inevitable, and the last rump members were absorbed around 230 years ago.

For some years, Confederate traders had been in contact with the *Universal Empire*, a large state occupying all of north and central Africa – these contacts had always been difficult as the Imperials were extremely suspicious of Confederate motives and, around the time the last members of the *League* collapsed, these suspicions burgeoned into open warfare with a Confederate attempt at a *coup de main* against what they *thought* was the Imperial Capital, **Alchaa'ehaa**, probably on or near the site of old Cairo (Egypt).

The attack came close to succeeding – but was based on a complete failure of intelligence. Egypt (*Agetoha*) was merely a northern province of the Empire – an important and populous one, but a province nonetheless.

Twelve years of hard fighting followed, and "peace" only resulted when the Confederacy managed to defeat the main Imperial Field Army in their northernmost border province (more or less modern day Israel).

In the 23 years that followed, the Empire had but one aim – preparation for a second round.

Again, Confederate Intelligence was a complete failure, and the initial Imperial assault came as an almost complete surprise. Many Confederate outposts and five full member cities fell within the first days of fighting – their defenders slaughtered and their citizens carted off to be sold into slavery.

Unfortunately, the Imperials were so faction ridden that, with their initial successes, the alliance that had been able to stage the assault simply broke apart and the Confederacy was able to swing its forces back against the Imperials and gradually grind away at their formidable defences, till a formal peace treaty was *again* signed ... after almost *seventy years of intermittent campaigning!*

With this example before them, the Confederacy was not about to take the chance of being caught again – or so they thought. Militarily prepared, they were *still* caught by surprise by the Imperial assaults that opened the *Third Imperial-Confederacy War* around 100 years ago.

All of the Holy land as far north as old Beirut was lost as was the most of Sicily and Crete. However, this time, many cities held out and the Confederate counterblow came in time to relieve them and throw back the Imperial forces – *this time*, it was agreed, there would be *no mercy*.

The Imperials fought well, but, around 20 years ago, the breakthrough the Confederacy had been looking for finally came, and the whole northern tier of North Africa was "liberated" – and Confederate forces penetrated deep into the heartlands of the

Empire, driving towards the fabled Imperial Capital of **Oy'aa Mepalaa Aypa'ayin** ("The Navel of the World" – old Addis Ababa) – but, as their forces advanced within twenty miles of the capital, everything fell apart and, almost literally, went to **Hell!**

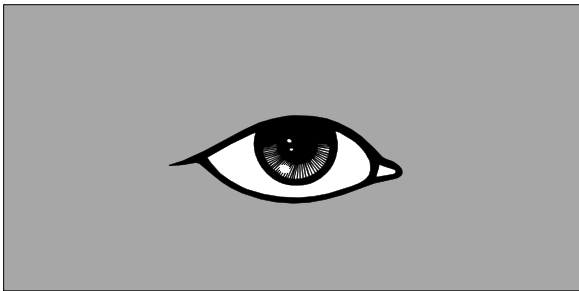
▼ **SHAKOTA THEYANA'A ("The Dark Death")** - The **Skiya Franzpee** ("Shadow Emperor") of the Empire broke free from the prison the Council of Nobles had confined him to millennia before and, using his fell powers, unleashed the **Shakota Theyana'aa** ("Dark Death" or, perhaps more accurately, "Hell on Earth") onto the world.

The first inkling the advancing, victorious, Confederate forces had that *anything* was wrong was when terrified Imperial deserters, in huge numbers, began to appear fleeing in all directions and fighting like madmen to *get away* – they claimed that the **Shadara'a Achah** ("Disturber of Dreams") had been loosed and that all was lost.

Then, silence.

Until the shattered remnants of the Confederate forces started streaming back northwards, bringing with them scarcely coherent tales of dark terror, of the **Nonxhan Wyy'ra** ("Never Dead"), the **Kayra Mahtaavelez** ("Flesh Demons"), the **Frayelam Wyy'ra'a** ("Dead Warriors") and other "demons" that had massacred their units.

There was much skepticism in command circles – until the first officially reported encounter with forces of the **Nachyiz Sayami'ee** ("Nightmare Legion" or, perhaps, "Forces of the Disturbed Dreamer") – the Regiment that provided the report was wiped out almost to a man by the onslaught, only a mounted patrol surviving.



**Banner of the Shadow Emperor**

The next day the dead Confederate soldiers rose from the dead and joined the attacking force!

The Confederates couldn't hold back the *human* wave attacks that were thrown at them – not when the enemy dead rose again the next day to continue the assaults, and not when every one of their own dead also became part of the enemy assault.

They fell back, and back. The retreat never, quite, turning into a rout ... and a significant number managed to withdraw north into the Middle East, across the Straits of Suez, or were evacuated by sea from North African ports before they fell.

## ARMAGEDDON

▼ **The End of the Dream?** – No-one within the Confederacy could (or can) believe the speed with which the *Shadow Empire's* armies were replenished and then spread through the littoral regions of the western lobe of the Enclosed Sea.

This expansion was opposed as strongly as possible by the Confederacy, but the effort was weakened by a number of factors.

Most importantly, the *Shadow Emperor* and the leaders of the *Nightmare Legion* showed a depth of political cunning and ability to manipulate through terror that was horrifying – city after city deserted the Confederacy, in return for promises of "good treatment" by the advancing Imperial forces.

Those cities that remained loyal were hard pressed to resist with such treachery becoming commonplace ... and, if they were attacked and stormed by the Imperials, they were made a severe example of – at best, the whole of the surviving populace was sold into slavery.

In some of the areas along the periphery, panicked citizens voted for isolationist measures that were simply the excuse for local extremist elements to form dictatorial governments of various stripes.

All these crises happening simultaneously had a feedback effect that accelerated the growth of internal stresses within the Confederacy.

Everywhere, Confederate Field Armies were either in barely controlled retreat, completely cut off, or disintegrating as a result of local political pressures.

What active attempts were made to combat the advances of the Imperials were completely un-

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▼ **HELL ON EARTH** – The state of play in the "occupied" areas of the Confederacy can only be guessed at, as the life expectancy of any intelligence operatives attempting to penetrate them is measured, at best, in days.

Similarly, the unfortunate inhabitants of the occupied cities find it almost impossible to escape ... the inhabitants of the countryside had a slightly better opportunity to do so in the early days, but no longer.

The picture that can be built up is contradictory and piecemeal, but certain facts can be stated with some degree of safety –

\* **Crimes** (except the most minor) are punishable by "conversion" ... and any pretence of a "fair trial" is almost nonexistent.

\* **Dead Humans are "converted"** – "burials" no longer take place (and an attempt to cremate a corpse or hide a dead body is a major crime).

\* **Taxation** is extremely heavy ... the "*Demon Armies*" and their leaders get the best weapons and armour (and anything else that they re-

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## ARMAGEDDON

quire), and the downtrodden citizenry hover on the edges of starvation, scavenging for survival.

\* **Women** have few, if any, rights – and are subject to forcible conscription for use as “incubators” for the growth of some of the more potent (and mysterious) demon-types.

This commonly involves some form of chemical (or physical) based brain damage equivalent to a lobotomy – for those who survive (a death rate of 40% is rumoured).

\* **“Allied” Cities** are only a little better off ... the ruling classes (however chosen or designated) live in real (or relative) luxury, as do their closest supporters and lackeys. The rest of the citizenry live in varying degrees of poverty ... from genteel through merely bleak to absolutely grinding.

\* **Debtors and Vagrants** are subject (in Allied cities) to immediate seizure and sale as slaves ... in Imperial occupied cities they are immediately “converted”.

\* **“Allied” Armies** must provide large numbers of conscripted troops for use by the “Demons” – and those that “die” while in that service are “converted”.

cessful, and soon abandoned – and even passive measures proved mostly fruitless.

The Imperial forces struck directly at the Confederate heartlands (and whole populations fled before their advance) but the rest of the Confederacy was lost to the traitors within, forming their own tinpot empires in the chaotic conditions that the invasion created.

Many of these then secured their positions by negotiating alliances with the Imperials.

So far, this has meant little more than a “token” Imperial garrison in the main cities of their domains coupled with a requirement that they provide men and money for the campaign against the remnants of the Confederacy (for details, see **“Hell on Earth”** sidebar).

▼ **THE ARRIVAL OF THE TASK FORCE** – If it had not been for the chaos created by the traitors within, the Imperial forces may have taken generations to penetrate as far as they have.

Even today, when the Confederacy directly controls only the island of *New Home* (and the *Lord of Cities*) and a handful of isolated outposts scattered throughout the lands it once controlled, most of the rest is not even indirectly controlled by the Imperial invaders.

The increased availability of the *Old Magic*, as well as confirmed alliances with the *Brotherhood of the Forest* and the *Autarchy of the Iron Chain* with the rump Confederacy has enabled the present borders to be held (somewhat) firmly.

Survivors from over-run cities have also gathered themselves in the cities and fastnesses under the control of the Confederacy’s allies ... and even the *Sea Princes* have offered support and asylum for those who can manage to flee from the terror that is engulfing all of Europe.

Unfortunately, the *Empire of Skulls* has shown somewhat of a resurgence, and has attacked many of the splinter-dictatorships of the eastern Confederacy – and seems to be approaching the levels of power that it had at its height, hundreds of years ago.

The situation is grim, and many believe that the Confederacy and her allies have acted too late, and that the Imperials and the demon allies can only be temporarily kept at bay.

The arrival of the AEF, as well as the Russo-Japanese and German forces, from the legendary past has led to a revival of a general hope that they will prove to be an ally who will be able to stand up to the fell and hellish powers now wielded by the demonic forces in control of the Imperium.

## ▼ THE CONFEDERATE MILITARY

The Confederate Field Army (*Saryeha Shtrame-hree*) consists of two separate segments – the *La'kehl'aa Shel'aa'ya* (literally “Counted Tribes”, or, more accurately, “Levied Militia”) which forms the bulk of the army and the *Payreshta Shkoopee'a* (“Hearthguard”), which is a smaller elite force.

All these are full time forces – even the Levied Militia, which is a mix of conscripts doing their obligatory military service and professional soldiers who do not wish to serve in the Hearthguard.

The *Kehl'iyaa Shel'aa'ya* (literally “Uncounted Tribes” – more accurately, “Reserve Militia”) are part time troops, but they are subject to recall to the colours at any time of emergency – supplementing the Levied Militia.

▼ **THE LEVIED MILITIA** – The *La'kehl'aa Shel'aa'ya* consists mostly of 17-20 year olds (males and females) doing their “national service” in units with cadres of long serving regulars.

Service in the Levied Militia is moderately attractive financially, a small pension and land grant being gained after 20 years of service, increasing for each two year term served beyond that.

Militiamen must retire at age 50, but can extend their service by taking a posting as cadre for a Reserve Militia unit.

▼ **RESERVE MILITIA** – Once basic conscript service is complete, citizens are still liable for regular military training (though they are not normally called out for service except in times of war), and are posted to a unit of the *Kehl'iyaa Shel'aa'ya* for service.

Up to age 30 they serve for four weeks a year in a block (1 x 4 or 2 x 2 weeks) plus 4 days a month (usually 8x ½ days). From 31 to 40 this commitment is halved and at 41 it is halved yet again.

At age 51 they are normally exempted from further training requirements, but may continue at 2 x ½ days per month (and many, perhaps most, do).

Those with specialist skills may continue to serve (and are encouraged to do so by special bonuses) at the 41-50 rate.



## ARMAGEDDON

During wartime, Reserve Militia units would normally serve only for a single campaign season (four months) at a time – sometimes, in extreme emergencies, up to twelve months.

They would rarely be required (until “Hell on Earth”) to serve longer in the one block.

▼ **THE HEARTHGUARD** – The *Payreshta Shkoopee'a* is the Confederacy's full time military – service is voluntary from age 21, and is in 5 year blocks. Quite substantial pensions and land grants are provided after 20 years of service, and increase for each five year term served thereafter.

Retirement, except for senior officers, senior NCOs and some specialists, is mandated at age 50 – but can be extended by taking a posting (usually with a promotion of several grades) to a Reserve Militia unit as a training cadre.

Retirees from the Hearthguard also have priority in employment in all Confederate government civil service posts and may, in some remote regions, be the government representative for pretty much everything.

▼ **WOMEN IN THE SERVICE** – Because of the obvious physical differences women are rarely trained for or appointed to front-line shock (heavy) infantry (mounted infantry) units.

They are more normally employed in Medium and Light Infantry, especially as missileers.

They may be appointed to any type of Cavalry unit (even Heavy Cavalry) but tend to be more commonly found in Medium and Light Cavalry formations.

Special Forces units also accept them without reservation – as for scouting and observation of enemy positions women seem to be still much less an object of suspicion than any man.

Artillery and Engineering units require brains as much as physical strength and also take women on an equal basis.

Logistic and Medical units also have large numbers of women recruits – especially those in behind the lines roles at major support bases.

All women serving the Confederacy have to pass through the same basic training that the men do – and even loggies and medics can, in a pinch, stand in line of battle and defend themselves and their State.

▼ **Sexual Relations** – Since reliable contraceptives for both men and women are cheap and readily available, the problem of unplanned pregnancy is relatively uncommon. Of course, this makes the problems of sexual fraternization a bigger problem.

The general rule is that sexual relations between members of the same Squad are not allowed – and men and women are normally posted to single sex squads (though there is normally a balance in a

## ARMAGEDDON

A Female Militiaman



platoon or company between the sexes, depending on arm of service requirements)

Relationships between members of the same Company are generally ignored as long as they do not interfere with either soldier's duties – however, if they become serious (marriage is contracted), one or the other is routinely transferred to another company.

▼ **MILITARY ORGANISATION** – The basic military unit of the Confederacy is the **Kayenta** ("Company"), which consists of ten **Pah'pahlaa** ("Chrysalis", named for the way their tent is folded for transport, or Squad) in the Infantry.

In the Mounted Infantry there are five **Pah'pah-iaa** plus a Cavalry **Veh'iaa** ("Guidon", or "Banner"), and there are five **Veh'iaa** in the Cavalry.

The strength of the Kayenta, and of the Pah'pah-iaa or Veh'iaa varies according to the branch of service ... from 30 men in a Special Forces or Heavy Cavalry unit to 120 men in a Command unit.

**Regiments** (**Sheelaha** in the Militia or **Kalaa'aka** in the Hearthguard) consist of 10 or 11 Companies, respectively. Militia Regiments have 10 identical companies (they have no separate command element as they are not intended to operate independently below Brigade level), while Hearthguard Regiments have 10 non-identical companies and a Command half Company.

The Militia field only Infantry and Mounted Infantry Brigades, consisting of six line Regiments and a Command and Logistics Regiment, ranging from 3750 men to 5000 men.

The Hearthguard fields Cavalry, Assault, Mobile and Static Brigades which also consist of six line Regiments and a Command and Logistics Regiment, ranging from 3080 to 5160 men.

### ▼ UNIFORMS

▼ **Reserve and Levied Militia** – Militia uniforms are made from unbleached cotton and unbleached wool as well as natural coloured leather. Cloaks are typically a dirty brown colour and winter ones are lined with greasy sheepskin for warmth. Collars and cuffs have embroidered strips, usually with geometric patterns, and mostly differentiated slightly by colour between Companies of a Regiment.

▼ **Hearthguard** – Guard uniforms are made from red-brown dyed cotton and wool and black leather. Cloaks are typically a dull green with black edging strips and winter ones are lined with the finest quality wolf pelts. Collars and cuffs have embroidered strips, usually with geometric patterns, and differentiated slightly by colour between Companies of a Regiment.

▼ **Special Forces** – The Special Forces wear the normal everyday uniform of the Guard (even the few Militia Special Force – a special privilege they are accorded) – when on normal, everyday, duty! When going on a special duty mission, they wear special uniforms . . . of mottled dusty red, dull green, muddy black and yellow brown (summer) or white (winter).

### ▼ RANK INSIGNIA

\* **Private Soldiers & NCOs** – Privates wear no insignia other than that appropriate for their branch of service. Pfc's are entitled to wear a single Yellow Embroidered Spear applique on their left shoulder. Corporals are entitled to wear a single polished Bronze

Spear on their left shoulder .

Sergeants have their ranks designated by one (Sergeant, OR4), two (Platoon Sergeant, OR6) or three (Sergeant Major, OR8) embroidered yellow bars on the left shoulder.

\* **Officers** – A Second Lieutenant wears four embroidered silver bars on the left shoulder and a gold sunburst above them.

A full Lieutenant wears a gold sunburst on the left shoulder. A Captain wears two, a Major three and a Lieutenant Colonel wears four.

A Colonel wears a single white embroidered spear emblazoned over a gold sunburst on their left shoulder. A Brigadier General wears a single gold embroidered spear on their left shoulder, a Major General wears two white spears emblazoned over a gold sunburst. A Lieutenant General wears two gold embroidered spears.

There is no special insignia for an Over General — but they are entitled to have a Banner with their rank insignia carried alongside that of their com-

## ARMAGEDDON

mand.

▼ **Branch of Service Insignia** – The following Branch of Service Insignia are worn on the right collar. These insignia are of embroidered cloth –

\* **Infantry:** crossed Sword and Spear on a red patch

\* **Mounted Infantry:** Horsehead plus crossed Sword and Spear on a diagonally split red and green patch

\* **Cavalry:** Horsehead plus crossed Swords on a green patch

\* **Artillery:** a Scorpion (crossbow-like artillery engine) on a black patch

\* **Assault Engineers:** a flaming brand on a white patch

\* **Construction Engineers:** a measuring Triangle on a red-brown patch

\* **Special Forces:** a Reversed Dagger on a yellow patch

RANK GRADE	US ARMY	CONFEDERATE ARMY
OR1	Private	Ah'ploh'ta ( <i>Walker</i> ) <sup>(1)</sup>
OR2	Private First Class (Pfc)	Ah'ploh'ta-zha ( <i>Five Walkers</i> ) <sup>(2)</sup>
OR3	Corporal	Tah'sha'ra ( <i>Deputy</i> )
OR4	Sergeant	Pah'tya'ra ( <i>File Leader</i> )
OR5	Staff Sergeant	
OR6	Platoon Sergeant	Pah'tya'ra-kaa ( <i>Senior File Leader</i> )
OR7	Master Sergeant	
OR8	Sergeant Major	Layh'ra-sha ( <i>Assistant</i> ) <sup>(3)</sup>
CR1	Second Lieutenant	Tha'kha-ya ( <i>Officer Cadet</i> )
CR2	Lieutenant	Pal'ah'kaa ( <i>Commander of Fifty</i> )
CR3	Captain	Ah'kaa ( <i>Commander of 100</i> )
CR4	Major	Pohl'ah'kaa ( <i>Commander of 500</i> )
CR5	Lieutenant Colonel	Laha'g-yah ( <i>Between</i> ) <sup>(4)</sup>
CR6	Colonel	Strah'ah'kaa ( <i>Commander of 1000</i> )
CR7	Brigadier General	Pholomashka ( <i>Elected Commander</i> )
CR8	Major General	Laha'shtrakhash ( <i>Under General</i> ) <sup>(5)</sup>
CR9	Lieutenant General	Shttrakhash ( <i>Elected General</i> ) <sup>(5)</sup>
CR10	General	Shttrakhash-kaa ( <i>Over General</i> ) <sup>(5)</sup>

**Notes:**

(1) **“Walker”:** This is the term for an infantryman. A cavalryman is **lpp'sha** and so on.

(2) **Five Walkers:** A senior private in the Infantry. A Senior trooper in the cavalry would be **lpp'sha-zha** and so on.

(3) Literally **Assistant to the Officers** and the most senior NCO rank.

(4) Literally **Between 500 and 1000**, or, perhaps more accurately, **Assistant Commander of 1000**.

(5) These ranks are normally reserved for members of the *Hearthguard*. An **Under General** is normally a *Hearthguard Officer* commanding a *Levied Militia Division*. *Over General* is normally a courtesy title for a *Hearthguard Officer* who has commanded a *Corps* or *greater sized unit*.



## ARMAGEDDON

\* **Logistic:** Horn of Plenty on a grey-blue patch

\* **Medical (Nursing/Support):** The Waning Moon on a diagonally split white and black patch

\* **Medical (Surgeons & Physicians):** The Crossed Knife and Pestle on a Maroon patch.

▼ **Regimental Insignia** – As noted above (“Uniforms”) Regiments have a unique (mostly geometric) design used by all Companies belonging to it, differentiated by colouring. This is in the form of embroidered strips at the left collar and the cuffs. Standard colours used (usually in the order given for the seniormost to juniormost Company) are – Rainbow (all colours), Red, Orange, Yellow, Green, Blue, Purple, Black, Grey, White.

▼ **Brigade Insignia** – These are normally in the form of a numeral in Silver (Militia) or Gold (Hearthguard) on an embroidered patch with the Branch of Service Colour (as indicated above) backing it and are worn on the left collar.

Hearthguard Brigades are often authorised to wear an embroidered patch representing their most famous emblem over the left breast (the 5th Hearthguard Brigade wears an embroidered *Khareesalosh* – “Lark”); or on the left forearm (the 16th Hearthguard Brigade wears a *Zhash’rish* – “Tiger”).

▼ **Divisional Insignia** – This is worn on the right shoulder and is normally in the form of a simple geometric design – such as the twin triangles of the 15th Levied Militia Division (joined apex to apex to form an hourglass shape), red triangles on a yellow patch.

Independent Brigades (or other units) simply wear the national flag (Militia) or Hearthguard flag (Guard) in place of the Divisional insignia.

▼ **Shield Insignia** – All units within a Regiment use the same Shield Insignia, which is normally identical to the fellow Regiments in the Brigade except that they are differentiated by wide coloured band around the edges to indicate seniority.

Standard colours are used (seniormost to juniormost) – Rainbow (all colours), Red, Orange, Yellow, Green, Blue, Purple, Black, Grey, White.

## ▼ ARMOUR

▼ **Confederate Infantry Helmet** – Single piece dome shaped helmet with riveted cross-reinforcing (side to side and front to rear bars of aluminium bronze, the latter forming a bar nasal).

Riveted cheek guards (tied with leather thongs beneath the chin) and neck guard at rear. The Helmet's interior padded to suit with expanded foam “plastic.”

▼ **Standard Bronze** – Mass: 3 kg. **Armour:** 1d+1.

▼ **Aluminium Bronze** – Mass: 2¾ kg. **Armour:** 1d+2

▼ **Confederate Cavalry Helmet** – Similar to the above, but with a hinged facemask (hinging down from pivots where the cheek pieces are riveted).

▼ **Standard Bronze** – Mass: 4 kg. **Armour:** 1d+1.

▼ **Aluminium Bronze** – Mass: 3½ kg. **Armour:** 1d+2.

▼ **Autarchic Cylindrical Helmet** – Preferred by the professional soldiers of the Autarchy (the militia tend to use Confederate style helmets), this is normally made of riveted plates that form a flat topped cylinder, padded inside, with the front plate being provided with slits for vision.

Officer's versions may have a faceplate that hinges upwards and would be generally more elaborate.

▼ **Standard Bronze** – Mass: 4½ kg. **Armour:** 2d+0.

▼ **Aluminium Bronze (Officer's Model)** – Mass: 4 kg. **Armour:** 2d+1.

A Confederate Cavalrywoman



▼ **Brotherhood Bioplast Helmet** – The *Silent Ones* use a specially designed hard plastic helmet constructed with semi-secret technology.

It has full coverage above the chin, and has a clear plastic face-guard (the construction of which is the real secret of the helmet) over the mouth, eyes and face.

Most are painted flat black or matt green/brown to meld in with the camouflage colours of the Brotherhood uniform.

**Mass:** 2 kg. **Armour:** 2d+1.

▼ **Rover Marine Helmet** – Being mainly Marines, the Rovers prefer to use lightweight materials wherever possible. The standard Marine helmet is a conical shape, with a metal rim around the bottom onto which a leather, bone, and bioplast upper section is attached.

While it does not offer the same protection as a full metal helmet, and is not as durable, it will not weigh down a Marine who is knocked overboard. The design is cheap enough that it is considered expendable, just like a shield.

When expecting to be deployed ashore, Marines are issued with Aluminium Bronze Helmets that are very similar to the Confederate Infantry model.

**Mass:** 2½ kg. **Armour:** 1d+0.

▼ **Bronze Mail** – Typical Confederate issue Mail armour covers the chest and torso as well as the upper arms and legs. This is normally Hearthguard issue, but some long serving professional soldiers have purchased their own sets because of the superior durability compared to issue Scale Armour.

▼ **Aluminium Bronze (Infantry)** – **Mass:** 16 kg. **Coverage:** Chest, Torso, Upper Arms, Upper Legs. **Armour:** 1d+2.

▼ **Aluminium Bronze (Cavalry)** – **Mass:** 20 kg. **Coverage:** Chest, Torso, Upper and Lower Arms and Legs. **Armour:** 1d+2.

▼ **Mail does not clank when moving, it rustles. Cost and protection includes the padded arming jacket that must be worn underneath as well.**

▼ **Cheap Scale Armour** – This is normally infantry issue in the Confederacy's Reserve Militia, though many Militiamen have better armour purchased out of their own pocket (normally Standard Scale) from when they did their service in the Levied Militia (or as a family heirloom).

▼ **Standard Bronze** – **Mass:** 20 kg. **Coverage:** Chest, Torso. **Armour:** 1d+1.

▼ **Standard Scale Armour** – Normal Infantry issue in the Levied Militia, but some Militiamen aspire to Mail armour (rarely).

▼ **Standard Bronze** – **Mass:** 20 kg. **Coverage:** Chest, Torso. **Armour:** 1d+2.

▼ **Aluminium Bronze** – **Mass:** 15 kg. **Coverage:** Chest, Torso. **Armour:** 1d+2

## ARMAGEDDON



▼ **Lamellar Armour** – The ultimate development of Scale Armour, Lamellar consists of plates that overlap upwards (or downwards) and sideways, and which are secured on all four edges by (normally) rawhide thongs.

It is normally cavalry issue but may, rarely, be issued to front rank infantry in a phalanx formation.

▼ **Standard Bronze** – **Mass:** 28 kg. **Coverage:** Chest, Torso, Upper Arms and Legs. **Armour:** 2d+0.

▼ **Aluminium Bronze** – **Mass:** 25 kg. **Coverage:** Chest, Torso, Upper Arms and Legs. **Armour:** 2d+0.

▼ **Lamellar and Mail Armour** – Some cavalry wear suits of Lamellar over suits of Mail for extra protection. There are two variants – one has just a Lamellar Back & Breast over Mail, while the other has a full Lamellar Suit over a full Mail Suit.

▼ **Aluminium Bronze Breastplate & Mail** – **Mass:** 35 kg. **Coverage:** Chest, Torso, Upper and Lower Arms and Legs. **Armour:** 2d+1.

▼ **Full Coverage Aluminium Bronze** – **Mass:** 25 kg. **Coverage:** Chest, Torso, Upper Arms and Legs. **Armour:** 2d+1.

▼ **Woven Bioplast Cuirass** – Common issue in the Confederacy for those not expected to serve with the frontline combat units (i.e. Medical personnel,

## ARMAGEDDON

Engineers etc.).

It is a simply moulded Breastplate that is designed to be put on quickly by oneself.

Rover Marines use this extensively aboard ships, but are issued with Moulded or Heavy Bioplast armour when expected to campaign on land.

**Mass:** 5 kg. **Coverage:** Chest, Torso. **Armour:** 2d+0.

▼ **Brotherhood/Special Forces Armour** – The Brotherhood of the Forest normally issues their troops with a specialised form of Woven Bioplast that offers full body protection.

It may come in the form of a coat and pants or, more commonly, as a single piece jumpsuit. Normally this would be quite hot to wear for extended periods, but the Brotherhood use clever arrangements of bronze mesh eyelets and quick seal closures to allow the suit to be ventilated when worn for extended periods.

These suits normally have a camouflage cloth coverall worn over them, but are basically coloured a green/brown pattern in any case.

Very similar suits are worn by Confederate and Rover Special Forces troops.

**Mass:** 10 kg. **Coverage:** Chest, Torso, Arms, Legs. **Armour:** 3d+0.

▼ **Moulded Bioplast Cuirass** – Common issue with the Confederacy for female soldiers and light troops

(Rover Marines use this or Heavy Bioplast when campaigning ashore).

It is simply a moulded bioplast Breastplate and can quickly and easily be put on and taken off without assistance.

**Mass:** 7 kg. **Coverage:** Chest, Torso. **Armour:** 2d+2.

▼ **Heavy Bioplast Armour** – A Moulded Bioplast Cuirass with a full body coverage of Woven Bioplast.

This type of armour is especially popular with females in heavy units.

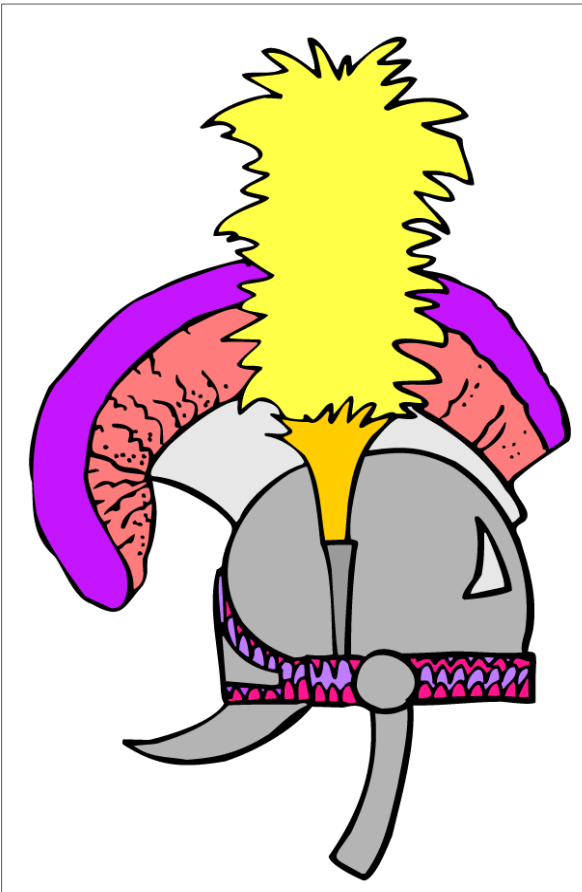
**Mass:** 12 kg. **Coverage:** Chest, Torso, Upper and Lower Arms and Legs. **Armour:** 3d+0.

▼ **Shield, Medium** – Standard Confederate issue, thin wood slats covered with glued on hide and faced in bronze.

**Mass:** 6 kg. **Armour:** 2d+1.

▼ **Shield, Large** – Standard Confederate issue, but larger.

**Mass:** 10 kg. **Armour:** 2d+2.



## ▼ MELEE WEAPONS

▼ **Espaa't'aa (Long Blade)** – A Thrusting Broadsword – basically a beryllium bronze shank with aluminium bronze “wing” blades welded on. These weapons are extremely time consuming and difficult to make, making them very expensive.

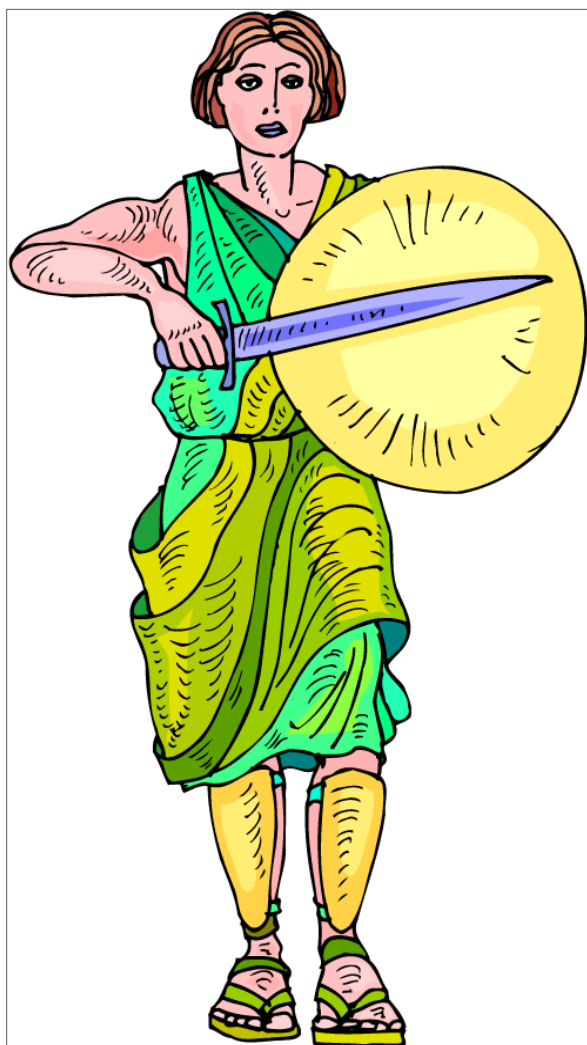
**Mass:** 1.3 kg. **Damage:** punch + 2 (lethal). **Length:** long.

▼ **Espaa't'oh (Leaf Blade)** – A Short Sword, the blade is leaf-shaped and made of either tin-bronze or aluminium-bronze. These are mass-produced by casting the basic shape and then heat treating it and cold working it to toughen and sharpen the blade.

**Mass:** 1.1 kg. **Damage:** punch + 1 (lethal). **Length:** medium.

▼ **Tsa'ably'taa (Killing Spike)** – A Rapier or Sabre (the locals do not differentiate). Made of a Beryllium-Bronze and Aluminium-Bronze strips welded together and hammered and folded over and over like the best Japanese swords, combining flexibility and toughness.

This is an extremely expensive weapon, and is limited to the upper classes almost everywhere except amongst the Silent Ones, who prefer it to all



## ARMAGEDDON

other types of swords.

**Mass:** 0.8 kg. **Damage:** punch + 2 (lethal). **Length:** long.

▼ **Sha'bl-a Asko't' (Pole Blade)** – A pole weapon similar to the medieval Japanese Naginata, the Pole Blade has a longer, thinner blade (one third of the overall two meter length). Because of the light-weight haft and handy balance (not to mention its excellent reach), it is a popular weapon with female soldiers within the Confederacy.

It also has the added advantage that it allows units armed with such weapons to stand off cavalry charges much better than standard sword-armed infantry.

**Mass:** 2½ kg. **Damage:** punch + 1 d (lethal). **Length:** long.

▼ **Shontoron (Lance)** – Similar to the medieval lance, the *Shontoron* is designed to be held by both hands and used as a two-handed thrusting weapon rather than couched underarm.

Use of this weapon precludes the use of a shield, unless the shield is attached to the wielder's upper arm.

**Mass:** 3½ kg. **Damage:** punch + 2d (lethal). **Length:** very long.

▼ **Sh'vy-eh't' (Lily)** – A grimly humorous name for a horrific weapon used widely by the Nightmare Legion of the Shadow Empire. The *Lily* comprises of three sickle shaped blades welded to a central spike.

The sickle blades are sharpened on both sides, allowing for a cutting attack style (possibly with more than one blade engaging) with the possibility of entangling a limb, and the central spike allows a thrusting attack style.

**Mass:** 2.25 kg. **Damage:** punch + 1d (lethal). **Length:** medium.

▼ **Ta'asa'an-t' Zhpa'a'to' (Driven Blade)** – A favourite of the Sea Princes, the Driven Blade is a spear that comes in three segments – the long straight bladed head, and two screw-section haft segments.

The spearhead has an “x” cross section and is around a two thirds of a meter long; it slots firmly into a Spear Plant upper haft (around 1½ meters) on a one third meter long round tongue.

At the head of the haft is a space for a specially prepared Thunder Plant pod. When the blade is driven firmly into something, it triggers the pod – the explosive release of the flammable gas drives the blade deep into the wound.

While the blades are not normally barbed when used in warfare, the Sea Princes do use barbed heads against large and dangerous animals (both sea and land based).

**Mass:** 3 kg. **Damage:** punch + 2d (lethal). **Length:**

## ARMAGEDDON

medium.

▼ **Zhta'aa'leh't' (Ripper)** – A special favourite of the *Dwellers Below*, this is a round, pointed blade (no edges at all) that does only Impaling damage.

The hilt has a trigger mechanism that releases a spring in the shaft that drives jagged blades out and into the internal parts of the wound, like barbs – and making the withdrawal of the weapon impossible without causing nasty extra damage.

**Mass:** 1.25 kg. **Damage:** punch + 2 (lethal). **Length:** medium.

▼ **Vha'rexxa Rhu's'aa (Long Axe)** – This is a large single bitted axe-blade on a long haft, designed to be used two handed. It is a particularly popular weapon for mixed male-female units where the females use the Pole Blade.

**Mass:** 3.25 kg. **Damage:** punch + 1d + 2 (lethal). **Length:** medium.

### ▼ MISSILE WEAPONS

▼ **Arr'oo'tzee (Blowpipe)** – The most popular missile weapon in the Confederacy, the Blowpipe fires a finned metal or wooden dart with great force and accuracy within its range.

The main advantages over a Bow (important where many combatants are females) is that its use requires only training of the lungs.

Also important is its higher rate of fire and its ability to fire a variety of darts, from armour-piercing through drug tipped to barbed hunting tips.

**Accuracy:** 2. **Damage:** 1d+1 (armour piercing). **Shots Held:** 1 internal. **Weight:** 1.0 kg. **Armour:** 1d+0. **Hits:** 2. **Notes:** Reliable, STR 4.

▼ **Crossbows and Crossbow Recocking** – The locals use Crossbows extensively, mainly because they can be fired while prone.

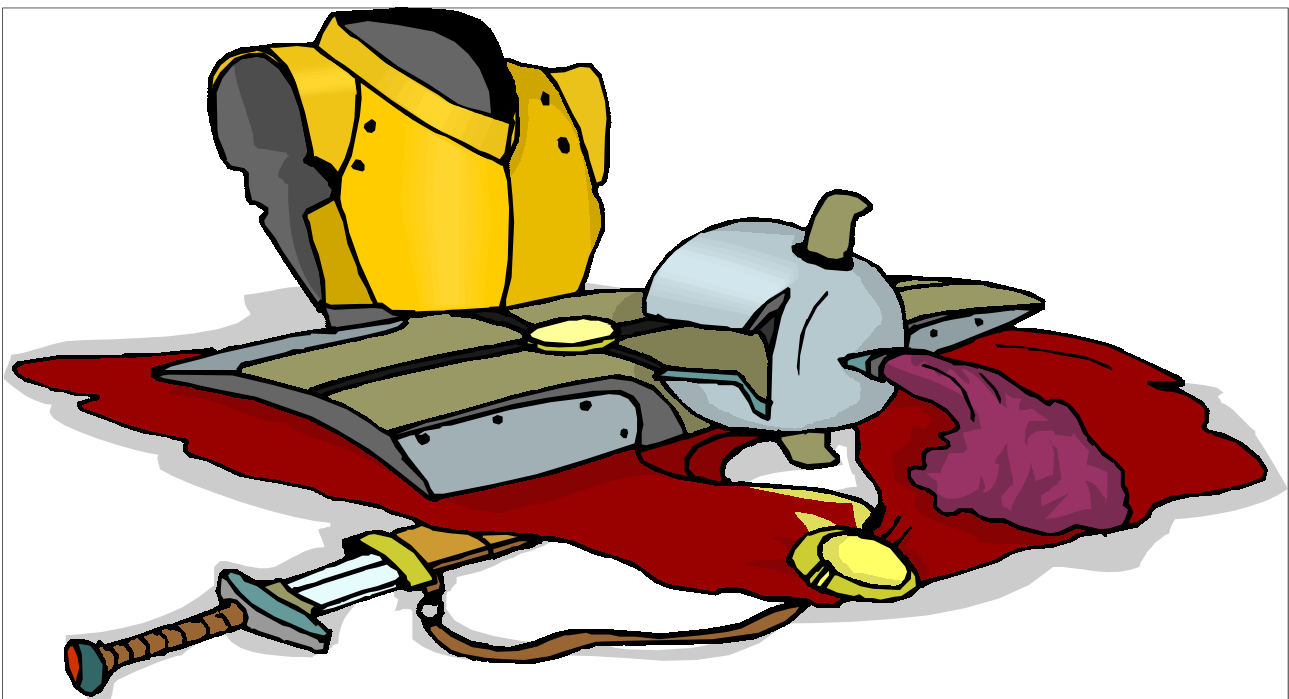
Unlike medieval crossbows (difficult to recock even when standing if of a usable military power), local crossbows use a special lever-action ratchet mechanism that takes several moderate power pumps to recock the trigger plate (which is permanently affixed to the bowstring).

This enables very heavy powered crossbows to be used by even moderately strong (female) soldiers and allows the weapon to be recocked and reloaded while prone.

**Accuracy:** 3. **Damage:** 2d+1 (armour piercing). **Shots Held:** 1 internal. **Weight:** 3.0 kg. **Armour:** 1d+1. **Hits:** 3. **Notes:** Reliable, STR 4.

▼ **Mah'shaa Ba'har-el ("War Dart")** – The War Darts are finned, lead weighted, throwing darts designed for use by Infantry or Cavalry.

Shields are often provided with clips on the inside to hold several of these for ready access.



The lead weight adds considerably to the force of impact and damage done, though it does reduce the maximum range somewhat.

**Accuracy:** 1. **Damage:** 1d+2. **Shots Held:** 1 internal. **Weight:** 0.5 kg. **Armour:** 1d+0. **Hits:** 2. **Notes:** Reliable, STR 4.

▼ **Pah'ja'a Tso'leh ("Spring Bow")** – Especially popular amongst the Dwellers Below, but known to the Confederacy, the Spring Bow is a Crossbow modified with up to six springs in the stock.

Firing the Crossbow is by a normal enough trigger, but there is a special double action to it; when the bow is discharged, any further pull of the trigger recocks the slide/trigger release plate that flies forward holding the bowstring, recocking the whole mechanism.

At this point, all that needs to be done is to place another bolt in the groove – and weapons produced by the Dwellers Below often have optional side mounted hoppers that can feed in bolts automatically!

The springs can be wound up with the same lever-action ratchet that ordinary crossbows use locally and can be left under tension for several days at a time without losing their tension.

**Accuracy:** 2. **Damage:** 2d+1 (armour piercing). **Shots Held:** 6 internal. **Weight:** 3.5 kg. **Armour:** 1d+1. **Hits:** 3. **Notes:** Reliable, STR 4.

▼ **Pah'yehz nya Zhmer'esh ("Fingers of Death")** – These come in a variety of sizes, from hand held (pistol sized) to shoulder braced (rifle sized), but are mechanically similar in their mode of operation.

The consist of one or more "barrels" made from the stalks of the Spear Plant (of the appropriate caliber) on a sliding stock-cum-receiver.

In the latter there may be a single or multiple chambers holding a pod from the Thunder Plant, a striker to rupture it, and a Fire Piston compression unit to ignite, contain, and direct the explosion that will result.

In front of the pod are finned wooden or metal darts which are propelled out of the barrel by the explosion. The trigger mechanism consists of a slide-pump action that forces the receiver back onto a fixed striker.

If the unit has multiple barrels, then the whole barrel/receiver mechanism is grooved to rotate one spot every time the slide-pump action is worked – which minimizes the chance of the weapon jamming.

For an unrifled weapon with compressed flammable gases for a propellant, these weapons work surprisingly well, and have a low misfire rate.

The main drawbacks of the weapon are its limited range, the fact that it has to be partially dismantled to be reloaded, and the complete lack of any sort of "safety" mechanism to prevent accidental firing.

## ARMAGEDDON

**Accuracy:** 0. **Damage:** 2d+2 (armour piercing). **Shots Held:** 1+ internal. **Weight:** 0.5-1.0 kg. **Armour:** 1d+0. **Hits:** 2. **Notes:** Unreliable, STR 4.

▼ **Ta'ka ("Short Bow")** – A standard local short self bow firing arrows with a bodkin point.

**Accuracy:** 0. **Damage:** 1d+0 (armour piercing). **Shots Held:** 1 internal. **Weight:** 1.0 kg. **Armour:** 1d+0. **Hits:** 2. **Notes:** Reliable, STR 6.





An important requirement in all role playing games is for a quick and easy way of providing numbers of “random” characters for the players to interact with – “extras”, in movie terms.

Equally important is a way to generate random or semi-random encounters – or encounter ideas – to fill in the gaps that may exist in a game master’s carefully planned adventures when the players, as they inevitably do, decide to do something completely unexpected and unplanned for.

This chapter provides some quick and easy answers for these problems – or *some* answers, anyway. Tables are never a *complete* solution for anything as complex as game mastering!

Since the whole thrust of the **Road to Armageddon** background is that the player characters *will* be, somehow, transported to the 28th millennium, the whole encounter system is optimised for that era. Everything prior to that needs to be scripted by the GM, if it is covered in any detail at all.

### ▼ ENCOUNTERS

Encounters are based on the type of *region* that the party is traversing.

▼ **REGIONS** – There are eight types of “territory” that exist in **Road to Armageddon** – *Abandoned, Borderlands, Core, Isolated, Lawless, Marches, Protected, and Ravaged.*

▼ **Core Region** – The region is under the control, and enjoys the protection of, an organized government. There is a regular system of taxation (which may be collected in the form of money, kind, or personal or military service – or, commonly, all three) – and plenty of government officials to collect it. In return, the local inhabitants are provided with a known system of laws (which may or may not be “just”), which are enforced with varying degrees of success.

## ARMAGEDDON

There will generally be some form of garrison responsible to the government (or its local representative) somewhere in the locality – which will provide at least a modicum of protection against the agents of chaos and lawlessness (often more by the simple fact of their presence than through any activity on their part) – bandits, brigands, common lawbreakers and the like.

The locals will be watchful of strangers - but more out of habit than out of any real fear of danger - but they know they’re important enough to their rulers to warrant protection against organized violence – you don’t kill the goose that lays the golden eggs, or let some stranger do it behind your back!

This and the fact that there is regular contact and trade between the communities found within this territory (all protected, regulated and, most importantly, taxed) and between the major communities under the control of the parent government is the major difference between a *Core* area and an *Abandoned* area.

Visually, such an area will have a more settled and peaceful look – villages will generally be sited for convenience to the inhabitants rather than with a view to defence (though they may be nearby now abandoned settlements in less accessible and more defensible sites).

Even important towns will rarely be walled – or the wall will be in a state of disrepair (perhaps the town will even have grown well beyond the boundaries of its wall, rendering it completely useless) *unless* the region is on a regular invasion route.

Individual dwellings will be similarly pacific in design and layout – though some may well harken back to less settled days.

There will be relatively few fortifications - and their number and strength will depend on the type of government controlling the region; in fact, in many cases, troops will simply be barracked in the region’s towns or city rather than being stationed in any formal sort of fortification.

Tracks will connect smaller villages, roads larger ones; towns will be connected by all-weather roads, but these will often be in such bad repair that they





## ARMAGEDDON

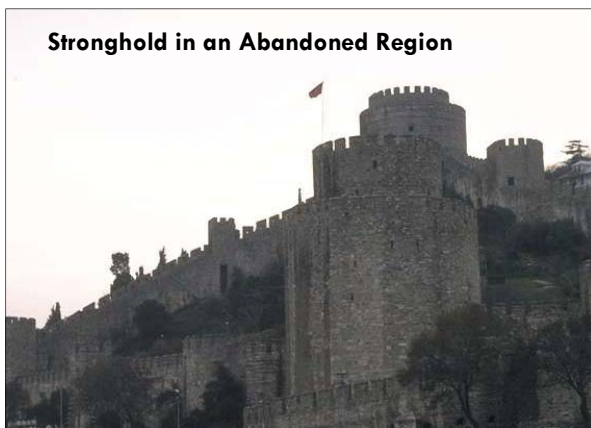
will count as ordinary roads for long stretches away from centers of habitation; any routes connecting the main town (or city) of the region with another region will generally have an all-weather road in much better condition – in all cases, the nature, frequency and state of repair of the roads will depend on the type of government controlling the region.

▼ **Abandoned (Independent) Region** – In many ways, an *Abandoned* region is very similar to a *Core* one – the main difference being that it is not under the direct, *full time*, control of its original government though the core administration and armed forces owe at least a theoretical allegiance to that body (and the abandonment may not have been voluntary on either party's behalf)

Alternatively, depending on the area it may be an *independent principality*.

Regardless, the region is regularly (if, perhaps, less effectively) taxed by the local administration or ruler (there is rarely more than a single representative of his in all but the largest villages, often none at all in the smaller ones, and only a small handful in even the Towns) and in return is under their ruler's personal protection.

This protection will be in the form of a central garrison under the ruler's command, perhaps supplemented by a number of strategically sited fortified and garrisoned posts along important roads or along the borders, plus a requirement that the inhabitants heed a call to arms to assist their lord in the defence of the region.



In any case, the forces available to the government are usually much smaller and even less active than those found in an *Core* region – after all, they are relying on purely local resources to provide such.

This means that the level of protection against brigands and the like is much less also – after all, it will be a major effort (and expense) to go to the trouble of hunting down all but the largest and most threatening bands.

Locals will be more watchful of strangers (they have to be, given the less settled nature of their region) and provide any defence against such threats

themselves, perhaps under the auspices of one of the few local representatives of the region's government.

The keywords are *self sufficiency* – the local ruler won't thank them for being called out for anything short of a major threat!

There is regular trade and contact between the towns, but the villages are mostly self-sufficient and have only occasional outside contacts (once every fortnight or so in summer down to once every month or so in winter) – there is only occasional contact with towns and cities outside the region, mainly through the seat of government, because little or no protection is provided traders beyond the immediate borders of the region.

An *Abandoned* area will have a much more wary look than a *Core* one – villages will be sited for ease of defence or close to defensible sites where the inhabitants can withdraw in times of danger.

Individual rural dwellings will tend to be strongly constructed – some will qualify as being moderately fortified.

All Towns will be walled or in protected places, with the elaborateness of the fortifications (or the difficulty of access) depending on a mix of size and importance – the most important may have a separate fortification as well (protecting the approaches or providing a refuge of last resort), usually under the control of the regional government and with a garrison in residence.

There will rarely be more than one City, perhaps only a large Town. This will usually be the seat of government as well as having several independent sets of fortifications (some under City control, some under central government control).

There will also be fortifications at important sites along the border and along the more important trade routes – also with small garrisons likely to be provided by the regional government.

Tracks will connect some villages, the very smallest may be reached only along Game Trails. Towns will generally be connected by roads and the most important routes (rarely more than one, however) may have all-weather roads (though probably in very poor repair for much of their length).

The poor state of communications is usually the result of lack of regional government spending – in fact, they mostly leave maintenance to the local communities which, predictably, do little or nothing.

▼ **Isolated Region** – Such regions are a less secure and less organized version of the *Abandoned* region described above.

They also (currently) owe no direct allegiance to a government, though this may be because they have been completely cut off from the government they originally belonged to.

The major difference between this and the *Abandoned* region is that it is wilder, perhaps less

settled, and more subject to brigandry – either as a result of a weak local government or because it is subject to raids from Marches or Lawless regions bordering or nearby.

The regional government, such as it is, is much smaller and (perhaps) less well organized – and is only able to control part of the region effectively.

It may have relinquished partial control to local strongmen whose people owe allegiance to them rather than the regional overlord directly.

In any case, tax collection is less organized (and some villages may not pay tax at all – or, again, not directly to the regional overlord) and there are few government officials (civil or military garrisons) outside a few key Towns and/or fortified sites (usually near towns).

Tax is paid, at least in theory, in return for protection provided by the overlord or his subordinates “vassals” in the medieval sense).

This protection will be limited to a small number of fortified sites which house a skeleton garrison, plus a central fortification where the lord holds a moderately sized garrison. Other sites may be garrisoned by the semi-independent local strongmen to supplement this.

Whatever the situation, the wealthier elements of the local populace will (as *part of* – or, perhaps, *all of* their tax obligation) be obliged to provide a certain specified amount of military service even during peacetime to supplement these skeletal garrisons.

During time of invasion or emergency, the whole population will be obliged to take up arms in defense of their homes (under local strongmen) or, perhaps, the region as a whole.

In times of peace, only the worst breaches of the peace are enough to warrant the overlord’s attention – after all, the reason he’s foregone some of his taxes is to provide local strong-men or villagers whose responsibility it is to defend themselves!

Locals will be extremely watchful of strangers – even to the point where a locality may turn out part of its local militia when they are first sighted – just in case! This will generally be more noticeable the smaller or more isolated the village or town is.

There is only sporadic trade in the region – villagers and townspeople are very much self-sufficient; villagers will generally have outside contacts once every month or so in summer, and perhaps only once (perhaps not at all) during winter.

Contact and trade between Towns (and there will likely be only very few of these – perhaps only one) will be better and more regular, but travel between even such population centers is very much at the traveller’s own risk.

Contact with outside Towns and Cities is uncommon – perhaps only occurring a few times a year on any scale (some sort of regional “market fair”) and is none too safe for all except the largest and/or best

## ARMAGEDDON

armed parties to undertake.

In all instances, complete safety depends very much on the strong arm of the traveller! To be fair, however, even if a party is waylaid, it is most likely simply to be extorted for “safe passage” by some band of brigands no-one can be bothered to take the trouble to exterminate – anything more serious would attract the (unwanted) attention of the regional or local “government.”

An *Isolated* area will bear a strong resemblance, in many ways, to a sloppily organized armed camp – villages will be sited on defensible sites, often at some inconvenience to the inhabitants and may well have wooden palisades.

Isolated farmsteads will be mini-forts in their own right and the dwellings of the more wealthy will be true “castles” –albeit probably very basic and crude.

Towns will universally be walled and will mostly have some sort of separate fortification (“castle”) incorporated within the walls or nearby, and under the control of the regional overlord or one of his strongmen, and there will be few towns.

It is extremely unlikely that there will be anything even vaguely resembling a city in such a region, so the capital of the regional overlord will most likely be in or near one of (or the major) towns.

Tracks that are really only game trails slightly widened in some tight spots will connect the bigger villages, the very smallest may be reached only along the narrowest of trails – or perhaps may have no formal “road” or “trail” connection at all.

Towns will generally be connected by tracks and the most important routes (rarely more than one, however) may have dirt roads (little, if at all, better than mere tracks for much of their length).

The poor state of communications is the result of leaving road maintenance almost entirely to the local communities – which have other, more important, things to worry about than the convenience of some foreign travellers!

▼ **Marches Region** – These regions may theoretically owe allegiance to an overlord, or to a central government somewhere, but in reality no-one controls them. They are usually the furthest border regions of a principality – and abut other regions that are in a state of declared (or undeclared) war with them.

The reality is that there is no real control beyond a few strongpoints – which may be commanded either by local strongmen or by military commanders appointed by a central authority; outside of these areas, control (and law) belong to those who are strong enough to seize it for themselves!

Raids and counter raids are common – and an expected part of life, and the “government” (such as it is) is almost entirely military in nature.

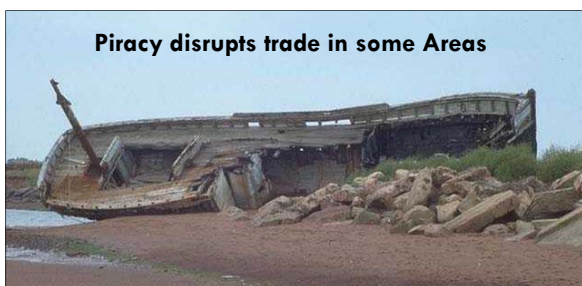
## ARMAGEDDON

Taxes are only theoretically raised outside the areas physically controlled by what organized forces there are – and bear more resemblance to out and out extortion than to civilized tax collection (if “civilized” and “tax collection” aren’t mutually exclusive!) – little real benefit is received in return for such “protection money.”

Such organization as there is limited to a handful of fortified sites which hold fairly strong garrisons. One of these, usually the most powerful and best defended, will sometimes be the garrison of the regional commander.

More than likely, however, these fortifications will be under the control of effectively independent strongmen who co-operate sporadically – and who have only a weak allegiance to the central government or feudal overlord.

Outside of these fortified areas, the locals are obliged to provide for themselves – though the operations of the strongmen may have some unintentional security flow on. As a result, almost all locals are part time militiamen, ready to protect their village, if the need arises, at any time.



Locals will rarely be seen by strangers – *first*, that is! In such an area, caution is a byword! In fact, it is likely that the first sighting of such will cause the turning out of a part (depending on the size and apparent threat of the sighted group) of the local militia – “just in case”.

As with the *Isolated* region, there is only sporadic trade in the region – usually only on one or two major routes, and even on these it is risky for all except the largest and most heavily armed of parties.

Villagers will have only sporadic contacts with any other settlement more than a day’s walk away. In fact, it is not uncommon for villages to be so spaced as to be more than a day’s walk from the next settlement.

At best, it is unlikely that the region will contain any but a single Town of the smallest size – usually very close by one of the main fortified areas and owing some sort of allegiance to whoever controls that area; more than likely, there will only be a handful of very large villages associated with several of the fortified areas rather than any Town.

In any case, there will be one site where some sort of yearly market or “fair” is held, and where what little outside trade as exists is concentrated.

Bandit groups are much larger and better organized than those encountered in Insular regions, and are more likely to be out to kill and strip small parties completely.

They will, however, attempt to extort protection money for “safe passage” from parties they deem “too difficult” to take on. In any case, they know that there is likely to be little serious or sustained reaction by the locals to their activities – they’re mostly too big to be an easy target!

In *Marches*, villages will universally be sited in defensible sites, regardless of the inconvenience to the inhabitants (it’s more inconvenient being dead than safe, after all!), and will usually have some form of wall – drystone or a wooden palisade (or something similar). The very few isolated farmsteads that exist will be carefully hidden, and strongly built for protection against casual attack.

In fact, most are likely to be true mini-castles belonging to what passes for the “wealthy” in this region, and where a number of subordinate families also dwell providing service in return for access to the protection of the “castle’s” walls in times of danger.

Any Town will be walled – properly, with good quality stone walls. If there are no towns, then the larger villages that take their place will have superior (but crude) stone, turf, wooden or earthwork fortifications (perhaps a mix of several types).

There will never be anything resembling a city in such a region. Though, perhaps, a smallish city may form a “region” all of its own surrounded by several *Marches* or *Lawless* regions (especially if it is accessible by sea and/or river routes as well).

Most villages may be reached only along the narrowest of trails – and often will have no formal “road” or “trail” connection at all.

Towns (or the larger Villages replacing them) will generally be connected by tracks and the most important routes (rarely more than one, however) may have dirt roads (little, if at all, better than mere tracks for much of their length).

The poor state of communications is the result of having other, more important, things to worry about than the convenience of some foreign travellers – like survival!

▼ **Lawless Region** – This is a *much* worse variant of the *Marches* region described above – the major differences being the result of a number of large bands of Brigands (or Raiders from adjacent regions) regularly sweeping through.

They may be on their way elsewhere, or they may simply be trying to “conquer” the region for their own “side.”

As a result, there are only scattered, well hidden, and strongly fortified farmsteads where a few families gather together for mutual protection – perhaps paying some form of “protection money” to one or more of the bands of brigands infesting the region

(probably in the form of food).

Apart from these, only a handful of larger villages – always associated with fortified areas (and heavily, if crudely, fortified themselves) exist.

More than likely, such settlements owe only the sketchiest allegiance to anyone or anything outside their walls. The countryside may well be spotted with the burnt out and looted remains of other, less fortunate, villages – perhaps even town and city ruins as well.

▼ **Ravaged Region** – Such an area has been actively – and viciously – fought over by major armies or brigand bands (or both) and has been thoroughly looted and pillaged.

Substantial settlements of any kind no longer exist as anything other than ruins – except in the most unusual and exceptional of circumstances. Even isolated and well hidden family farmsteads are rare.

Encounters will mostly be with individuals or small bands of brigands, raiders - perhaps even organized military forces on a counter-raid.

Roads may be no worse than those in an Anarchic region, or they may be badly overgrown or washed out to the point where they are useless as anything more than a guide as to the route they once took – depending entirely on the length of time the region has been devastated.

As a result of these factors, trade to the region is, effectively, nonexistent. Even trade through the region are restricted to routes connecting other regions of a much more settled (and wealthier!) nature and is in the form of large, well armed, and irregular merchant “caravans.”

▼ **Borderlands Region** – This is often how a region become *Ravaged* – or, at least, is down rated from whatever standing it used to have. The region (whatever its original type) is now an active campaign zone – two (or more) major principalities are in the process of fighting over the possession of the region, or to move through the region to some other area.

The origin of these forces will very much depend on where this region is situated and must be determined by the Referee – as must the attitude of such forces to the presence of the players.

The state of the region will depend on the length (usually only a single season in these times) of the campaign and the nature of the opponents.

If the campaign is of a limited duration between “civilized” principalities, then it is rarely damaged to the point where it drops more than one level as to basic type. However, if the campaign is of an extended duration, or is being waged against an “uncivilized” (often nomad or *Shadow Empire* forces) group, then much more severe damage can be expected, and even the best regions may drop two or three (or more) levels in a relatively short time.

## ARMAGEDDON

Within these parameters, the underlying state of the region will be as described for one of the above listed region types.

▼ **Protected (Garrisoned) Region** – In some important ways, this type of region is similar to a *Borderlands* region. Basically, it is an additional classification to one of the above listed region types, just as the *Borderlands* region classification is.

The addition is in the form of a major military unit (for the time) that garrisons the area – and is extremely rare outside border regions (and equally rare outside principalities with a strong centralized government).

This usually means the most common form of encounter in such a region will be with patrols sent out by the military, or with supply and/or reinforcement convoys to/from its base(s).

Civilian government is, depending on how strong it was in the base region, to a greater or lesser degree now under the dominance (though perhaps not complete control) of the garrison command structure.

It is possible that the garrison is part of an occupying force, in which case there will be little or no civilian government and the whole region will likely be under martial law.

At least one road will be under improvement to a minimum of standard Road status – perhaps even all-weather road status if the military force is from a sophisticated and civilized principality. All other lines of communication will be due for some upgrading as well.

The degree and state of completion of these will depend on such factors as the size of the garrison force and its projected length of stay. Travel along such roads will be much safer than for the base region type – but will be subject to numerous checkpoints and random patrols by the garrison, not to mention the absolute right of way of any military convoy or unit over the players' party.

# ARMAGEDDON

▼ **BASE GOVERNMENT TYPE** – This depends on the base government type of the principality or geographical region in question. The types that are applicable are as follows –

▼ **Centralized Bureaucracy** – A central government controlling subordinate regions through a centrally appointed and controlled civil service and defends them with a centrally raised and controlled military.

**Local Examples:** *The Confederacy of Equals, Sea Princes, and Brotherhood of the Forest.*

▼ **Strong Feudal** – Is a less sophisticated (or less organized) version of the *Centralized Bureaucracy*.

There are two main variants, one where a strong central ruler is able to keep a fractious and (sometimes) anarchic state under their thumb through force of will. **Local Example:** *The Empire of Skulls and Shadow Empire.*

The second variant has a weaker king, a stronger (but not completely dominant) nobility, and an important free holding class all balancing the desires of the others. It has a central council in which commoner representatives have some influence. **Local Example:** *The Autarchy of the Iron Chain.*

▼ **Weak Feudal** – Is a much weaker version of a Strong Feudal state. In such a principality there may actually be no "king" – just a number of important nobles constantly jockeying for position. Even if there is a King, he is rarely more than the most important and powerful single nobleman in the realm – *primus inter pares* ("first among equals"). **Local Example:** *The Universal Empire.*

▼ **City States** – This describes a situation in some ways a step down from even a Weak Feudal state. In such a geographical region there is no King – and no real "states", either.

Each Region is, generally, independent of the others. At most, several smaller regions will be under the (usually unwanted) dominance of a larger one often one with an important city.

The form of government may be entirely aristocratic (run by a hereditary noble), or it may be oligarchic (run by wealthy merchants). **Local Examples:** Independent City States of the Middle East and the *Great Northern Forest*; some of the larger "abandoned" areas of the *Confederacy of Equals*.

**Unorganized** – Is the weakest form of organization of all – usually applying to marginal areas (economically and population wise). In fact, it will usually consist of something that might be classed as *City States* – but where any organisation is on a primitive level. **Local Examples:** Proto-states on the periphery of the "Seven Domains."

## ▼ TERRAIN TYPES

**Virgin Forest:** This still exists in extensive tracts, and not just in "out of the way" regions – often, settled areas are "islands" in the midst of such Forests.

Such "trackless" forests are difficult to traverse even afoot – unless using game trails, or the very few, often sparsely travelled and little known (except to locals), man-made tracks.

There are likely to be some small to medium sized clearings – but generally widely spaced.

"Breaking Trail" cross country is at 10-50% of the cross country rate afoot. Pack and riding animals may be led at this rate, depending on the thickness of terrain.

Following a Game Trail is at 50-80% of the cross-country foot speed (even if mounted, or riding a Bicycle, Motorized Bicycle, or Motorcycle) if it can be found (requiring an *Outdoor* skill roll as determined by the GM).

A Man-made Track is traversed at the full cross-country rate on foot or mounted – though they are often quite narrow, and are rarely passable for any vehicle much bigger than a Motorcycle.

**Forest:** Is similar to Virgin Forest, but is criss-crossed with man-made tracks identical to those described above – and (relatively) easily found by a successful *Outdoors* skill roll (or simply by running into any that are specifically mapped by a GM).

They are also likely to have many more (but still relatively few) clearings of small to moderately large size encompassed within their overall boundaries.

Such Forests are almost inevitably crossed by one or more roads – perhaps even by a Major or All Weather road (rarely more than one, perhaps with branches) – which may be traversed by all vehicles at the appropriate rate.

These are the second most common type of wooded area likely to be encountered in the 28th millennium – especially in close proximity to civilized areas.

**Woods:** Are the least common type of wooded area likely to be encountered – and usually only in the closest proximity to major areas of civilized settlement. They will be criss-crossed by roads and, more than likely, several major or all-weather roads.

There are also likely to be a relatively large number of clearings encompassed within the overall borders of the woods – these may be potentially very large and very close together.

Even at its tamest, this still has a strong echo of the "forest primeval", not the tamed and civilized European woods and "forests" of the twentieth century!

**Rough:** Just as the "woods" of the eleventh century aren't the almost manicured ones of the twentieth, the countryside is also significantly less "tamed."

Some areas that are not particularly heavily

wooded, nor particularly hilly, but are somewhere in between the two (or may be in a special category of their own – badlands criss-crossed with small gullies, for example) qualify as rough terrain, and reduce travel to 75% of the off road rate.

**Hills:** Are rolling, generally rounded high ground with no other significant obstacles (ravines and the like) – travel through them is at half the cross-country rate.

**Foothills:** Are less rounded, steeper and generally "rougher" and will almost certainly contain other significant, perhaps impassable, obstacles - ravines, cliffs, steep slopes etc.

Cross country travel through foothills is at half the cross country rate, but an *Outdoor Skill* roll is required every two hours (in the middle and at the end of every Period of travel) to avoid running into an obstacle that will force the character to backtrack or take some other unusual method to get around/down/over whatever it might be (if they are forced to backtrack, they are forced to go back - lose - a number of hours travel equal to the amount they failed the roll by).

Of course, local guides, local knowledge, or a good map will reduce the chances of this happening by an extent to be determined by the Referee. Road travel through this terrain is at the cross country rate for all except All-Weather roads.

**Mountains:** This is the worst vertical terrain that characters are likely to be able to traverse using normal movement – movement is at one quarter the cross country rate cross country and at half the cross country rate on all roads except all weather roads (which are at the full cross country rate).

*Outdoor Skill* rolls are required every hour, though any backtracking required is only equal to half the amount the roll was failed by (again, unless local knowledge/guides etc. modify this).

**Peaks:** Are not traversable except by heroic effort (mountaineering, effectively) at 10% (at the very best) of the cross country rate (with the same backtracking chances as for *Mountains*). There are no roads of any sort that (normally) cross this type of terrain.

**Passes:** These generally reduce the movement problems of moving through vertical terrain by one level – *Peaks* are treated as *Mountains*; *Mountains* are treated as *Hills*; *Hills* are treated as *Rough* (Rough terrain cannot be reduced).

The limitations of this sort of terrain is, obviously, that it may not go in the direction you wish to and is, to boot, often quite narrow – and a perfect place for an ambush!

**Swamps:** Can only be traversed by vehicles if they travel along roads or have amphibious capability (and then at their amphibious speed). Mounted and Foot movement *through* swamps is generally at no more than 10% of normal speed (perhaps 20% for scattered swampy areas).

## ARMAGEDDON

**Open:** Travel is at normal rates.

**Track:** A man-made path of the most basic sort – often simply the result of many people and/or animals travelling over the same route.

Tracks provide few benefits except that they generally allow passage through close, wooded/forested terrain that would be otherwise impassable to vehicles and that they show that there's something at either end.

They do not normally modify movement except as noted above. This is by far the most common sort of "road" outside of the Confederacy – and in those areas of the Confederacy that have been under the yoke of the *Shadow Empire* for any length of time.

**Road:** In twentieth century terms, this is really a dirt track – a quagmire (half cross country rate for wheeled vehicles, cross country rate for animals/foot) in or immediately after any sort of wet weather.

Its main advantage is that it allows travel at the full rate (rather than the cross country rate) in most other types of terrain (except when it's wet, of course!).

It is a major thoroughfare outside the remaining core areas of the Confederacy, especially those that have been occupied by the *Shadow Empire* for any length of time.

**All Weather Road:** In twentieth century terms, a gravelled road but, when properly maintained, it is all weather and allows full road movement rates through most types of terrain regardless of the weather.

Used along all major routes in the Confederacy, this sort of road is almost completely unheard of elsewhere – except where it is really the poorly maintained remnant of one (usually in areas occupied by the *Shadow Empire*).

**Military All Weather Road & Star Trail:** This is an improvement on the standard All Weather road mainly in that some sections are paved and that all streams and rivers along the route it takes are bridged (which may – or may not, usually the latter, be the case with the other types of roads).

Because of its importance, there are regular waystations, Inns, watering points and the like along its course, regardless of the terrain it traverses. Inevitably, it connects important garrison towns and the borders, and is not the route you want to take if you wish to avoid official notice!

Such roads are found only in the *Confederacy* and may be colocated with *Star Trails* – horse drawn "railways" with laid-stone roadbeds that are major arteries of commerce and communication.

**Water Obstacles:** These include streams and rivers – and they cause a variable degree of delay,

## ARMAGEDDON

from nil if they are bridged, up to an indeterminate time if they are unbridged and unfordable.

Usually, there is a negligible delay if travel has been along a road or track, as these will usually lead to fordable crossing points – if travelling cross country, however, an appropriate skill roll may be required to find a suitable fording spot (the amount by which the roll succeeds or fails should provide a guide as to how long the delay will be).

### ▼ USING THE TABLES

All rolls on the **Territory Level** and **Terrain Level** tables are made with 1d6 – but some of the results require modifiers to be achieved.

For **Territory Level** tables, the DMs are entirely the province of the Game Master based on how far from the central core regions of the nearest organised state.

For the **Terrain Level** encounter tables, the DMs are those indicated in the *Territory Level* tables.

### CENTRALISED BUREAUCRACY (ROLL 1D)

DIE ROLL	TERRITORY TYPE	ENCOUNTER DM
1-4	Core	-1
5	Protected *	n.a.
6	Borderlands *	n.a.
7	Abandoned	0
8	Isolated	0
9	Marches	0
10	Lawless	+1
11	Ravaged	+2

\* Roll on the appropriate *sub-table* below to determine which actual region type these are overlaid on, keeping the DMs that applied to this roll.

### PROTECTED SUB-TABLE (ROLL 1D)

DIE ROLL	TERRITORY TYPE	ENCOUNTER DM
1-5	Core	-2
6	Marches	-1
7	Lawless	0
8	Ravaged	+1

### BORDERLANDS SUB-TABLE (ROLL 1D)

DIE ROLL	TERRITORY TYPE	ENCOUNTER DM
1	Core	-2
2-4	Abandoned	-1
5-6	Isolated	-1
7	Marches	-1
8	Lawless	0
9	Ravaged	+1

**STRONG FEUDAL (ROLL 1D)**

DIE ROLL	TERRITORY TYPE	ENCOUNTER DM
1	Core	-1
2-3	Abandoned	0
4-5	Isolated	0
6	Protected *	n.a.
7	Borderlands *	n.a.
8	Marches	0
9	Lawless	+1
10	Ravaged	+2

\* Roll on the appropriate *sub-table* below to determine which actual region type these are overlaid on, keeping the DMs that applied to this roll.

**PROTECTED SUB-TABLE (ROLL 1D)**

DIE ROLL	TERRITORY TYPE	ENCOUNTER DM
1	Core	-2
2	Abandoned	-1
3	Isolated	-1
4-6	Marches	-1
7	Lawless	0
8	Ravaged	+1

**BORDERLANDS SUB-TABLE (ROLL 1D)**

DIE ROLL	TERRITORY TYPE	ENCOUNTER DM
1	Ravaged	+1
2	Lawless	0
3-5	Marches	-1
6	Isolated	-1
7	Abandoned	-1
8	Core	-2

**ARMAGEDDON****WEAK FEUDAL (ROLL 1D)**

DIE ROLL	TERRITORY TYPE	ENCOUNTER DM
1-3	Abandoned	0
4-5	Isolated	0
6	Borderlands *	n.a.
7	Marches	0
8	Lawless	+1
9	Ravaged	+2

\* Roll on the appropriate *sub-table* below to determine which actual region type these are overlaid on, keeping the DMs that applied to this roll.

**BORDERLANDS SUB-TABLE (ROLL 1D)**

DIE ROLL	TERRITORY TYPE	ENCOUNTER DM
1	Ravaged	+1
2-3	Lawless	0
4-6	Marches	-1
7	Isolated	-1
8	Abandoned	-1

**UNORGANISED (ROLL 1D)**

DIE ROLL	TERRITORY TYPE	ENCOUNTER DM
1	Ravaged	+1
2	Lawless	0
3	Marches	-1
4	Isolated	-1
5	Abandoned	-1
6	Borderlands *	n.a.

\* Roll on the appropriate *sub-table* below to determine which actual region type these are overlaid on, keeping the DMs that applied to this roll.

**BORDERLANDS SUB-TABLE (ROLL 1D)**

DIE ROLL	TERRITORY TYPE	ENCOUNTER DM
1-2	Ravaged	+1
3-4	Lawless	0
5-6	Marches	-1
7	Isolated	-1
8	Abandoned	-1



# ARMAGEDDON

## CITY STATES (ROLL 1d)

DIE ROLL	TERRITORY TYPE	ENCOUNTER DM
1	Core	-1
2-3	Abandoned	0
4-5	Isolated	0
6	Borderlands *	n.a.
7	Marches	0
8	Lawless	+1
9	Ravaged	+2

\* Roll on the appropriate *sub-table* below to determine which actual region type these are overlaid on, keeping the DMs that applied to this roll.

## BORDERLANDS SUB-TABLE (ROLL 1d)

DIE ROLL	TERRITORY TYPE	ENCOUNTER DM
1	Ravaged	+1
2	Lawless	0
3	Marches	-1
4	Isolated	-1
5	Abandoned	-1
6	Core	-2

## ENCOUNTERS BY TERRAIN TYPE

DIE ROLL	VIRGIN FOREST	FOREST	WOODS	SWAMP
-1	Group	Group	Group	Item
0	Small Group	Small Group	Small Group	Small Group
1	Animal	Animal	Group	Group
2	Animal	Animal	Animal	Item
3	Animal	Group	Group	Group
4	Animal	Animal	Animal	Animal
5	None	None	Item	None
6	None	None	None	None
7	None	None	None	None
8	Item	Item	Item	Animal

## ENCOUNTERS BY TERRAIN TYPE

DIE ROLL	ROUGH	HILLS	FOOTHILLS	MOUNTAINS
-1	Item	Small Group	Group	Group
0	Group	Group	Group	Small Group
1	Group	Group	Small Group	Animal
2	Animal	Animal	Animal	None
3	Item	Item	Item	Animal
4	Small Group	Group	Small Group	None
5	Animal	Animal	None	None
6	Animal	None	None	None
7	Item	Item	Animal	Animal
8	Group	Small Group	None	Item

ENCOUNTERS BY TERRAIN TYPE

DIE ROLL	PEAKS	PASSES	CLEAR	RIVER
-1	Small Group	Item	Item	Item
0	Animal	Group	Group	Group
1	None	Group	Group	Group
2	Animal	Item	Item	Item
3	None	Animal	Animal	Hazard
4	Animal	None	Group	Hazard
5	None	None	Item	None
6	None	Animal	None	None
7	Animal	Group	None	Hazard
8	Group	Item	Group	Item

ENCOUNTERS BY TERRAIN TYPE

DIE ROLL	TRACK	NORMAL ROAD	ALL WEATHER ROAD	MILITARY AW ROAD
-1	Small Group	Item	Item	Item
0	Animal	Group	Group	Group
1	None	Group	Group	Group
2	Small Group	Group	Group	Group
3	None	Group	Group	Group
4	Animal	Item	Group	Group
5	None	Item	Item	Group
6	Small Group	None	Item	Group
7	Small Group	None	None	Item

# ARMAGEDDON

## GROUP ENCOUNTERS

GROUP	CORE	ABANDON	ISOLATED	MARCHES	LAWLESS	RAVAGED	BORDER	PROTECTED
Bandits	1	1	1-2	1-2	1-2	1	1	-
Patrol	2-3	2	-	-	3	2-3	2-3	1-2
Convoy	4	-	-	-	4	4	4-5	3-4
Caravan	5-7	3-4	3	-	-	-	--	5
Refugees	-	-	-	3-4	5	5	6-7	-
Slavers	-	-	-	5	6-7	6	-	-
Hunters	8	5-6	4-5	6	8	7	-	6
Brigands	-	-	6	7	9-10	8-10	-	-
Smugglers	9	7	7	8	-	--	-	7
Large Unit	10	8	8	9	-	--	8-9	8-9
Militia	-	9-10	9-10	10	-	-	10	10

## GROUP ENCOUNTER STATISTICS

GROUP	NUMBER	TYPE	WEAPONS	TRANSPORT
Bandits	1d6 x 1d3	RA/G	M (S)	1-4F: 5-6H
Patrol	2d6+6	T/RE	M (F/S)	1-2F: 3-6H
Convoy	(1d6 x 4) x 10	RA/G	M (S)	1-2P: 3-6W
Caravan	2d6 x 4	T/RE	C (S)	1-3P: 4-6W
Refugees	1d6 x 5	R	P (P/S)	1-5F: 6W
Slavers	30% 2d6 x 5	T/RE	M (P/S)	1-2F: 3-6H
Hunters	1d6	G/T	C (P/S)	1-5F: 6H
Brigands	3d6 x 5	T/RE	M (P/S)	1-3F: 4-6H
Smugglers	2d6	G/T	C (P/S)	1-4P: 5-6W
Large Unit	3d6 x 10	T/RE	M (P/S)	1-4F: 5-6H
Militia	1d6 x 10	T/RE	M (S)	1-5F: 6H

### ITEM ENCOUNTERS

ITEM	CORE	ABANDN	ISOLATED	MARCHES	LAWLESS	RAVAGED	BORDER	PROTECT
Village	1-4	1-3	1-2	1	1	–	1	1-2
Ruined Village	–	–	–	2	2	1-2	2	–
Farm	5-6	4-6	3-5	3	3	–	3	3-4
Ruined Farm	–	7	6	4-5	4	3-4	4	–
Outpost	7	8	–	–	–	–	5	5
Supply Dump	8	–	–	–	–	–	6	6
Abandoned SD	–	–	–	–	5	5	–	–
Minor Fortifications	9	9	7-8	6-7	–	–	7	7-8
Abandoned MiF	–	–	–	–	6	6	–	–
Major Fortifications	10	10	9	8	7	7	8	9-10
Abandoned MjF	–	–	–	–	–	8	–	–
Derelict Transport	–	–	10	9	8-9	9	9	–
Derelict Convoy	–	–	–	10	10	10	10	–

### ITEM ENCOUNTER STATISTICS

ITEM	PEOPLE	TYPE	WEAPONS	GOODS
Village		– as per the Territory type descriptions –		
Ruined Village	None	–	–	<b>1-4:</b> 1-3, Fd; 4-5, Ag; 6, Sp
Farm	3d6	T/N	C (S)	<b>Auto:</b> Fd, Ag
Ruined Farm	None	–	–	<b>1-2:</b> 1-3, Fd; 4-6, Ag
Outpost		– use <i>Patrol</i> statistics from <i>Group Encounters</i> –		
Supply Dump	3d6 x 1d3	X/T	M (P/S)	<b>Auto:</b> As per text description
Abandoned SD	None	–	–	<b>1-3:</b> As <i>Military Convoy</i>
Minor Fortifications	3d6 x 5	X/T	M (S)	As <i>Military Convoy</i>
Abandoned MiF	None	–	–	<b>1-2:</b> As <i>Military Convoy</i>
Major Fortifications	3d6 x 10	X/T	M (S)	As <i>Military Convoy</i>
Abandoned MjF	None	–	–	<b>1-3:</b> As <i>Merchant Caravan</i>
Derelict Transport	None	–	–	<b>1:</b> As <i>Merchant Caravan</i>
Derelict Convoy	None	–	–	<b>1-2:</b> As <i>Merchant Caravan</i>

## ARMAGEDDON

▼ **GROUP ENCOUNTERS** – The “groups” that may be encountered in the world of *Road to Armageddon* are detailed in several key areas to enable a GM to present them with a minimum of work.

**Number:** Indicates the range of sizes that will normally be encountered. Since the whole system is only intended to assist the GM, they may, at their option, increase the amount as they see fit if it would better reflect the local situation in their specific campaign.

In the case of **Slavers**, the “30%” figure indicates that 30% of the number rolled will be the actual Slavers while the rest will be the Slaves.

**Type:** Indicates the general experience and competence level. There are six NPC experience levels in *Road to Armageddon* (see the “Extras” section) – **RA**(w), **G**(reen), **T**(rained), **RE**(gular), **V**(eteran) and **G**(uard).

Only **RA**, **G**, **T** and **RE** level NPCs are generated by the random encounter system – **V** and **G** level NPCs are only included in encounters where the GM mandates their presence for game related reasons.

While it would be easier for all NPCs in a given party to be of the same level, it is not likely. The levels indicated will, however, form at least 60% of the party (split evenly between the levels indicated where more than one is indicated).

**Weapons:** There are three basic types – **M**(ilitary), **C**(ivilian) and **P**(oor), which refer to the **Melee** weapons carried by the encountered party. If Missile weapons are likely to be present, this will be indicated by a **P**(ossible) and, perhaps, **S**(ome).

Military **Melee** weapons include – Swords, Maces, Polearms and War Axes. Military **Missile** weapons include – Blowpipes, Composite or Spring Bows, Crossbows, Javelins, Slings and War Darts.

Civilian **Melee** Weapons include – Hunting Spears, Axes, Flails, Picks, Scythes and Long Daggers (or Short Swords). Civilian **Missile** weapons include Short and Self Bows, Light Crossbows, Slings and Javelins.

Poor **Melee** Weapons include – Clubs, Spades, Quarterstaves, Shepherd's Crooks and any generally improvised weapon that may simply have been on hand. Poor **Missile** Weapons are entirely limited to Slings and Thrown Objects.

**Transport:** Roll 1d to determine the type of transport most of the group has – **F**(oot), **H**(orse), **P**(ack Horse), **W**(aggon). For really large groups, the GM may roll separately for each subgroup.

▼ **Group Encounter Descriptions** – Groups from the Group Encounter Tables are described in greater detail.

**Bandits:** Small groups of individuals who live outside the law, this covers a number of different encounter possibilities. Such groups may vary from bands of robbers who roam the less settled areas of any geographical region preying on unwary travellers to seemingly “innocent” villagers by day who are in fact “highwaymen” by night. They are, however, not universally criminal in nature - they know what (and who) the law is, but flout it for a variety of reasons.

While some are *criminals*, others are what could be called *politicals* – they often belong to a subclass that is oppressed by a occupying against whose oppressive laws they have rebelled.

While the former are universally untrustworthy, the latter may be potential allies or sources of information - depending on who you're working for!

The main distinguishing feature between *Bandits* and *Brigands* is a combination of the size and cohesiveness of the group and the degree to which they are being actively hunted down by local authorities.

*Bandits* tend to be small bands of convenience without a single acknowledged leader which are generally on the run from at least a semi-organized hunt for them.

This lack of leadership and discipline works against their military weapons and experience with them – they prefer “easy pickings” in the form of small parties of travellers and small merchant convoys, and will avoid (to the point of dispersing in flight) large military units if at all possible.

If a charismatic or dominant leader gains control of a group of Bandits, he may well be able to weld it into a band of Brigands.

**Patrol:** A moderately sized force belonging to a parent body with at least some pretensions to being a military force – the nature of which will depend greatly on the region in which the encounter takes place.

In a *Protected* region, for example, it will almost certainly belong to the forces that control that region – but, in a *Borderlands* region, it may belong to any of the sides involved in the struggle for control.

Elsewhere it usually belongs to the government that controls the region – but, depending on the local circumstances, may belong to almost any force – even to a large band of Brigands!

Patrols will not be automatically hostile towards the players – though they may well be suspicious of them, depending on the circumstances of the encounter.

For example, in a *Organized* region, the Patrol may well be simply a small subunit on “routine maneuvers” – so, unless the players are obviously working for a force hostile to their overlord/government,

they may simply ignore them, or at worst ask for some explanation of their business.

On the other hand, in a *Ravaged* region, a Patrol may well attack first and ask the survivors (if any) what they were doing unless it's obvious that the player party is on "their" side.

**Military Convoy:** Will normally be in the form of either a train of Pack animals (mostly mules, sometimes ponies or horses) or of Carts and Wagons. The "number" rolled for the encounter is the number of wagoneers or muleskinners, not the number of wagons or pack animals!

In a pack train, each muleskinner will normally control a "string" of 4+1d6 animals; in a wagon train, there will normally be one or two men assigned to each vehicle plus one or two men per vehicle assigned to a guard force (Infantry on a 1-4, Cavalry on a 5-6).

The convoy personnel will be armed and will fight in their own defence even if there is a guard force accompanying them – though they will often try to outrun or otherwise avoid trouble if at all possible.

Each "string" of pack animals and each cart or wagon should be rolled for the cargo it carries (roll 1d10) –

1-5 = Food & Cooking Supplies, 6-7 = Campaign or Camping Supplies, 8 = Engineering Supplies, 9 = Arms and/or Armor, 10 = Special Supplies.

*Food & Cooking Supplies* includes food mainly in the form of sacks of grain, boxes of hardtack, and dried or salted vegetables supplemented with some dried or salted meat and and (in season only) perhaps some fresh fruit or vegetables; it will also include cooking supplies such as salt and olive oil, not to mention a limited amount of cooking utensils.

*Campaign or Camping Supplies* will include such things as tents, lamp oil, lamps, all sorts of "household" items that may be required by men on campaign, sheaves of parchment, ink and pens, basic medical supplies (bandages, some herbs etc.) and anything else the Referee thinks likely.

*Engineering Supplies* will include such things as tools (picks, shovels, mattocks, axes etc.), coils of various sizes of rope, metal fittings for siege machines (the wooden parts are normally made on the spot), baskets, fascines, charcoal and the like.

*Arms and Armor* are self explanatory, and also include consumables such as arrows, crossbow bolts, lead slingstones, war darts, and the like.

*Special Supplies* are entirely at the Referee's discretion – it may include such things as officers commissary supplies (a cut above mere "food"), part of the army's paychest, or just about anything that the imagination could reasonably put there!

The only thing to remember that may modify what the convoy carries is the fact that bulk supplies (sacks of wheat, say) will normally be carried as close as possible to their destination by water trans-

## ARMAGEDDON

port, as animal transport consumes as much food as it can carry in around 300km of travel!

**Merchant Convoy:** Half of the convoy personnel will be muleskinners or waggoneers, manning the convoy as for the *Military Convoy* above. What the other half are will depend on the local situation – in generally peaceful areas they will also be muleskinners/waggoneers, but in more lawless and dangerous regions they will normally be guards (1-4 = mounted, 5-6 = foot).

If there is trouble, the merchants will generally try to "buy" their way out of it – bribes and extortion are part of the "cost of doing business" in this time and place. However, if push comes to shove, they're ready and willing to fight to protect their livelihood.

Each "string" of pack animals, cart, or wagon should have its contents rolled for separately (roll 1d10) –

1-3 = Food, 4 = Condiments and Spices, 5 = Metal, 6 = Manufactured Items, 7 = Raw Wool or Cotton, 8 = Cloth, 9 = Luxury Items (Edible), Luxury Items (Other).

*Food* will consist mainly of non-bulk items (such as fruit, vegetables, fish, preserved meats etc.) during the spring and summer and of bulk items (sacks of grain and other preserved foods) during fall and winter.

*Condiments and Spices* will include salt, pepper, cinnamon, garlic, saffron and just about anything else that might flavor food.

*Metal* can include metal ores or metal stock, in the form of bars, billets, ingots or whatever – does not include precious metals!

*Manufactured Items* include locally made items of any sort – mainly things such as pottery, leatherwork, and some metal items.

*Raw Wool and Cotton* will include mainly the former – bales of it! Cloth will be in bolts, usually a meter to a meter and a half wide and usually 18-24 meters long – they will mostly be plain, undyed and unbleached.

*Luxury Items (Edible)* could include almost anything – sweetmeats, honey, oysters and shellfish (the equivalent of "fast food"), wines, beer and the like.

*Luxury Items (Other)* might include items of intricate workmanship, dyed or embroidered cloth, silk, cloth dyes, medical herbs, glasswork, silver and gold and the like.

Note that, as is the case with Military Convoys, think carefully about convoys that are carrying bulk goods, as these will normally be carried by water transport as far as possible – and that carrying them by animal transport consumes their carrying capacity in supplies every 300km or so!

## ARMAGEDDON

**Refugees:** The displaced and dispossessed have been around as long as humans have been - and this era is no different.

If anything, it is considerably worse because there are no humanitarian organizations nor are there anything recognizable as "laws" of war (such as the Geneva and Hague Conventions) - notions of "chivalry" haven't really caught on.

Refugees are almost universally the victim of man-made disasters - mostly war, rebellion, or the like. Populations are rarely so large that natural disasters can cause significant refugee problems in this period.

They will have very few possessions - they were probably lucky to escape with their lives. What little they did salvage has probably been bartered for food somewhere along the way.

They are very poorly armed and not a threat - after all, if they were fighters, they wouldn't be refugees, would they?

However, if treated fairly - perhaps even helped along their way - a good source of information or possible adventure.

**Slavers:** Slaves are an important part of the *Shadow Empire's* economy and, even though illegal in the *Confederacy* and the *other* domains, the profits involved have resulted in the rise of slaver gangs preying on outlying areas.

Before you get the idea that maybe you could do a little impromptu emancipation of your own, Slavers are well armed and well prepared to defend their livelihood - and their property!

**Hunters:** This will be a small band of locals out hunting for meat for their families.

Hunters will rarely want to fight, or be prepared for a long running battle. If hunters encounter hostiles, they are most likely to split up and flee - unless they are cornered, where they will, as you would expect, fight.

In fact, if they sight the players first, they may well make deliberate efforts to conceal their presence or to move as quickly from the encounter area as possible.

Where they are physically encountered, they can be an important and accurate source of local information and may well invite the players back to their community (or hunting camp).

**Brigands:** Are a more organized (and larger) band of *Bandits*, usually with a more charismatic or experienced leader. They are generally organized much more closely to military lines and have some unit cohesiveness and discipline.

They vary from merely better organized than normal criminals right through to courageous freedom fighters against an oppressive (in their eyes) and perhaps "foreign" occupying power. In any case,

they are both easier and harder to deal with than simple bandits.

For a start, their better organization and larger size (coupled with the general lack of government control in regions where they operate) means that they mostly cannot just be brushed aside - some sort of working arrangement must be reached with them.

Secondly, it is not certain that they will wish to just kill passers by, they are more likely to want to extort payment for "safe passage" from them - often on a sliding scale based on (amongst other things) apparent ability to pay, apparent ability to resist the band, and likelihood of "repeat business."

Such bands will be ready to defend "their" territory in a mix of "straight" military style action and "guerrilla" style raids and counter-raids and can be extremely nasty when they feel they are cornered.

If some sort of working relationship can be established with them (and this is unlikely if the players are agents of the government they oppose/are wanted by), they may become valuable sources of local information - perhaps even assistance, if the "price" is right!

**Smugglers:** Governments everywhere, even when they are as tenuous as many local ones are, have some item or items that they wish to limit or exclude completely the availability of.

This desire may be for any number of reasons - ranging from religious intolerance right through to a straight out desire to raise revenue. Regardless of the reason, there will always be elements who will be willing to provide the item(s) in question to a no doubt willing market - all at a good profit, of course!

Smugglers are very much into stealth - they use superior local knowledge and contacts to move their cargoes into or through a region while avoiding contacts with government authorities.

In fact, this is the keyword of their operations - *stealth!* They are extremely loath to engage in any form of combat unless they are cornered (and then only if the penalties for smuggling are extreme).

They would much rather ditch their cargoes and run rather than fight - and the occasional lost cargo is, after all, factored into their profit margins!

They will, quite naturally, be extremely wary of any party of players - especially if they suspect they are thieves or agents of the government. In such cases, they will attempt to flee - with their cargo, if at all possible - using superior local knowledge.

Even if they do not believe there is an immediate or obvious threat from the players, they are still likely to be wary - though, if trust can be established, they are excellent sources of local information and, perhaps, may suggest that the parties combine forces (temporarily) for "mutual protection."

**Large Unit:** This will be a formal military unit belonging to (one of the) side(s) controlling (or disput-

ing) the region.

It is not usually tasked with attacking all and sundry without good reason, so the players are probably reasonably safe – unless they are obviously hostile, or obviously belong to their opponent's forces.

However, while they will not attack the players, they may well cause problems in other ways – especially in areas that have security problems.

This will mostly be in the form of some sort of semi-official harassment – demanding a reason for travel, some form of official “permission” (often an attempt to get a modest bribe from the players), perhaps requisitioning some of the party's animals or other goods, or even attempting to dragoon them into assisting the unit in some way.

The exact circumstances will depend on the motivation of the unit commander as well as his probable orders.

**Militia:** Will be organized similarly to the Large Unit described above, but will be somewhat more suspicious – after all, they may well be defending their own homes against nasty “foreigners” (and, after all, that's what you seem to be!).

However, if convinced of the party's peaceful nature or intent, they will generally be less demanding of them – they may be far too used to the sort of moderate extortion practised by government officials to press it onto their fellows.

Of course, if they believe that the players are a threat to their homes, they may well be of the “shoot (or hang) first, and investigate later” school of belief, whereas a more formal military unit may simply present the players to the local government authorities for further investigation and/or trial.

Given the problems likely faced by Militia units in some areas, they may well be a source of potential adventure to the players – perhaps they are on a raid against the brigands who have been terrorizing their villages, or they may be after a band of slavers who have been kidnapping their fellows – or it may be something more mundane. Whatever the case, they are all solid local citizens and can be valuable allies if treated well.

▼ **Elite and Special Groups** – The basic assumption running through all the above group encounters is that the players are most likely to meet a stock standard group representative of whatever it is involved with. This will, all things being equal, mostly be the case – but there are times where it may well not be!

Such decisions are, of course, up to the Referee – but he will be well advised to throw a few curve balls to ensure that his players never get to used to the unavoidably mechanistic and repetitive nature of the encounter tables.

Changes are quite simple and can be of a wide variety – change the numbers involved (perhaps the encounter is with a small portion of a larger group?), change the experience level of the encounter (have you just met an elite unit of that

type?), add an major NPC to the encounter (perhaps offering the chance of a mission for the players – or complicating in some way the one they are already on?) to suggest just a few.

One important possibility, though likely quite rare, will be the possibility of encountering another group of modern NPCs – perhaps from the German or Soviet forces in Constantinople, perhaps recent “crossovers” from the world of the Three Way War?

Remember, the Germans and Soviets do not necessarily have common aims with the Task Force personnel the players are likely drawn from, so the encounter may be one involving combat.

▼ As an example of what is possible – the players are traversing a forest on their way to a mission site when they encounter a Hunting Party.

“Oh no, not another ‘hunting party!’”, they groan.

“Aha, wait a minute, this one's mounted!”, says the Referee.

“So what!”, they respond, “There's a one in six chance of that!”

“But several of the ‘hunters’ are dressed in extremely expensive clothing, and one's a woman!”

Of course, the players have stumbled across a hunting party of the local nobility – and they're unlikely to be out here “by themselves” – where's the rest of the group, the Guards, “hangers on” and the like?

See – more than “just” a “simple hunting party!”



## ARMAGEDDON

▼ **ANIMAL ENCOUNTERS** – Since animals are, by definition, not intelligent, they do not have a chance of spotting a player group. For the players to spot an animal or group of animals requires a AWR (9) roll using the highest skill level of any character in the party – but reducing it by one level for each extra character.

Success means that the group surprises the animals, failure means that the animals surprise the group.

In or near a camp or if travelling in a modern vehicle, then there can be no close animal encounters – treat all such results as “no event” (though the characters may see or hear the results of such “near misses” – the sound of animals crashing through the undergrowth, for example).

Most animals will flee if they surprise a group – though, if mounted, they may (if predators) attack the horses or other draft animals.

If the GM wants the encounter to be one of the “exotics” from the Bestiary, that is entirely *their* choice, and is not part of the random generation system.

▼ **ITEM ENCOUNTERS** – These are a combination of fixed, semi-fixed, and movable man-made features that may be encountered in the landscape.

The *Item Information Table* provides important additional information on People, Type, Weapons, and Goods, explained below –

**People:** Indicates the number of people that will be present (if any) at a given site.

**Type:** Indicates (as it does in the Group Encounter section) the experience of the NPCs that will be encountered. As in that case, it is an indication only, some of the NPCs (depending on type) may be of higher or lower levels.

**Weapons:** Shows the type of weapons that may be present, and whether missile weapons may be in use (see the *Group Encounter* section for details).

**Goods:** The bracketed figures indicate the chances that anything will be found, and the following figures give the likelihood of a particular type of good being found.

**Fd** = Food; **Ag** = Agricultural Products (non food products such as wool, cloth, herbs) **Sp** = Special (local specialties such as metal ores, pottery, wooden products – very simple manufactures).

**Village:** This is a village of 25 to 250 or so inhabitants that may, in *Isolated* or *Marches* areas, or will, in *Lawless* areas, be fortified (or near some place of refuge that is).

Most inhabitants will not be armed with military weapons, but will have some means of protecting themselves – though they can only really fend off an attack with great difficulty.

**Ruined Village:** The “age” of this ruin will generally depend on the region where it is encountered. Roll 1d6 to give an idea of the length of time since its destruction – 1 = 1d6+4 minutes, 2 = 1d6x10 minutes, 3 = 1d3+1 hours, 4 = 4d6 hours, 5 = 1d6 days, 6 = 1d6 weeks.

While it is likely that all the obvious loot has been taken, peasants are notoriously good at hiding all sorts of things from the tax collector – so there is a good chance that something may remain, hidden away.

Generally, an AWR (11) roll will turn up anything that is hidden – this is what the Goods roll represents.

There are (obviously) no permanent inhabitants of such a site but, depending on how recent the destruction was, there may be someone still present.

A good rule of thumb is to roll 1d6 – if the result is greater than the raw roll for the length of time since the destruction, then there is someone still present.

Who these people will be will depend on the Referee's decision, probably modified by the length of time since destruction – they may be the Raiders, adding “finishing touches” to their job, a unit of the local Militia, a Patrol from one of the sides fighting over the region, slavers looking for easy pickings, or

refugees (perhaps the survivors of the original inhabitants).

**Farm:** This is a small to medium sized farmstead usually inhabited by an extended family group, usually with some hired laborers (or slaves if in the Empire) as well.

They will be armed with basically civilian weapons and will be prepared to defend themselves from attack – though they may flee or take some other passive action depending on the circumstances and the region.

In any case, there will usually be a supply of food available for trade – very little in winter and spring, and a great deal more in summer and autumn.

**Ruined Farm:** Similar to the above, but treat as a *Ruined Village* for length of time since destruction, likelihood of group presence, and chance to find any hidden items.

**Outpost:** In a *Core* or *Abandoned* region, this will most probably be some sort of customs post, toll-house or temporary camp set up to serve the same purpose and will likely be manned by the equivalent of a *Patrol* (see the *Group Encounters Statistics Table*).

In a *Borderlands* or *Protected* area it will probably include the above functions along with some sort of movement control function as well, and will still likely be manned by a *Patrol*.

**Supply Dump:** This will be a moderate sized military installation in a *Marches* or *Protected* area, probably with several hundred tons of supplies; in a *Borderlands* area, it will be smaller, probably less than a hundred tons.

There is a one in six chance that such an installation will be a specialist one in an *Organised* or *Protected* region, specializing in the storage (and perhaps production) of one of the following items (roll 1d6) –

1-3 = Weapons (including ammunition), 4-5 = Armor (including uniforms), 6 = Heavy Equipment (Vehicles, Engineering Supplies etc.).

Otherwise it will be a general supply dump which will hold supplies in the following proportions – Food (75%), Armor (5%), Weapons & Ammunition (10%), Other Supplies (10%), unless the Referee wishes to fiddle with these figures due to special local circumstances.

**Abandoned Supply Dump:** A recently abandoned facility (roll 1d6, 1-2 = days, 3-4 = weeks, 5-6 = months) which may still have some “overlooked” supplies scattered around. Use the *Military Convoy* data to determine type and Referee common sense to determine amount.

**Minor Fortification:** This is likely a small tower or fortified building of some sort, with a small garrison. Some supplies will be stored here – perhaps just enough for the garrison, perhaps more, depending on the site and purpose of the structure.

## ARMAGEDDON

**Abandoned Minor Fortification:** This may be recently or long abandoned, depending on the region and Referee decision.

If recently abandoned it may still have some concealed or forgotten supplies – if long abandoned, it is less likely to have edible supplies, but may still have concealed goods of other types.

**Major Fortification:** This is likely a larger tower, shell keep, small fort, or even a modest castle or something similar (really major fortifications such as “fortresses” are placed by the Referee, and aren't part of the random encounter system).

It is very likely that a substantial amount of supplies above and beyond what the garrison requires will be stored here – perhaps in anticipation of being besieged, perhaps simply because it's a convenient tax collection point, or perhaps because it's an important resupply depot for the local military.

**Abandoned Major Fortification:** Again, this may have only recently been abandoned or may be long deserted, at Referee discretion. In either case, there is a good chance that it has been damaged in some way – either as a result of having been successfully besieged or to prevent it being used against the original owners.

It may still have some supplies concealed around the place – the likelihood of anything edible being found depending on how long the place has been abandoned.

**Derelict Transport:** This is a wide open category – it may be anything from the freshly (or long) dead carcass of a horse through to a damaged cart or beached vessel.

There is a small chance that some useful supplies may be found – for example, perhaps the horse still has a useable saddle, or a dispatch case (with dispatches intact?), or the cart may have a useable wheel etc.

**Derelict Convoy:** This will consist of 1d6 vehicles or 1d6(d6) slaughtered pack animals – all likely the victims of an ambush.

They will be pretty effectively stripped, but there is always a chance that the raiders were in enough of a hurry to prevent them being too careful, so some supplies may still be scavenged.

# ARMAGEDDON

## ▼ EXTRAS

In any Role Playing Game (and EABA is no exception) there are basically two types of characters – Player Characters (commonly referred to as PCs) and Non-Player Characters (commonly referred to as NPCs).

▼ **PLAYER CHARACTERS (PCs)** – These are, literally, characters run by the Players.

Because they are intended for sustained use they are created in great detail by the individual players who will run them – using the system described in the Core Rules.

▼ **NON-PLAYER CHARACTERS (NPCs)** – These are all the other characters encountered and are normally run by the GM.

They range from mere “faces in the crowd” through “bit parts” and “supporting cast” and, yes, even a few “stars!”

Game Masters need a quick and easy method of generating NPCs in a game – a method that is not provided in the Core Rules.

The rules provided here are intended to do just that – provide “Extras” on demand.

The system is quite simple – characters are simply rated for **Attributes** and **Experience** but in a much simplified way!

▼ **NPC Attributes** – These are rated only for three areas, **Mental** (averaged WIL and AWR), **Physical** (averaged STR and AGL) and **Survival** (HLT and FAT).

As per the Core Rules these are rated as one of seven levels – *Abysmal* (0d+1), *Feeble* (1d+0), *Low Average* (1d+2), *Average* (2d+1), *High Average* (3d+0), *Exceptional* (3d+2) and *Human Limit* (4d+2).

▼ **Experience** – Characters are rated as being of one of six levels of experience, indicating how many dice they have to distribute between their skills groupings – *Primary/Secondary/Tertiary*.

**Primary Skills** are the key skills that define the character's life experience; **Secondary** skills are merely important to a character concept; and **Tertiary** skills are those that a character has some familiarity with.

The Experience levels are *Raw* (4/2/1), *Green* (5/3/1), *Trained* (6/3/1), *Regular* (7/4/2), *Veteran* (8/5/2), and *Guard* (9/6/3).

These levels represent a mix of Age and Experience – an elderly character could have high levels of experience gained, slowly, over many years while a much younger character could have the same high levels of experience (in different skills, in all likelihood) gained through intensive “adventuring” experience (the “school of hard knocks”, in effect).

▼ **EXAMPLE** – A quick “extra” is needed by a GM – they decide to create **Joe Average** the NPC (a Se-

curity Guard).

They decide that he's really new at this job, and rate him as **Average/Raw**.

▼ **Allocating Attributes** – When a character has Attributes allocated, one gets the base level and the other two may be increased or decreased by one (+/-1) reciprocally.

▼ **JOE CITIZEN** – Is mainly a *physical* character, so he gets **Physical (Average: 2d+1)**, **Mental (Average minus: 2d+0)** and **Survival (Average plus: 2d+2)**.

Alternately, he could be **Physical (Average: 2d+2)**, **Mental (Average minus: 2d+0)** and **Survival (Average plus: 2d+1)** – or any combination of the three the GM wants.

Or the NPC could be plain **2d+1** for all three.

▼ **Dividing up Experience Dice** – As a general rule, NPCs may put a *maximum* number of dice into a Skill equal to the governing attribute (*Physical* for Physical skills, *Mental* for Mental skills) *plus* one level for a *Forte*.

▼ **JOE CITIZEN** with **Physical 2d+1** could have 2d, +1d for a *Forte*, for a *maximum* of **3d** in any single skill.

It is assumed that, unless otherwise indicated, *all* skills that an NPC has listed on the sheets are *specializations* of a core skill taken at +0d.

▼ **JOE CITIZEN** has **SMG 2d** which assumes **Firearms 0d** with two levels of *specialization* in SMGs.

NPCs may convert one die of their **Primary** allocation to two +0d *familiarity* skills. They may convert up to *half* of their **Secondary** allocation (round fractions down) to two +0d *familiarities* per die converted and they may convert *all* of their **Tertiary** allocation to two +0d *familiarities* per die.

▼ NPCs are meant to be *quick and easy* to design, so they are not as flexible as “real” characters. The one main “advantage” they have over PCs is that they effectively get the *core skill* for all specializations for free – this balances the fact that they rarely, if ever, get any “bonus” points from *Traits*.

▼ **JOE CITIZEN** – our NPC Security Guard has 4d base for *Primary* skills, so the GM decides to give him Pistol (+1d), Dirty Fighting (+1d), Physical Security (+1d), Streetwise: Official Contacts (+0d) and Drive Auto (+0d).

For *Secondary* skills he has only 2d base, which the GM gives to Interrogation (+0d), Criminal Law (+0d) and Running (+1d).

For *Tertiary* skills he has only 1d base, which the GM gives him First Aid (+0d) and Internet Surfing (+0d).

Painless? Pretty much. Quick, too.

▼ **STANDARD EXTRAS** – On the next several pages are sample “extras” for a variety of professional and career areas that will likely be useful for GMs running a **Road to Armageddon** Campaign.

▼ **CONSCRIPT INFANTRY (MODERN)** – These are hastily armed and indifferently trained civilians called up to serve in the dying days of the *Three Way War* for any of the countries involved.

Because they are not professional soldiers, their *Primary Skills* will be mostly related to their civilian occupation, and their military and combat related *Primary skills* will be limited to (base dice)/2.

*Secondary* and *Tertiary* skills are likewise divided between military and combat related skills and the character's normal peacetime skills.

A character with 5d in *Primary Skills* would be limited to  $5/2 = 2.5d$  in military or combat skills.

A conscript may take any or all of their military/ combat related dice as +0d level skills (rather than the normal limits detailed previously).

Conscripts are almost 100% infantry, and light infantry at that – if they have any specialists they would normally be regular soldiers posted to the unit as a technical cadre or stiffener or the character may have possessed a militarily useful skill in civilian life.

▼ **Common Primary Skills (Military)** – Conscripts will normally be limited to choosing their primary skills from – one specific Rifle or SMG or Pistol; one specific Infantry Heavy Weapon (normally a machinegun, grenade or rocket launcher); Polearm (Rifle + Bayonet); Fire & Move; Fight Dirty; and Night Combat.

If they have extra dice left over after choosing the above they may choose an extra heavy weapon or personal weapon type.

▼ **Common Conscript Specialists** – Many of the specialty personnel needed by a military unit were simply conscripted civilians from the appropriate background.

**Medics** are mostly conscripted Paramedics or Nurses. **Radio Operators** are mostly conscripted Police or Emergency commo staff. **Vehicle Drivers** are mostly conscripted truckers or delivery drivers. What few **Snipers** were still available are normally from Police SWAT teams. **Combat Pioneers** are normally conscripted construction workers.

▼ Data Blocks opposite provide only the **military** skills of the Conscript NPCs, assuming that exactly half of the available experience dice are used for each grade (and giving the value Stat + Skill).

The GM can create Specialists by using the remaining experience dice for their "civilian" skills that qualify them as specialists.

Thus, for example, a **High Average/Green Medic** will be as per the Data Block opposite as well as having *First Aid* (3d+2), *CPR* (3d+2) and *General Nursing* (2d+2) for their extra *Primary* skills; *Drive Auto* (3d+0), *Medical Lab Tech* (3d+0) and *Red Tape* (3d+2) for their extra *Secondary* skills, with *Leadership: Civilian* (2d+2) for their extra *Tertiary* skills.

## ARMAGEDDON

### CONSCRIPT INFANTRY (LOW AVERAGE/RAW)

Mental	1d+1	Physical	1d+2	Survival	2d+0
<b>Hits</b>	3 (-1d); 5 (-2d); 7 (-3d); 9 (-4d); 11 (-5d); 13 (-6d)				
<b>Primary Skills (4d base)</b>					
Firearm (2d+2), Dirty Fighting (1d+2), Machinegun (1d+2)					
<b>Secondary Skills (2d base)</b>					
Fire & Move (2d+2)					
<b>Tertiary Skills (1d base)</b>					
Rifle + Bayonet(1d+2)					

### CONSCRIPT INFANTRY (AVERAGE/RAW)

Mental	2d+0	Physical	2d+1	Survival	2d+2
<b>Hits</b>	3 (-1d); 5 (-2d); 7 (-3d); 9 (-4d); 11 (-5d); 13 (-6d)				
<b>Primary Skills (4d base)</b>					
Firearm (3d+1), Dirty Fighting (2d+1), Machinegun (2d+1)					
<b>Secondary Skills (2d base)</b>					
Fire & Move (2d+1)					
<b>Tertiary Skills (1d base)</b>					
Rifle + Bayonet (2d+1)					

### CONSCRIPT INFANTRY (AVERAGE/GREEN)

Mental	2d+0	Physical	2d+1	Survival	2d+2
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (5d base)</b>					
Firearm (3d+1), Machinegun or Mortar (3d+1), Dirty Fighting (2d+1)					
<b>Secondary Skills (3d base)</b>					
Fire & Move (3d+1), Mortar or Machinegun (2d+1)					
<b>Tertiary Skills (1d base)</b>					
Rifle + Bayonet (2d+1)					

### CONSCRIPT INFANTRY (HIGH AVERAGE/GREEN)

Mental	2d+2	Physical	3d+0	Survival	3d+1
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (5d base)</b>					
Firearm (4d+0), Machinegun or Mortar (4d+0), Dirty Fighting (3d+0), Fire & Move (3d+0)					
<b>Secondary Skills (3d base)</b>					
Night Combat (4d+0), Mortar or Machinegun (3d+0)					
<b>Tertiary Skills (1d base)</b>					
Rifle + Bayonet (3d+0)					

# ARMAGEDDON

MILITIA INFANTRY (LOW AVERAGE/RAW)					
<b>Mental</b>	1d+1	<b>Physical</b>	1d+2	<b>Survival</b>	2d+0
<b>Hits</b>	3 (-1d); 5 (-2d); 7 (-3d); 9 (-4d); 11 (-5d); 13 (-6d)				
<b>Primary Skills (4d base)</b>					
Polearm (2d+2), Sword (1d+2), Blowpipe (1d+2)					
<b>Secondary Skills (2d base)</b>					
Shield Wall or Fire & Move (2d+2)					
<b>Tertiary Skills (1d base)</b>					
Dirty Fighting (1d+2)					

MILITIA INFANTRY (AVERAGE/RAW)					
<b>Mental</b>	2d+0	<b>Physical</b>	2d+1	<b>Survival</b>	2d+2
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (4d base)</b>					
Polearm (3d+1), Sword (2d+1), Blowpipe (2d+1)					
<b>Secondary Skills (2d base)</b>					
Shield Wall or Fire & Move (2d+1)					
<b>Tertiary Skills (1d base)</b>					
Dirty Fighting (2d+1)					

MILITIA INFANTRY (AVERAGE/GREEN)					
<b>Mental</b>	2d+0	<b>Physical</b>	2d+1	<b>Survival</b>	2d+2
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (5d base)</b>					
Polearm (3d+1), Sword (3d+1), Blowpipe (2d+1)					
<b>Secondary Skills (3d base)</b>					
Shield Wall or Fire & Move (3d+1), Scorpion Light Bolt Thrower (2d+1)					
<b>Tertiary Skills (1d base)</b>					
Dirty Fighting (2d+1)					

MILITIA INFANTRY (HIGH AVERAGE/GREEN)					
<b>Mental</b>	2d+2	<b>Physical</b>	3d+0	<b>Survival</b>	3d+1
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (5d base)</b>					
Polearm (4d+0), Sword (4d+0), Blowpipe (3d+0), Shield Wall or Fire & Move (3d+0)					
<b>Secondary Skills (3d base)</b>					
Night Combat (4d+0), Scorpion Light Bolt Thrower(3d+0)					
<b>Tertiary Skills (1d base)</b>					
Dirty Fighting (3d+0)					

▼ **RESERVE MILITIA (LOCAL)** – These are hastily armed and either indifferently trained youths or older “retreads” called up to defend their locality in the dire days of the “Dark-Death.”

None of them have done more than their required minimum military service over the years, so their *Primary Skills* will be mostly related to their civilian occupation, and their military and combat related *Primary* skills will be limited to (base dice)/2.

*Secondary* and *Tertiary* skills are likewise divided between military and combat related skills and the character’s normal peacetime skills.

A character with 5d in *Primary Skills* would be limited to  $5/2 = 2.5d$  in military or combat skills.

A militiaman may take any or all of their military/ combat related dice as +0d level skills (rather than the normal limits detailed previously).

Militia are almost 100% infantry, though they may be equipped as light or medium infantry and some may be *mounted infantry*. If they have any specialists they would normally be Regulars or Hearthguard posted to the unit as a technical cadre or stiffener or simply a *retired* Regular or Hearthguard trooper who happened to be available locally.

▼ **Common Primary Skills (Military)** – Conscripts will normally be limited to choosing their primary skills from – one *specific* Polearm (Spear or Pike or Long Axe or Pole Blade); one *specific* Sword (Long Blade or Leaf Blade or Killing Spike); Blowpipe (Missile Weapon); Shield Wall (Medium Infantry) or Fire & Move (Light Infantry Skirmishers) and Dirty Fighting.

If they have extra dice left over after choosing the above they may choose an extra heavy weapon or personal weapon type.

▼ **Common Militia Specialists** – Many of the specialty personnel needed by a military unit were simply conscripted civilians from the appropriate background.

**Medics** are civilian Surgeons, Healers or Vets. **Signallers** are civilian *Light Talk* signallers. **Mounted Infantry** are wealthier landowners who supply their own horses. What few **Hunters** are available are normally co-opted as marksmen and swap Blowpipe (or Short Bow) value with Polearm value.

▼ Data Blocks opposite provide only the **military** skills of the Reserve Militia NPCs, assuming that exactly half of the available experience dice are used for each grade (and giving the value Stat + Skill).

The GM can create Specialists by using the remaining experience dice for their “civilian” skills that qualify them as specialists.

Thus, for example, a **High Average/Green** Surgeon will be as per the Data Block opposite as well as having *First Aid* (3d+2), *Emergency Surgery* (3d+2) and *Physician* (2d+2) for their extra *Primary* skills; *Ride* (3d+0), *Apothecary* (3d+0) and *Red Tape* (3d+2) for their extra *Secondary* skills, with *Leadership: Civilian* (2d+2) for their extra *Tertiary* skills.

▼ **REGULAR INFANTRY (MODERN)** – These were civilians, when the war began – but were soon conscripted and have survived several years in the armed forces. They form the bulk of most of the remaining military forces of *all* nations – mainly because the pre-war professionals are mostly dead.

They are good, solid, soldiers, but most of them had at least the beginnings of a civilian career (or education for one) under way before they were finally called up.

Even though mainly civilian in outlook, they were called up young enough (or have been in the army long enough) so that their *Primary Skills* will be mostly military – (base dice) x 0.75 at each level (round to the nearest half die, +0d).

A character with 6d in *Primary Skills* would be limited to  $6 \times 0.75 = 4.5d$  in military or combat skills.

By the end stages of the war, regular forces are almost 100% infantry, but with whatever mechanized or motorized assets available assigned to them and also have the best remaining combat support and logistic elements supporting them in operations.

▼ **Primary Skills** – Regular Infantry may have any military or combat related skill, however **Specialists** are dealt with separately, so most will be “bayonet edge” combat troops.

▼ **Specializations** – A **Sniper** would have maxed out *Military Rifle* skill and *Stalking (Scout)* – with reduced *Heavy Weapon* and *Grenade* skills. A **Heavy Weapons** specialist would have the appropriate one *Heavy Weapons* skill swap dice with *Military Rifle*, possibly even reducing the latter to a +0d skill to specialize further. A **Scout** would have maxed out *Stalking (Scout)* instead of *Heavy Weapons*. An **NCO/Officer** would have improved levels of *Tactics*, *Map Reading* and *Forward Observer*.

▼ **Data Blocks** opposite provide only the **military** skills of the Regular NPCs, assuming that *exactly 75%* of the available experience dice are used for each grade (and giving the value Stat + Skill).

Many Regular Infantry characters will be *much less* “generalized” than the sample ones listed here – so move dice around between the various skills to “personalize” them.

## ARMAGEDDON

**REGULAR INFANTRY (AVERAGE/TRAINED)**

Mental	2d+0	Physical	2d+1	Survival	2d+2
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (6d base)</b>					
Military Rifle (3d+1), Fire & Move (3d+1), Map Reading (3d+0), Heavy Weapon (2d+1), Dirty Fighting (2d+1), Grenade (2d+1)					
<b>Secondary Skills (3d base)</b>					
Tactics or Forward Observer (3d+0), Stalking (Scout) (3d+1)					
<b>Tertiary Skills (1d base)</b>					
Rifle + Bayonet(2d+1)					

**REGULAR INFANTRY (AVERAGE/REGULAR)**

Mental	2d+0	Physical	2d+1	Survival	2d+2
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (7d base)</b>					
Military Rifle (4d+1), Fire & Move (3d+1), Map Reading (3d+0), Heavy Weapon (2d+1), Dirty Fighting (2d+1), Grenade (2d+1)					
<b>Secondary Skills (4d base)</b>					
Tactics or Forward Observer (3d+0), Stalking (Scout) (3d+1)					
<b>Tertiary Skills (2d base)</b>					
Rifle + Bayonet (2d+1)					

**REGULAR INFANTRY (HIGH AVERAGE/TRAINED)**

Mental	2d+2	Physical	3d+0	Survival	3d+1
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (6d base)</b>					
Military Rifle (4d+0), Fire & Move (4d+0), Map Reading (3d+2), Heavy Weapon (3d+0), Dirty Fighting (3d+0), Grenade (3d+0)					
<b>Secondary Skills (3d base)</b>					
Tactics or Forward Observer (3d+2), Stalking (Scout) (4d+0)					
<b>Tertiary Skills (1d base)</b>					
Rifle + Bayonet (3d+0)					

**REGULAR INFANTRY (HIGH AVERAGE/REGULAR)**

Mental	2d+2	Physical	3d+0	Survival	3d+1
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (7d base)</b>					
Military Rifle (5d+0), Fire & Move (4d+0), Map Reading (3d+2), Heavy Weapon (3d+0), Dirty Fighting (3d+0), Grenade (3d+0)					
<b>Secondary Skills (4d base)</b>					
Tactics or Forward Observer (3d+2), Stalking (Scout) (4d+0)					
<b>Tertiary Skills (2d base)</b>					
Rifle + Bayonet (3d+0)					

# ARMAGEDDON

LEVIED MILITIA (AVERAGE/TRAINED)					
Mental	2d+0	Physical	2d+1	Survival	2d+2
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (6d base)</b>					
Polearm (3d+1), Sword (3d+1), Shield Wall or Fire & Move (3d+0), Blowpipe (2d+1), Dirty Fighting (2d+1), Field Signals or Map Reading (2d+1)					
<b>Secondary Skills (3d base)</b>					
Tactics or Combat Engineer (3d+0), Stalking (Scout) (3d+1)					
<b>Tertiary Skills (1d base)</b>					
Riding (2d+1)					

LEVIED MILITIA (AVERAGE/REGULAR)					
Mental	2d+0	Physical	2d+1	Survival	2d+2
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (7d base)</b>					
Polearm (4d+1), Sword (3d+1), Shield Wall or Fire & Move (3d+0), Blowpipe (2d+1), Dirty Fighting (2d+1), Field Signals or Map Reading (2d+1)					
<b>Secondary Skills (4d base)</b>					
Tactics or Combat Engineer (3d+0), Stalking (Scout) (3d+1)					
<b>Tertiary Skills (2d base)</b>					
Riding (2d+1)					

LEVIED MILITIA (HIGH AVERAGE/TRAINED)					
Mental	2d+2	Physical	3d+0	Survival	3d+1
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (6d base)</b>					
Polearm (4d+0), Sword (4d+0), Shield Wall or Fire & Move (3d+2), Blowpipe (3d+0), Dirty Fighting (3d+0), Field Signals or Map Reading (3d+0)					
<b>Secondary Skills (3d base)</b>					
Tactics or Combat Engineer (3d+2), Stalking (Scout) (4d+0)					
<b>Tertiary Skills (1d base)</b>					
Riding (3d+0)					

LEVIED MILITIA (HIGH AVERAGE/VETERAN)					
Mental	2d+2	Physical	3d+0	Survival	3d+1
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (7d base)</b>					
Polearm (5d+0), Sword (4d+0), Shield Wall or Fire & Move (3d+2), Blowpipe (3d+0), Dirty Fighting (3d+0), Field Signals or Map Reading (3d+0)					
<b>Secondary Skills (3d base)</b>					
Tactics or Combat Engineer (3d+2), Stalking (Scout) (4d+0)					
<b>Tertiary Skills (2d base)</b>					
Riding (3d+0)					

▼ **LEVIED MILITIA (LOCAL)** – In peacetime, these would be a mix of 17-20 year old locals doing their military service and long serving professionals in about equal numbers. Since the *Dark Death* was loosed, almost a generation ago, now, most everyone that can be spared from the civilian economy is at least subject to instant recall for extended periods of time because of the nature of the crisis.

These were civilians, when the war began – or want to be – but military necessity, and the more dire imperative of racial survival, means that they cannot be, *entirely*. Even so, someone must man the shops, work in the manufactories, grow the food and run what still remains of the civilian economy, so, if they survive, Levied Militiamen can expect to serve at least 10-12 years before being placed on the “reserve” list ... which merely means that they will only be called up for an immediate and dire emergency in their locality.

Even though mainly civilian in outlook, they were called up young enough (or have been in the army long enough) so that their *Primary Skills* will be mostly military – (base dice) x 0.75 at each level (round to the nearest half die, +0d).

A character with 6d in Primary Skills would be limited to  $6 \times 0.75 = 4.5d$  in military or combat skills.

Levied Militia run the whole gamut of troop types fielded by the Confederacy – Light, Medium and Heavy Infantry, Mounted Infantry, and Cavalry.

▼ **Primary Skills** – Levied Militia may have any military or combat related skill, however **Specialists** are dealt with separately, so most will be “spear edge” combat troops.

▼ **Specializations** – A **Marksman** would likely have maxed out *Blowpipe* and improved *Fire & Move* and *Stalking (Scout)*. A **Skirmisher** would have no improved *Sword*, *Fire & Move* and *Blowpipe* at the expense of *Polearm* – while a **Heavy Infantryman** would have improved *Polearm* and *Shield Wall* at the expense of *Sword*. **Cavalry** would have *Riding* instead of *Shield Wall/Fire & Move* and *Vet* in the tertiary slot.

▼ Data Blocks opposite provide only the **military** skills of the Levied Militia NPCs, assuming that *exactly* 75% of the available experience dice are used for each grade (and giving the value Stat + Skill).

Many Levied Militia characters will be *much less* “generalized” than the sample ones listed here – so move dice around between the various skills to “personalize” them.

▼ **VETERAN INFANTRY (MODERN)** – These were either civilians when the war began, but volunteered (or were conscripted) quickly thereafter or were regular soldiers, but, whichever, they have seen more than their fair share of combat and, more importantly, have *survived* it more or less intact. They form an important core element of the regular forces being fielded by any nation still *with* regular forces because of this.

They are battle hardened soldiers who have spent most of their lives to this point in the military – and so can spend *all* of the skill dice on military and combat related skills.

Those specialist forces that are still fielded – Marines, Mountain, Airmobile and Airborne troops – are almost exclusively Veteran soldiers as are key elements of the regular infantry units. If not specialists *per se*, they are almost certain to be motorized (truckborne) and will likely have any mechanized (trackborne) infantry vehicles that still remain in service.

▼ **Primary Skills** – Veteran Infantry may have any military or combat related skill, but **Specialists** are dealt with separately, so most will be “bayonet edge” combat troops.

▼ **Specializations** – A **Sniper** would have maxed out *Military Rifle* skill and *Stalking (Scout)* – with reduced *Heavy Weapon* and *Grenade* skills. A **Heavy Weapons** specialist would have the appropriate one *Heavy Weapons* skill swap dice with *Military Rifle*,

VETERAN INFANTRY (AVERAGE/REGULAR)					
Mental	2d+0	Physical	2d+1	Survival	2d+2
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (7d base)</b>					
Military Rifle (5d+1), Fire & Move (3d+1), Map Reading (3d+0), Heavy Weapon (2d+1), Dirty Fighting (3d+1), Grenade (2d+1)					
<b>Secondary Skills (4d base)</b>					
Tactics (3d+0), Forward Observer (3d+0), Stalking (Scout) (3d+1), Survival (3d+0)					
<b>Tertiary Skills (2d base)</b>					
Rifle + Bayonet (3d+1), Drive Truck or Drive APC (3d+1)					

VETERAN INFANTRY (AVERAGE/VETERAN)					
Mental	2d+0	Physical	2d+1	Survival	2d+2
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (8d base)</b>					
Military Rifle (5d+1), Fire & Move (4d+1), Map Reading (3d+0), Heavy Weapon (2d+1), Dirty Fighting (3d+1), Grenade (2d+1)					
<b>Secondary Skills (5d base)</b>					
Tactics (4d+0), Forward Observer (3d+0), Stalking (Scout) (3d+1), Survival (3d+0)					
<b>Tertiary Skills (2d base)</b>					
Rifle + Bayonet (3d+1), Drive Truck or Drive APC (3d+1)					

## ARMAGEDDON

possibly even reducing the latter to a +0d skill to specialize further. A **Scout** would have maxed out *Stalking (Scout)* instead of *Heavy Weapons*. An **NCO/Officer** would have improved levels of *Tactics*, *Map Reading* and *Forward Observer*.

▼ Many Veteran Infantry characters will be much less “generalized” than the sample ones listed here – so move dice around between the various skills to “personalize” them.

VETERAN INFANTRY (HIGH AVERAGE/REGULAR)					
Mental	2d+2	Physical	3d+0	Survival	3d+1
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (7d base)</b>					
Military Rifle (6d+0), Fire & Move (4d+0), Map Reading (3d+2), Heavy Weapon (3d+0), Dirty Fighting (4d+0), Grenade (3d+0)					
<b>Secondary Skills (4d base)</b>					
Tactics (3d+2), Forward Observer (3d+2), Stalking (Scout) (4d+0), Survival (3d+2)					
<b>Tertiary Skills (2d base)</b>					
Rifle + Bayonet (4d+0), Drive Truck or Drive APC (4d+0)					

VETERAN INFANTRY (HIGH AVERAGE/VETERAN)					
Mental	2d+2	Physical	3d+0	Survival	3d+1
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (8d base)</b>					
Military Rifle (6d+0), Fire & Move (5d+0), Map Reading (3d+2), Heavy Weapon (3d+0), Dirty Fighting (4d+0), Grenade (3d+0)					
<b>Secondary Skills (5d base)</b>					
Tactics (4d+2), Forward Observer (3d+2), Stalking (Scout) (4d+0), Survival (3d+2)					
<b>Tertiary Skills (2d base)</b>					
Rifle + Bayonet (4d+0), Drive Truck or Drive APC (4d+0)					



# ARMAGEDDON

▼ **VETERAN LEVIED MILITIA (LOCAL)** – In peacetime, these would be long service professional soldiers not wanting to (or not qualifying for) service in the Hearthguard. Since the *Dark Death* was loosed, almost a generation ago, they may still be professionals – or simply conscripts forced by necessity to serve for extended periods.

There is an expectation amongst them that they will not be asked to serve forever and that they, too, will eventually be rotated into the Levied Militia on the reserve list so that they can pick up the threads of a civilian life – as much as anyone can in the middle of a war for racial survival.

Of course, some of their number – for whatever reason – do intend to remain “with the colours” until they are old enough to retire, feeling that there is little point in retiring to a civilian life they increasingly believe is one based on a delusion that the Confederacy will triumph.

Because of their extended military service, all of their skill dice may be used for military and/or combat skills.

Veteran Levied Militia run the whole gamut of troop types fielded by the Confederacy – Light, Medium and Heavy Infantry, Mounted Infantry, and Cavalry, but tend to be Mounted Infantry or Cavalry to maximize their utility.

▼ **Primary Skills** – Veteran Levied Militia may have any military or combat related skill, however **Specialists** are dealt with separately, so most will be “spear edge” combat troops.

▼ **Specializations** – A **Marksman** would likely have maxed out *Blowpipe* and improved *Fire & Move* and *Stalking (Scout)*. A **Skirmisher** would have no improved *Sword*, *Fire & Move* and *Blowpipe* at the expense of *Polearm* – while a **Heavy Infantryman** would have improved *Polearm* and *Shield Wall* at the expense of *Sword*. **Cavalry** would have *Riding* instead of *Shield Wall*/*Fire & Move* and *Vet* in the tertiary slot.

▼ Many Veteran Levied Militia characters will be much less “generalized” than the sample ones listed here – so move dice around between the various skills to “personalize” them.

VETERAN LEVIED MILITIA (AVERAGE/REGULAR)					
Mental	2d+0	Physical	2d+1	Survival	2d+2
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (7d base)</b>					
Lance or Pike (5d+1), Sword (3d+1), Riding or Shield Wall (3d+1), Blowpipe or Bow (3d+1), Field Signals or Map Reading (3d+0), Dirty Fighting (3d+0)					
<b>Secondary Skills (4d base)</b>					
Tactics (4d+0), Combat Engineer (3d+0), Stalking (Scout) (3d+1) or Survival (3d+0)					
<b>Tertiary Skills (2d base)</b>					
First Aid or Vet (3d+0), Pack Train (3d+1)					

VETERAN LEVIED MILITIA (AVERAGE/VETERAN)					
Mental	2d+0	Physical	2d+1	Survival	2d+2
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (8d base)</b>					
Lance or Pike (5d+1), Sword (4d+1), Riding or Shield Wall (3d+1), Blowpipe or Bow (3d+1), Field Signals or Map Reading (3d+0), Dirty Fighting (3d+0)					
<b>Secondary Skills (5d base)</b>					
Tactics (5d+0), Combat Engineer (3d+0), Stalking (Scout) (3d+1) or Survival (3d+0)					
<b>Tertiary Skills (2d base)</b>					
Rifle + Bayonet (3d+1), Drive Truck or Drive APC (3d+1)					

VETERAN LEVIED MILITIA (HIGH AVERAGE/REGULAR)					
Mental	2d+2	Physical	3d+0	Survival	3d+1
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (7d base)</b>					
Lance or Pike (6d+0), Sword (4d+0), Riding or Shield Wall (4d+1), Blowpipe or Bow (4d+1), Field Signals or Map Reading (3d+2), Dirty Fighting (3d+2)					
<b>Secondary Skills (4d base)</b>					
Tactics (4d+2), Combat Engineer (3d+2), Stalking (Scout) (4d+0) or Survival (3d+2)					
<b>Tertiary Skills (2d base)</b>					
First Aid or Vet (3d+2), Pack Train (4d+0)					

VETERAN LEVIED MILITIA (HIGH AVERAGE/VETERAN)					
Mental	2d+2	Physical	3d+0	Survival	3d+1
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (8d base)</b>					
Lance or Pike (6d+0), Sword (5d+0), Riding or Shield Wall (5d+0), Blowpipe or Bow (5d+0), Field Signals or Map Reading (3d+2), Dirty Fighting (3d+2)					
<b>Secondary Skills (5d base)</b>					
Tactics (5d+2), Combat Engineer (3d+2), Stalking (Scout) (4d+0) or Survival (3d+2)					
<b>Tertiary Skills (2d base)</b>					
First Aid or Vet (3d+2), Pack Train (4d+0)					

▼ **ELITE INFANTRY (MODERN)** – These are the remnants of the best of the pre-war regular forces or veteran regulars who have gone that step beyond being just “very good” to *the best* ... short of *Special Forces* types (deal with separately).

These forces receive the pick of the remaining high tech elements available to the armies of whatever nation they serve – almost always Paratroops or Airmobile forces with access to air transport, Mechanized infantry with almost pre-war levels of vehicle availability, Marines with full amphibious assault capabilities and the like.

Such units form theater or strategic level reserve forces only committed for special, high value, operations.

They are battle hardened soldiers who have spent most of their lives to this point in the military – and so can spend *all* of the skill dice on military and combat related skills.

▼ **Primary Skills** – Veteran Infantry may have any military or combat related skill, but **Specialists** are dealt with separately, so most will be “bayonet edge” combat troops.

▼ **Specializations** – A **Sniper** would have maxed out *Military Rifle* skill and *Stalking (Scout)* -- with reduced *Heavy Weapon* and *Grenade* skills. A **Heavy Weapons** specialist would have the appropriate one *Heavy Weapons* skill swap dice with *Military Rifle*, possibly even reducing the latter to a +0d skill to

## ARMAGEDDON

specialize further. A **Scout** would have maxed out *Stalking (Scout)* instead of *Heavy Weapons*. An **NCO/Officer** would have improved levels of *Tactics*, *Map Reading* and *Forward Observer*.

**Marines** would have *Amphibious Assault* instead of *Fire & Move* which, in return, would replace either *Stalking* or *Survival*.

**Paratroops** would have *Airborne Assault* instead of *Fire & Move* which, in return, would replace either *Stalking* or *Survival*.

▼ Many Elite Infantry characters will be *much less* “generalized” than the sample ones listed here – so move dice around between the various skills to “personalize” them.

ELITE INFANTRY (HIGH AVERAGE/VETERAN)					
<b>Mental</b>	2d+2	<b>Physical</b>	3d+0	<b>Survival</b>	3d+1
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (8d base)</b>					
Military Rifle (6d+0), Fire & Move (5d+0), Map Reading (3d+2), Heavy Weapon (3d+0), Dirty Fighting (4d+0), Grenade (3d+0)					
<b>Secondary Skills (5d base)</b>					
Tactics (4d+2), Forward Observer (3d+2), Stalking (Scout) (4d+0), Survival (3d+2)					
<b>Tertiary Skills (2d base)</b>					
Rifle + Bayonet (4d+0), Drive Truck or Drive APC (4d+0)					

ELITE INFANTRY (HIGH AVERAGE/GUARD)					
<b>Mental</b>	2d+2	<b>Physical</b>	3d+0	<b>Survival</b>	3d+1
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (9d base)</b>					
Military Rifle (6d+0), Fire & Move (5d+0), Map Reading (3d+2), Heavy Weapon (3d+0), Dirty Fighting (5d+0), Grenade (3d+0)					
<b>Secondary Skills (6d base)</b>					
Tactics (5d+2), Forward Observer (3d+2), Stalking (Scout) (4d+0), Survival (3d+2)					
<b>Tertiary Skills (3d base)</b>					
Rifle + Bayonet (4d+0), Drive Truck or Drive APC (5d+0)					

ELITE INFANTRY (EXCEPTIONAL/VETERAN)					
<b>Mental</b>	3d+1	<b>Physical</b>	3d+2	<b>Survival</b>	4d+0
<b>Hits</b>	4 (-1d); 8 (-2d); 12 (-3d); 16 (-4d); 20 (-5d); 24 (-6d)				
<b>Primary Skills (8d base)</b>					
Military Rifle (6d+2), Fire & Move (5d+2), Map Reading (4d+1), Heavy Weapon (3d+2), Dirty Fighting (4d+2), Grenade (3d+0)					
<b>Secondary Skills (5d base)</b>					
Tactics (5d+1), Forward Observer (4d+1), Stalking (Scout) (4d+2), Survival (4d+1)					
<b>Tertiary Skills (2d base)</b>					
Rifle + Bayonet (4d+2), Drive Truck or Drive APC (4d+2)					

ELITE INFANTRY (EXCEPTIONAL/GUARD)					
<b>Mental</b>	3d+1	<b>Physical</b>	3d+2	<b>Survival</b>	4d+0
<b>Hits</b>	4 (-1d); 6 (-2d); 8 (-3d); 10 (-4d); 12 (-5d); 14 (-6d)				
<b>Primary Skills (9d base)</b>					
Military Rifle (6d+2), Fire & Move (5d+2), Map Reading (4d+1), Heavy Weapon (3d+2), Dirty Fighting (5d+2), Grenade (3d+0)					
<b>Secondary Skills (6d base)</b>					
Tactics (6d+1), Forward Observer (4d+1), Stalking (Scout) (4d+2), Survival (4d+1)					
<b>Tertiary Skills (3d base)</b>					
Rifle + Bayonet (4d+2), Drive Truck or Drive APC (5d+2)					

# ARMAGEDDON

▼ **HEARTHGUARD (LOCAL)** – These are the remnants of the peacetime *Hearthguard* as well as the best of the post *Dark-Death* volunteers for that elite body of troops, carefully husbanded and preserved as a fire brigade and theater or strategic reserve and absolutely vital missions.

These are soldiers who intend to remain “with the colours” until they are too old enough – and, even then, will probably continue their military service in a training capacity or as an officer in a Levied Militia unit.

Because of their extended military service, *all* of their skill dice may be used for military and/or combat skills.

The surviving *Hearthguard* units are almost exclusively Medium or Heavy Mounted Infantry, and Medium or Heavy Cavalry to maximize their utility.

▼ **Primary Skills** – Veteran *Hearthguard* may have any military or combat related skill, however **Specialists** are dealt with separately, so most will be “spear edge” combat troops.

▼ **Specializations** – A **Marksman** would likely have maxed out *Blowpipe* and improved *Fire & Move* and *Stalking (Scout)*.

A **Heavy Infantryman** would have improved *Polearm* and *Shield Wall* at the expense of *Sword*.

*Cavalry* would have *Riding* instead of *Shield Wall/Fire & Move* and *Vet* in the tertiary slot.

▼ Many *Hearthguard* characters will be much less “generalized” than the sample ones listed here – so move dice around between the various skills to “personalize” them.

HEARTHGUARD (HIGH AVERAGE/VETERAN)					
Mental	2d+2	Physical	3d+0	Survival	3d+1
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (8d base)</b> Lance or Pike (6d+0), Sword (5d+0), Riding or Shield Wall (5d+0), Blowpipe or Bow (5d+0), Field Signals or Map Reading (3d+2), Dirty Fighting (3d+2)					
<b>Secondary Skills (5d base)</b> Tactics (5d+2), Combat Engineer (4d+2), Stalking (Scout) (4d+0) or Survival (3d+2)					
<b>Tertiary Skills (2d base)</b> First Aid or Vet (3d+2), Pack Train (4d+0)					

HEARTHGUARD (EXCEPTIONAL/VETERAN)					
Mental	3d+1	Physical	3d+2	Survival	4d+0
<b>Hits</b>	5 (-1d); 9 (-2d); 13 (-3d); 17 (-4d); 21 (-5d); 25 (-6d)				
<b>Primary Skills (8d base)</b> Lance or Pike (6d+2), Sword (5d+2), Riding or Shield Wall (5d+2), Blowpipe or Bow (5d+2), Field Signals or Map Reading (4d+1), Dirty Fighting (4d+1)					
<b>Secondary Skills (5d base)</b> Tactics (6d+1), Combat Engineer (4d+1), Stalking (Scout) (4d+2) or Survival (4d+1)					
<b>Tertiary Skills (2d base)</b> First Aid or Vet (4d+1), Pack Train (5d+0)					

HEARTHGUARD (HIGH AVERAGE/GUARD)					
Mental	2d+2	Physical	3d+0	Survival	3d+1
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (9d base)</b> Lance or Pike (6d+0), Sword (5d+0), Riding or Shield Wall (5d+0), Blowpipe or Bow (5d+0), Field Signals or Map Reading (3d+2), Dirty Fighting (4d+2)					
<b>Secondary Skills (6d base)</b> Tactics (6d+2), Combat Engineer (4d+2), Stalking (Scout) (4d+0) or Survival (3d+2)					
<b>Tertiary Skills (3d base)</b> First Aid or Vet (4d+2), Pack Train (4d+0)					

HEARTHGUARD (EXCEPTIONAL/GUARD)					
Mental	2d+2	Physical	3d+2	Survival	3d+1
<b>Hits</b>	5 (-1d); 9 (-2d); 13 (-3d); 17 (-4d); 21 (-5d); 25 (-6d)				
<b>Primary Skills (9d base)</b> Lance or Pike (6d+2), Sword (5d+2), Riding or Shield Wall (5d+2), Blowpipe or Bow (5d+2), Field Signals or Map Reading (4d+1), Dirty Fighting (5d+1)					
<b>Secondary Skills (6d base)</b> Tactics (7d+1), Combat Engineer (4d+1), Stalking (Scout) (4d+2) or Survival (4d+1)					
<b>Tertiary Skills (3d base)</b> First Aid or Vet (5d+1), Pack Train (5d+0)					

▼ **SPECIAL FORCES (MODERN)** – These are the elite of the elite, and no government has very many of them left in the final dying days of the *Three War War*. But there are still some left – and they are carefully husbanded, even more so than the more numerous elite forces, because of their potential use in performing high value, battle or war-winning missions (or in *countering* such attempts by *other* special forces units!).

While most SF units are military, some belong to elite paramilitary (or even nominally civilian) governmental organizations and these have been co-opted for war service as the purely military units gradually melted away in combat.

They are battle hardened soldiers who have spent most of their lives to this point in the military – and so can spend *all* of the skill dice on military and combat related skills.

▼ **Primary Skills** – Special Forces may have *any* military or combat related skill and often have special skills not normally associated with the military, but **Specialists** are dealt with separately, so most will be “bayonet edge” combat troops.

▼ **Specializations** – A **Sniper** would have maxed out *Military Rifle* skill and *Stalking (Scout)* -- with reduced *Heavy Weapon* and *Grenade* skills. A **Heavy Weapons** specialist would have the appropriate one Heavy Weapons skill swap dice with Military Rifle, possibly even reducing the latter to a +0d skill to specialize further. A **Scout** would have maxed out

SPECIAL FORCES (EXCEPTIONAL/VETERAN)					
Mental	3d+1	Physical	3d+2	Survival	4d+0
<b>Hits</b>	5 (-1d); 9 (-2d); 13 (-3d); 17 (-4d); 21 (-5d); 25 (-6d)				
<b>Primary Skills (8d base)</b>					
Military Rifle (6d+2), Fire & Move (5d+2), Map Reading (4d+1), Heavy Weapon (3d+2), Dirty Fighting (4d+2), Grenade (3d+0)					
<b>Secondary Skills (5d base)</b>					
Tactics (5d+1), Forward Observer (4d+1), Stalking (Scout) (4d+2), Survival (4d+1)					
<b>Tertiary Skills (2d base)</b>					
Rifle + Bayonet (4d+2), Drive Truck or Drive APC (4d+2)					

SPECIAL FORCES (EXCEPTIONAL/GUARD)					
Mental	3d+1	Physical	3d+2	Survival	4d+0
<b>Hits</b>	5 (-1d); 9 (-2d); 13 (-3d); 17 (-4d); 21 (-5d); 25 (-6d)				
<b>Primary Skills (9d base)</b>					
Military Rifle (6d+2), Fire & Move (5d+2), Map Reading (4d+1), Heavy Weapon (3d+2), Dirty Fighting (5d+2), Grenade (3d+0)					
<b>Secondary Skills (6d base)</b>					
Tactics (6d+1), Forward Observer (4d+1), Stalking (Scout) (4d+2), Survival (4d+1)					
<b>Tertiary Skills (3d base)</b>					
Rifle + Bayonet (4d+2), Drive Truck or Drive APC (5d+2)					

## ARMAGEDDON

*Stalking (Scout)* instead of *Heavy Weapons*. An **NCO/Officer** would have improved levels of *Tactics*, *Map Reading* and *Forward Observer*.

**Marines** would have *Amphibious Assault* instead of *Fire & Move* which, in return, would replace either *Stalking* or *Survival*.

**Paratroops** would have *Airborne Assault* instead of *Fire & Move* which, in return, would replace either *Stalking* or *Survival*.

SPECIAL FORCES (HUMAN LIMIT/VETERAN)					
Mental	4d+0	Physical	4d+2	Survival	4d+1
<b>Hits</b>	5 (-1d); 9 (-2d); 13 (-3d); 17 (-4d); 21 (-5d); 25 (-6d)				
<b>Primary Skills (8d base)</b>					
Military Rifle (7d+2), Fire & Move (6d+2), Map Reading (5d+0), Heavy Weapon (4d+2), Dirty Fighting (5d+2), Grenade (4d+2)					
<b>Secondary Skills (5d base)</b>					
Tactics (6d+0), Forward Observer (5d+2), Stalking (Scout) (5d+2), Survival (5d+0)					
<b>Tertiary Skills (2d base)</b>					
Rifle + Bayonet (5d+2), Drive Truck or Drive APC (5d+2)					

SPECIAL FORCES (HUMAN LIMIT/GUARD)					
Mental	4d+0	Physical	4d+2	Survival	4d+1
<b>Hits</b>	5 (-1d); 9 (-2d); 13 (-3d); 17 (-4d); 21 (-5d); 25 (-6d)				
<b>Primary Skills (9d base)</b>					
Military Rifle (7d+2), Fire & Move (6d+2), Map Reading (5d+0), Heavy Weapon (4d+2), Dirty Fighting (6d+2), Grenade (4d+2)					
<b>Secondary Skills (6d base)</b>					
Tactics (7d+0), Forward Observer (5d+0), Stalking (Scout) (6d+2), Survival (5d+0)					
<b>Tertiary Skills (3d base)</b>					
Rifle + Bayonet (5d+2), Drive Truck or Drive APC (6d+2)					

# ARMAGEDDON

<b>SPECIAL FORCES SNIPER (EXCEPTIONAL/VETERAN)</b>					
Mental	3d+1	Physical	3d+2	Survival	4d+0
<b>Hits</b>	5 (-1d); 9 (-2d); 13 (-3d); 17 (-4d); 21 (-5d); 25 (-6d)				
<b>Primary Skills (8d base)</b>					
Military Sniper Rifle (8d+2), Stalking (5d+2), Map Reading (4d+1), Dirty Fighting (4d+2)					
<b>Secondary Skills (5d base)</b>					
Forward Observer (4d+1), Armaments Tech (Firearms) (4d+1), Survival (6d+1)					
<b>Tertiary Skills (2d base)</b>					
Pistol (4d+2), Intelligence Gathering (4d+2)					

<b>SPECIAL FORCES SNIPER (HUMAN LIMIT/VETERAN)</b>					
Mental	4d+0	Physical	4d+2	Survival	4d+1
<b>Hits</b>	5 (-1d); 9 (-2d); 13 (-3d); 17 (-4d); 21 (-5d); 25 (-6d)				
<b>Primary Skills (8d base)</b>					
Military Sniper Rifle (9d+2), Stalking (6d+2), Map Reading (5d+0), Dirty Fighting (5d+2)					
<b>Secondary Skills (5d base)</b>					
Forward Observer (5d+0), Armaments Tech (Firearms) (5d+0), Survival (7d+0)					
<b>Tertiary Skills (2d base)</b>					
Pistol (5d+2), Intelligence Gathering (5d+2)					

<b>SPECIAL FORCES SNIPER (EXCEPTIONAL/GUARD)</b>					
Mental	3d+1	Physical	3d+2	Survival	4d+0
<b>Hits</b>	5 (-1d); 9 (-2d); 13 (-3d); 17 (-4d); 21 (-5d); 25 (-6d)				
<b>Primary Skills (9d base)</b>					
Military Sniper Rifle (8d+2), Stalking (6d+2), Map Reading (4d+1), Dirty Fighting (4d+2)					
<b>Secondary Skills (6d base)</b>					
Forward Observer (4d+1), Armaments Tech (Firearms) (5d+1), Survival (6d+1)					
<b>Tertiary Skills (3d base)</b>					
Pistol (4d+2), Intelligence Gathering (5d+2)					

<b>SPECIAL FORCES SNIPER (HUMAN LIMIT/GUARD)</b>					
Mental	4d+0	Physical	4d+2	Survival	4d+1
<b>Hits</b>	5 (-1d); 9 (-2d); 13 (-3d); 17 (-4d); 21 (-5d); 25 (-6d)				
<b>Primary Skills (9d base)</b>					
Military Sniper Rifle (10d+1), Stalking (7d+2), Map Reading (5d+0), Dirty Fighting (5d+2)					
<b>Secondary Skills (6d base)</b>					
Forward Observer (5d+0), Armaments Tech (Firearms) (6d+0), Survival (7d+0)					
<b>Tertiary Skills (3d base)</b>					
Pistol (5d+2), Intelligence Gathering (6d+2)					

<b>SPECIAL FORCES TECH (EXCEPTIONAL/VETERAN)</b>					
Mental	3d+1	Physical	3d+2	Survival	4d+0
<b>Hits</b>	5 (-1d); 9 (-2d); 13 (-3d); 17 (-4d); 21 (-5d); 25 (-6d)				
<b>Primary Skills (8d base)</b>					
Military Electronics (8d+1), Submachinegun (5d+2), Demolitions (4d+1), Dirty Fighting (4d+2)					
<b>Secondary Skills (5d base)</b>					
Forward Observer (4d+1), Map Reading (4d+1), Survival (6d+1)					
<b>Tertiary Skills (2d base)</b>					
Pistol (4d+2), Intelligence Gathering (4d+2)					

<b>SPECIAL FORCES WEAPONS (HUMAN LIMIT/VETERAN)</b>					
Mental	4d+0	Physical	4d+2	Survival	4d+1
<b>Hits</b>	5 (-1d); 9 (-2d); 13 (-3d); 17 (-4d); 21 (-5d); 25 (-6d)				
<b>Primary Skills (8d base)</b>					
Machinegun (9d+2), Grenade Launcher (6d+2), First Aid (5d+0), Dirty Fighting (5d+2)					
<b>Secondary Skills (5d base)</b>					
Forward Observer (5d+0), Mortar or Tactical Rocket Launcher (5d+2), Survival (7d+0)					
<b>Tertiary Skills (2d base)</b>					
Submachinegun (5d+2), Intelligence Gathering (5d+2)					

<b>SPECIAL FORCES TECH (EXCEPTIONAL/GUARD)</b>					
Mental	3d+1	Physical	3d+2	Survival	4d+0
<b>Hits</b>	5 (-1d); 9 (-2d); 13 (-3d); 17 (-4d); 21 (-5d); 25 (-6d)				
<b>Primary Skills (9d base)</b>					
Military Electronics (8d+2), Submachinegun (6d+2), Demolitions (4d+1), Dirty Fighting (4d+2)					
<b>Secondary Skills (6d base)</b>					
Forward Observer (4d+1), Map Reading (5d+1), Survival (6d+1)					
<b>Tertiary Skills (3d base)</b>					
Pistol (4d+2), Intelligence Gathering (5d+2)					

<b>SPECIAL FORCES WEAPONS (HUMAN LIMIT/GUARD)</b>					
Mental	4d+0	Physical	4d+2	Survival	4d+1
<b>Hits</b>	5 (-1d); 9 (-2d); 13 (-3d); 17 (-4d); 21 (-5d); 25 (-6d)				
<b>Primary Skills (9d base)</b>					
Machinegun (10d+1), Grenade Launcher (7d+2), First Aid (5d+0), Dirty Fighting (5d+2)					
<b>Secondary Skills (6d base)</b>					
Forward Observer (5d+0), Mortar or Tactical Rocket Launcher (6d+0), Survival (7d+0)					
<b>Tertiary Skills (3d base)</b>					
Submachinegun (5d+2), Intelligence Gathering (6d+2)					

▼ **SPECIAL FORCES (LOCAL)** – The elite of the elite, the Confederacy fields both Levied Militia as well as Hearthguard “special forces” units even in peacetime.

A generation into the “dark death” and they still attempt to field them because they can perform out of all proportion to their strength in emergency situations – and that seems to be pretty much *all* situations these days.

The Confederacy's allies – the Brotherhood of the Forest and the Autarchy of the Iron chain – are not directly involved in combat with the Shadow Empire in the main theaters of operations, so they have been providing support in the form of some of *their* Special Forces units.

All the SF units fielded in the current war are entirely military in nature – there is simply nothing like the civilian paramilitary “special forces” of the 20th and 21st century world the player characters hail from.

▼ **Primary Skills** – Veteran Hearthguard and Levied Militia Special Forces may have *any* military or combat related skill, however **Specialists** are dealt with separately, so most will be “spear edge” combat troops.

▼ **Specializations** – A **Marksman** would likely have maxed out *Blowpipe* and improved *Fire & Move* and *Stalking (Scout)*.

A **Heavy Infantryman** would have improved

MILITIA SPECIAL FORCES (EXCEPTIONAL/VETERAN)					
Mental	3d+1	Physical	3d+2	Survival	4d+0
<b>Hits</b>	4 (-1d); 6 (-2d); 8 (-3d); 10 (-4d); 12 (-5d); 14 (-6d)				
<b>Primary Skills (8d base)</b>					
Sword (7d+2), Riding or Shield Wall (5d+2), Blowpipe or Bow (6d+2), Field Signals or Map Reading (4d+1), Dirty Fighting (4d+2)					
<b>Secondary Skills (5d base)</b>					
Tactics (6d+1), Combat Engineer (4d+1), Stalking (Scout) (5d+2) or Survival (5d+1)					
<b>Tertiary Skills (2d base)</b>					
First Aid (4d+1), Polearm (5d+2)					

MILITIA SPECIAL FORCES (EXCEPTIONAL/GUARD)					
Mental	2d+2	Physical	3d+2	Survival	4d+0
<b>Hits</b>	4 (-1d); 6 (-2d); 8 (-3d); 10 (-4d); 12 (-5d); 14 (-6d)				
<b>Primary Skills (9d base)</b>					
Sword (8d+2), Riding or Shield Wall (5d+2), Blowpipe or Bow (5d+2), Field Signals or Map Reading (4d+1), Dirty Fighting (5d+1)					
<b>Secondary Skills (6d base)</b>					
Tactics (7d+1), Combat Engineer (4d+1), Stalking (Scout) (5d+2) or Survival (5d+1)					
<b>Tertiary Skills (3d base)</b>					
First Aid (5d+1), Polearm (5d+2)					

## ARMAGEDDON

*Polearm and Shield Wall at the expense of Sword.*

*Cavalry would have Riding instead of Shield Wall/Fire & Move and Vet in the tertiary slot.*

HEARTHGUARD SPECIAL FORCES (HUMAN LIMIT/VET)					
Mental	4d+0	Physical	4d+2	Survival	4d+1
<b>Hits</b>	5 (-1d); 9 (-2d); 13 (-3d); 17 (-4d); 21 (-5d); 25 (-6d)				
<b>Primary Skills (8d base)</b>					
Sword (8d+2), Riding or Shield Wall (6d+2), Blowpipe or Bow (7d+2), Field Signals or Map Reading (5d+0), Dirty Fighting (5d+2)					
<b>Secondary Skills (5d base)</b>					
Tactics (7d+0), Combat Engineer (5d+0), Stalking (Scout) (6d+2) or Survival (6d+0)					
<b>Tertiary Skills (2d base)</b>					
First Aid (5d+0), Polearm (6d+2)					

HEARTHGUARD SPECIAL FORCES (HUMAN LIMIT/GUARD)					
Mental	4d+0	Physical	4d+2	Survival	4d+1
<b>Hits</b>	5 (-1d); 9 (-2d); 13 (-3d); 17 (-4d); 21 (-5d); 25 (-6d)				
<b>Primary Skills (9d base)</b>					
Sword (8d+2), Riding or Shield Wall (6d+2), Blowpipe or Bow (7d+2), Field Signals or Map Reading (5d+0), Dirty Fighting (6d+2)					
<b>Secondary Skills (6d base)</b>					
Tactics (7d+0), Combat Engineer (5d+0), Stalking (Scout) (7d+2) or Survival (7d+0)					
<b>Tertiary Skills (3d base)</b>					
First Aid (5d+0), Polearm (7d+2)					

# ARMAGEDDON

▼ **TANKERS (MODERN)** – The mobile offensive punch of the peacetime army, armoured units suffered disproportionate casualties as the Three Way War progressed, but were never completely wiped out.

The more sophisticated armoured vehicles soon became a carefully husbanded rarity – or a fond memory – but they were so useful that they were replaced by increasingly less capable units.

Of course, losses affected *all* sides, so the lesser capabilities of the replacements was never a major issue ... MBTs were replaced by ad hoc conversions of APCs or Armoured Cars and they, in turn, were replaced or supplemented by conversions of civilian vehicles or the reactivation of obsolete military ones.

▼ **Specializations** – A **Gunner** or **Loader** would have increased *Machinegun* and *Forward Observer* – and probably *Anti-Tank Missile* instead of *Drive Combat Vehicle*. A **Vehicle Commander** would swap *Armoured Tactics (Secondary)* with *Direct Fire Cannon (Primary)*. A **Driver** would swap *Drive Combat Vehicle* with *Direct Fire Cannon (Primary)* with *Armoured Vehicle Tech (Secondary)*.

GENERIC TANKER (HIGH AVERAGE/TRAINED)					
<b>Mental</b>	2d+2	<b>Physical</b>	3d+0	<b>Survival</b>	3d+1
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (6d base)</b>					
Direct Fire Cannon (6d+0), Machinegun (4d+0), Map Reading (3d+2), Drive Combat Vehicle (4d+0)					
<b>Secondary Skills (3d base)</b>					
Armoured Tactics (3d+2) Forward Observer (3d+2), Sub-machinegun (4d+0)					
<b>Tertiary Skills (1d base)</b>					
Armoured Vehicle Tech (3d+0), Dirty Fighting (3d+0)					

GENERIC TANKER (HIGH AVERAGE/REGULAR)					
<b>Mental</b>	2d+2	<b>Physical</b>	3d+0	<b>Survival</b>	3d+1
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (7d base)</b>					
Direct Fire Cannon (7d+0), Machinegun (4d+0), Map Reading (3d+2), Drive Combat Vehicle (4d+0)					
<b>Secondary Skills (4d base)</b>					
Armoured Tactics (4d+2), Forward Observer (3d+2), Sub-machinegun (4d+0)					
<b>Tertiary Skills (2d base)</b>					
Armoured Vehicle Tech (5d+0), Dirty Fighting (4d+0)					

GENERIC TANKER (HIGH AVERAGE/VETERAN)					
<b>Mental</b>	2d+2	<b>Physical</b>	3d+0	<b>Survival</b>	3d+1
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (8d base)</b>					
Direct Fire Cannon (8d+0), Machinegun (4d+0), Map Reading (3d+2), Drive Combat Vehicle (4d+0)					
<b>Secondary Skills (5d base)</b>					
Armoured Tactics (5d+2) Forward Observer (3d+2), Sub-machinegun (4d+0)					
<b>Tertiary Skills (2d base)</b>					
Armoured Vehicle Tech (4d+0), Dirty Fighting (4d+0)					

GENERIC TANKER (EXCEPTIONAL/VETERAN)					
<b>Mental</b>	3d+1	<b>Physical</b>	3d+2	<b>Survival</b>	4d+0
<b>Hits</b>	4 (-1d); 8 (-2d); 12 (-3d); 16 (-4d); 20 (-5d); 24 (-6d)				
<b>Primary Skills (8d base)</b>					
Direct Fire Cannon (8d+2), Machinegun (4d+2), Map Reading (4d+1), Drive Combat Vehicle (4d+2)					
<b>Secondary Skills (5d base)</b>					
Armoured Tactics (6d+1) Forward Observer (4d+1), Sub-machinegun (4d+2)					
<b>Tertiary Skills (2d base)</b>					
Armoured Vehicle Tech (4d+2), Dirty Fighting (4d+2)					

GENERIC TANKER (HIGH AVERAGE/GUARD)					
<b>Mental</b>	2d+2	<b>Physical</b>	3d+0	<b>Survival</b>	3d+1
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (9d base)</b>					
Direct Fire Cannon (8d+0), Machinegun (4d+0), Map Reading (3d+2), Drive Combat Vehicle (5d+0)					
<b>Secondary Skills (6d base)</b>					
Armoured Tactics (5d+2), Forward Observer (4d+2), Sub-machinegun (4d+0)					
<b>Tertiary Skills (3d base)</b>					
Armoured Vehicle Tech (5d+0), Dirty Fighting (4d+0)					

GENERIC TANKER (EXCEPTIONAL/GUARD)					
<b>Mental</b>	3d+1	<b>Physical</b>	3d+2	<b>Survival</b>	4d+0
<b>Hits</b>	4 (-1d); 6 (-2d); 8 (-3d); 10 (-4d); 12 (-5d); 14 (-6d)				
<b>Primary Skills (9d base)</b>					
Direct Fire Cannon (8d+2), Machinegun (4d+2), Map Reading (4d+1), Drive Combat Vehicle (5d+2)					
<b>Secondary Skills (6d base)</b>					
Armoured Tactics (6d+1) Forward Observer (5d+1), Sub-machinegun (4d+2)					
<b>Tertiary Skills (3d base)</b>					
Armoured Vehicle Tech (5d+2), Dirty Fighting (4d+2)					

▼ **ARTILLERY (MODERN)** – The offensive and defensive muscle of the peacetime army, artillery units were often the last major combat elements to survive of an otherwise destroyed unit – briefly, at least, before being overrun by whatever destroyed their parent units.

Still, a lot of gunners managed to survive even when their guns did not ... and there always seemed to be a way of scraping together some more artillery. Even if it was pretty basic stuff – often only Mortars and Pack Howitzers – as the war drew to a close.

Guns consume lots of supplies – those shells that are so effective don't just fall as manna from heaven and, even more so than armour or mechanized infantry, the Gunners continued to control the lion's share of mechanized transport for themselves even as the Three Way War drew to a close.

▼ **Specializations** – A **Forward Observer** would have increased *Forward Observer* skill (swapping with *Direct Fire Cannon*). A **Gun Commander** would have improved *Read Map* and *Forward Observer* at the expense of *Indirect Fire Cannon*. An **Armourer** would swap *Armaments Tech* (Tertiary) with *Direct Fire Cannon* (Primary) and take *Machinist* instead of *Forward Observer* and would have *Scrounging* instead of *Artillery Tactics*.

GENERIC GUNNER (HIGH AVERAGE/VETERAN)					
<b>Mental</b>	2d+2	<b>Physical</b>	3d+0	<b>Survival</b>	3d+1
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (8d base)</b>					
Indirect Fire Cannon (7d+0), Map Reading (4d+2), Forward Observer (4d+2), Drive Vehicle (4d+0)					
<b>Secondary Skills (5d base)</b>					
Artillery Tactics (5d+2) Machinegun (3d+2), Submachinegun (4d+0)					
<b>Tertiary Skills (2d base)</b>					
Armaments Tech (4d+0), Dirty Fighting (3d+0)					

GENERIC GUNNER (HIGH AVERAGE/GUARD)					
<b>Mental</b>	2d+2	<b>Physical</b>	3d+0	<b>Survival</b>	3d+1
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (9d base)</b>					
Indirect Fire Cannon (8d+0), Map Reading (4d+2), Forward Observer (4d+2), Drive Vehicle (4d+0)					
<b>Secondary Skills (6d base)</b>					
Artillery Tactics (6d+2) Machinegun (3d+2), Submachinegun (4d+0)					
<b>Tertiary Skills (3d base)</b>					
Armaments Tech (5d+0), Dirty Fighting (3d+0)					

## ARMAGEDDON

GENERIC GUNNER (HIGH AVERAGE/TRAINED)					
<b>Mental</b>	2d+2	<b>Physical</b>	3d+0	<b>Survival</b>	3d+1
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (6d base)</b>					
Indirect Fire Cannon (6d+0), Map Reading (4d+2), Forward Observer (3d+2), Drive Vehicle (4d+0)					
<b>Secondary Skills (3d base)</b>					
Artillery Tactics (3d+2) Machinegun (3d+2), Submachinegun (4d+0)					
<b>Tertiary Skills (1d base)</b>					
Armaments Tech (3d+0), Dirty Fighting (3d+0)					

GENERIC GUNNER (HIGH AVERAGE/REGULAR)					
<b>Mental</b>	2d+2	<b>Physical</b>	3d+0	<b>Survival</b>	3d+1
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (7d base)</b>					
Indirect Fire Cannon (7d+0), Map Reading (4d+2), Forward Observer (3d+2), Drive Vehicle (4d+0)					
<b>Secondary Skills (4d base)</b>					
Artillery Tactics (4d+2) Machinegun (3d+2), Submachinegun (4d+0)					
<b>Tertiary Skills (2d base)</b>					
Armaments Tech (4d+0), Dirty Fighting (3d+0)					

GENERIC GUNNER (EXCEPTIONAL/VETERAN)					
<b>Mental</b>	3d+1	<b>Physical</b>	3d+2	<b>Survival</b>	4d+0
<b>Hits</b>	4 (-1d); 8 (-2d); 12 (-3d); 16 (-4d); 20 (-5d); 24 (-6d)				
<b>Primary Skills (8d base)</b>					
Indirect Fire Cannon (7d+2), Map Reading (5d+1), Forward Observer (5d+1), Drive Vehicle (4d+2)					
<b>Secondary Skills (5d base)</b>					
Artillery Tactics (6d+1) Machinegun (4d+1), Submachinegun (4d+2)					
<b>Tertiary Skills (2d base)</b>					
Armaments Tech (4d+2), Dirty Fighting (3d+2)					

GENERIC GUNNER (EXCEPTIONAL/GUARD)					
<b>Mental</b>	3d+1	<b>Physical</b>	3d+2	<b>Survival</b>	4d+0
<b>Hits</b>	4 (-1d); 6 (-2d); 8 (-3d); 10 (-4d); 12 (-5d); 14 (-6d)				
<b>Primary Skills (9d base)</b>					
Indirect Fire Cannon (8d+2), Map Reading (5d+1), Forward Observer (5d+1), Drive Vehicle (4d+2)					
<b>Secondary Skills (6d base)</b>					
Artillery Tactics (7d+1) Machinegun (4d+1), Submachinegun (4d+2)					
<b>Tertiary Skills (3d base)</b>					
Armaments Tech (5d+2), Dirty Fighting (3d+2)					



# ARMAGEDDON

▼ **COMBAT ENGINEERS (MODERN)** – Another specialist arm of service that suffered disproportionate casualties as desperate commanders through any unit into the line to stop final collapse – Combat Engineers were more combat ready than most, but expensive in terms of time to train and the supplies they needed to operate.

Anything from laying (or clearing) minefields through creating (or destroying) field fortifications, building or repairing roads, rail lines, bridges and barracks is the task of the Combat Engineer.

Most Engineer units specialize – but they still retain some capability of performing in a generic engineering role.

▼ **Specializations** – A **Bridging Engineer** would specialize in Bridging related skills. A **Combat Pioneer** would specialize in Demolitions. A **Construction Engineer** would have a specific construction tech skill or construction vehicle skill.

COMBAT ENGINEER (HIGH AVERAGE/VETERAN)					
Mental	2d+2	Physical	3d+0	Survival	3d+1
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (8d base)</b>					
Construction Specialty (7d+0), Drive Construction Vehicle (5d+0), Combat Engineering (2d+2), Demolitions (2d+2)					
<b>Secondary Skills (5d base)</b>					
Submachinegun (4d+0), Civil Engineering (3d+2), Scrounging (5d+2)					
<b>Tertiary Skills (2d base)</b>					
Machinist (2d+2), Dirty Fighting (4d+0)					

COMBAT ENGINEER (HIGH AVERAGE/GUARD)					
Mental	2d+2	Physical	3d+0	Survival	3d+1
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (9d base)</b>					
Construction Specialty (7d+0), Drive Construction Vehicle (5d+0), Combat Engineering (3d+2), Demolitions (2d+2)					
<b>Secondary Skills (6d base)</b>					
Submachinegun (4d+0), Civil Engineering (4d+2), Scrounging (5d+2)					
<b>Tertiary Skills (3d base)</b>					
Machinist (3d+2), Dirty Fighting (4d+0)					

COMBAT ENGINEER (HIGH AVERAGE/TRAINED)					
Mental	2d+2	Physical	3d+0	Survival	3d+1
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (6d base)</b>					
Construction Specialty (6d+0), Drive Construction Vehicle (4d+0), Combat Engineering (2d+2), Demolitions (2d+2)					
<b>Secondary Skills (3d base)</b>					
Submachinegun (4d+0), Civil Engineering (3d+2), Scrounging (3d+2)					
<b>Tertiary Skills (1d base)</b>					
Machinist (2d+2), Dirty Fighting (3d+0)					

COMBAT ENGINEER (HIGH AVERAGE/REGULAR)					
Mental	2d+2	Physical	3d+0	Survival	3d+1
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (7d base)</b>					
Construction Specialty (7d+0), Drive Construction Vehicle (4d+0), Combat Engineering (2d+2), Demolitions (2d+2)					
<b>Secondary Skills (4d base)</b>					
Submachinegun (4d+0), Civil Engineering (3d+2), Scrounging (4d+2)					
<b>Tertiary Skills (2d base)</b>					
Machinist (2d+2), Dirty Fighting (4d+0)					

COMBAT ENGINEER (EXCEPTIONAL/VETERAN)					
Mental	3d+1	Physical	3d+2	Survival	4d+0
<b>Hits</b>	4 (-1d); 8 (-2d); 12 (-3d); 16 (-4d); 20 (-5d); 24 (-6d)				
<b>Primary Skills (8d base)</b>					
Construction Specialty (7d+2), Drive Construction Vehicle (5d+2), Combat Engineering (3d+1), Demolitions (3d+1)					
<b>Secondary Skills (5d base)</b>					
Submachinegun (4d+2), Civil Engineering (4d+1), Scrounging (6d+1)					
<b>Tertiary Skills (2d base)</b>					
Machinist (3d+1), Dirty Fighting (4d+2)					

COMBAT ENGINEER (EXCEPTIONAL/GUARD)					
Mental	3d+1	Physical	3d+2	Survival	4d+0
<b>Hits</b>	4 (-1d); 6 (-2d); 8 (-3d); 10 (-4d); 12 (-5d); 14 (-6d)				
<b>Primary Skills (9d base)</b>					
Construction Specialty (7d+2), Drive Construction Vehicle (5d+2), Combat Engineering (3d+1), Demolitions (4d+1)					
<b>Secondary Skills (6d base)</b>					
Submachinegun (4d+2), Civil Engineering (5d+1), Scrounging (6d+1)					
<b>Tertiary Skills (3d base)</b>					
Machinist (4d+1), Dirty Fighting (4d+2)					

**MEDICAL PERSONNEL (MODERN)** – An important part of any modern army are the medical personnel – cynically, the commanders know that their troops fight better if they believe that their personal survival is taken care of as much as possible – less cynically, modern armies consist of citizen soldiers whose lives are as valuable as the nations they defend.

Medical Personnel range from field Medics through to the Nurses and Surgeons in the major surgical hospitals that support the armies of the Three Way War period.

▼ **Specializations** – The listed personnel are **Medics**, **Surgeons** would normally have *General Practice*, *General Surgery* and *CPR* for their primary skills with *Physician (Specialisations)* or *Surgery (Specialisation)* supplementing or replacing this as *Primary Skills*. As *Secondary Skills* they would normally have *Science* skills instead of *Emergency Surgery*.

<b>GENERIC MEDIC (HIGH AVERAGE/VETERAN)</b>					
<b>Mental</b>	2d+2	<b>Physical</b>	3d+0	<b>Survival</b>	3d+1
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (8d base)</b>					
EMT (6d+2), General Nursing (4d+2), CPR (4d+2)					
<b>Secondary Skills (5d base)</b>					
Emergency Surgery (5d+2), Pistol or Submachinegun (3d+0), Lab Tech (Medical) (3d+2), Drive Ambulance (3d+0)					
<b>Tertiary Skills (2d base)</b>					
Dirty Fighting (4d+0), Scrounging (3d+2)					

<b>GENERIC MEDIC (HIGH AVERAGE/GUARD)</b>					
<b>Mental</b>	2d+2	<b>Physical</b>	3d+0	<b>Survival</b>	3d+1
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (9d base)</b>					
EMT (6d+2), General Nursing (4d+2), CPR (5d+2)					
<b>Secondary Skills (6d base)</b>					
Emergency Surgery (5d+2), Pistol or Submachinegun (3d+0), Lab Tech (Medical) (4d+2), Drive Ambulance (3d+0)					
<b>Tertiary Skills (3d base)</b>					
Dirty Fighting (4d+0), Scrounging (4d+2)					

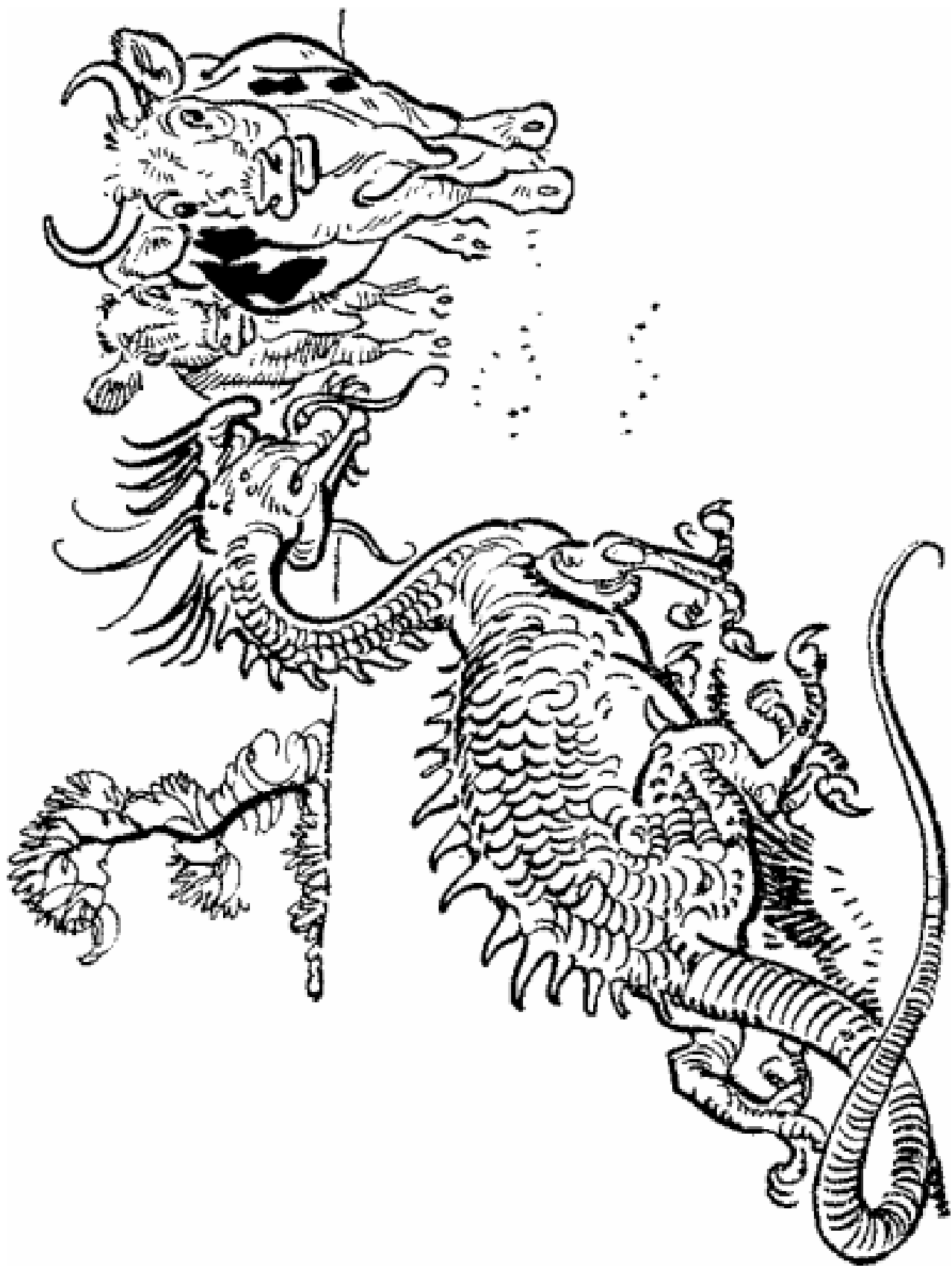
## ARMAGEDDON

<b>GENERIC MEDIC (HIGH AVERAGE/TRAINED)</b>					
<b>Mental</b>	2d+2	<b>Physical</b>	3d+0	<b>Survival</b>	3d+1
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (6d base)</b>					
EMT (5d+2), General Nursing (4d+2), CPR (3d+2)					
<b>Secondary Skills (3d base)</b>					
Emergency Surgery (3d+2), Pistol or Submachinegun (3d+0), Lab Tech (Medical) (3d+2), Drive Ambulance (3d+0)					
<b>Tertiary Skills (1d base)</b>					
Dirty Fighting (3d+0), Scrounging (2+2)					

<b>GENERIC MEDIC (HIGH AVERAGE/REGULAR)</b>					
<b>Mental</b>	2d+2	<b>Physical</b>	3d+0	<b>Survival</b>	3d+1
<b>Hits</b>	4 (-1d); 7 (-2d); 10 (-3d); 13 (-4d); 16 (-5d); 19 (-6d)				
<b>Primary Skills (7d base)</b>					
EMT (5d+2), General Nursing (4d+2), CPR (4d+2)					
<b>Secondary Skills (4d base)</b>					
Emergency Surgery (4d+2), Pistol or Submachinegun (3d+0), Lab Tech (Medical) (3d+2), Drive Ambulance (3d+0)					
<b>Tertiary Skills (2d base)</b>					
Dirty Fighting (3d+0), Scrounging (2+2)					

<b>GENERIC MEDIC (EXCEPTIONAL/VETERAN)</b>					
<b>Mental</b>	3d+1	<b>Physical</b>	3d+2	<b>Survival</b>	4d+0
<b>Hits</b>	4 (-1d); 8 (-2d); 12 (-3d); 16 (-4d); 20 (-5d); 24 (-6d)				
<b>Primary Skills (8d base)</b>					
EMT (7d+1), General Nursing (5d+1), CPR (5d+1)					
<b>Secondary Skills (5d base)</b>					
Emergency Surgery (6d+1), Pistol or Submachinegun (3d+2), Lab Tech (Medical) (4d+1), Drive Ambulance (3d+2)					
<b>Tertiary Skills (2d base)</b>					
Dirty Fighting (4d+2), Scrounging (4d+1)					

<b>GENERIC MEDIC (EXCEPTIONAL/GUARD)</b>					
<b>Mental</b>	3d+1	<b>Physical</b>	3d+2	<b>Survival</b>	4d+0
<b>Hits</b>	4 (-1d); 6 (-2d); 8 (-3d); 10 (-4d); 12 (-5d); 14 (-6d)				
<b>Primary Skills (9d base)</b>					
EMT (7d+1), General Nursing (5d+1), CPR (6d+1)					
<b>Secondary Skills (6d base)</b>					
Emergency Surgery (7d+1), Pistol or Submachinegun (3d+2), Lab Tech (Medical) (4d+1), Drive Ambulance (3d+2)					
<b>Tertiary Skills (3d base)</b>					
Dirty Fighting (4d+2), Scrounging (5d+1)					



# BESTIARY

Just as the physical geography of the future is radically changed from that of the present, so is the natural world.

Many of the local species are identical to domestic and wild animals of the "past" of the twentieth and twenty-first centuries.

Others are obviously related to them, if only distantly, and others are completely new.

And, of course, there are those that are obviously man-made.

This chapter includes species common in parts of what was once western and central europe, northern africa, the middle east, and the asian steppelands that are the core of the "Seven Domains."

They are divided into several groups –

- **Domestic** – species that are (here and now) commonly used in agriculture, stock raising, commercial and household arenas.
- **Wild** – species that are (here and now) not normally (if ever) domesticated.
- **Bioconstructs** – heavily gene engineered species or species that have been entirely man-made.
- **Creatures** – species that are intelligent, but not civilized (in the strict sense of not living in cities).
- **Mechanicals** – Robots and Androids (humanoid and otherwise).
- **Nightmares** – these are mostly creatures of the Shadow Empire. They are different from bioconstructs and mechanicals – somehow more inimical or evil.

▼ **Important Note** -- Statistics provided are for average creatures. Values may be increased or decreased from this base – up to 50% greater and (normally) down to 50% less (greater reductions would normally indicate a sick, wounded, or damaged creature). The distribution of creatures within these ranges are at the discretion of the individual game master.

## ARMAGEDDON

### ▼ DOMESTIC ANIMALS

▼ **AUROCHS, WAR (Tzha'sh Bha'laa)** – This is a specially raised breed of pseudo-aurochs (re-generated wild european cattle, long extinct historically) specifically used as riding mounts.

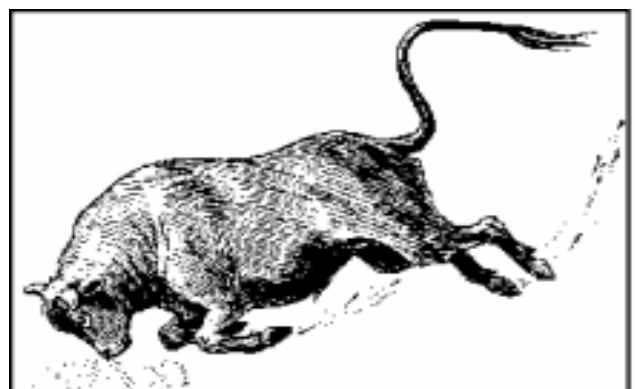
Because of their horns, they are used only as combat mounts – the downside is that they are around 10% slower and less handy in close terrain. They also tend to be more durable – less prone to disease and injury – and more intelligent.

They are quite docile around humans (even Bulls) as they are not herd animals like normal cattle, then live in family groups of 3-15 (usually a mated pair and several generations of offspring).

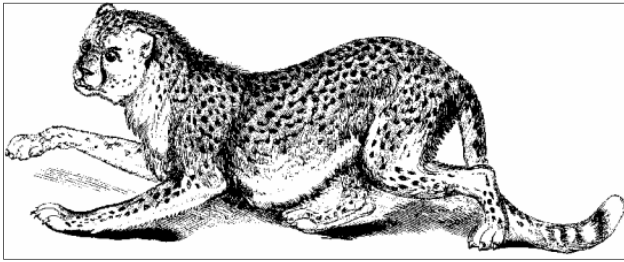
Bulls tend to weigh in at around 800-1000 kilos, with Cows around 80% of that weight at maturity.

**Cost:** Bulls cost 20-50 Sunwheels and Cows 15-40 Sunwheels. Tack for War Cattle is different to that for horses and is not interchangeable, but costs the same.

AUROCHS, WAR (TZHA'SH BHA'LA)					
<b>STRENGTH</b>	17	5d+2	Brawling	4d+2	
<b>Gore</b> 6d+2		<b>Trample</b> 4d+2	Running x1	3d+0	
<b>AGILITY</b>	6	2d+0			
<b>AWARENESS</b>	6	2d+0			
<b>WILL</b>	7	2d+1			
<b>HEALTH</b>	9	3d+0	<b>ARMOUR</b>		
			<b>Body</b>	0d+1	
<b>FATE</b>	1	0d+1	<b>Head</b>	1d+0	
1	3	5	7	9	11
			<b>Arms</b>	0d+1	
<b>ENCUMBRANCE</b>			<b>Legs</b>	0d+1	
-0d/80	-1d/160	-2d/320	-3d/640		
<b>HITS:</b>					
-1d/6	-2d/11	-3d/16	-4d/21	-5d/26	-6d/31
<b>NOTES:</b>					
Gore = Lethal. Trample = Half Lethal.					



# ARMAGEDDON



▼ **CATS, HUNTING (Tst'ee-pa)** – Sometime in the lost millennia, the cheetah was widely domesticated and is a popular hunting/guard animal. Cheetahs willingly associate with humans (and human-oids) in a mutual relationship, one much closer than with domestic cats.

In return for acting as a guard and hunting animal, the cheetah accepts protection for itself and (more importantly) its young from their human partners – one of the major problems it had in the wild more than solved as a result.

Better nutrition and selective breeding has increased endurance (115 km/h for around 1000 meter bursts) and strength, but it still relies on speed and eyesight to catch its prey.

Cheetahs happily hunt in mated pairs – using burst speed alternately to run down even the fastest prey – but they do not habitually hunt in larger packs (except when teaching their young).

Like the base species, its lack of retractable claws means that it is a poor tree-climber.

**Cost:** A single trained cheetah costs anywhere from a Crescent Moon upwards. A trained pair costs at least triple – and often much, much, more.

CATS (DOMESTIC), HUNTING (TST'EE-PA)				
<b>STRENGTH</b>	4	1d+1	Brawling	3d+2
<b>Bite</b> 1d+1	<b>Claw</b> 1d+0		Running x13	3d+2
<b>AGILITY</b>	8	2d+2	Stalking	5d+2
<b>AWARENESS</b>	9	3d+0	Stealth	6d+0
<b>WILL</b>	7	2d+1		
<b>HEALTH</b>	5	1d+2	<b>ARMOUR</b>	
<b>Walk</b> 15	<b>Run</b> 30		<b>Body</b>	–
<b>FATE</b>	6	2d+0	<b>Head</b>	–
1	3	5	7	9
11	13	<b>Arms</b>		
<b>ENCUMBRANCE</b>			<b>Legs</b>	–
-0d/4	-1d/8	-2d/16	-3d/32	
<b>HITS:</b>				
-1d/4	-2d/7	-3d/10	-4d/13	-5d/16
-6d/19				
<b>NOTES:</b>				
Bite = Lethal. Claw = Half Lethal.				

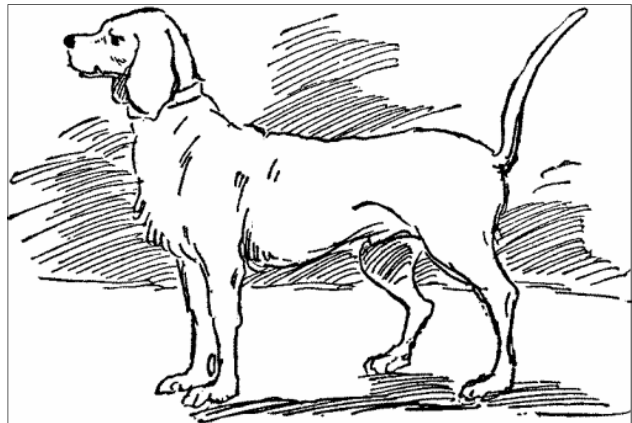
▼ **DOG, DOMESTIC (Zhah'n)** – A variety of breeds are commonly kept by the locals – either identical to familiar 20th century breeds or so close in that there is no obvious difference; others are significantly different, but still genetically canines.

Some are kept, like cats, for the control of rodents (terriers and similar breeds), others are used by ranchers for herding, and others are kept as pets.

In some areas, large dogs are used to draw small carts in lieu of donkeys or other small(ish) draught animals – and the dog-drawn sled is still used in winter in far northern climes.

Behaviourally, they are identical to the domesticated breeds of the 20th/21st centuries and are popular domestic pets and work animals because of their innate loyalty and intelligence.

**Cost:** a few flames for a mongrel of indeterminate breed through to a Crescent Moon or more for pedigreed breeds.



DOG, DOMESTIC (ZHAH'N)				
<b>STRENGTH</b>	4	1d+1	Brawling	3d+0
<b>Bite</b> 1d+1	<b>Claw</b> 0d+1		Running x2	3d+0
<b>AGILITY</b>	7	2d+1	Stalking	2d+2
<b>AWARENESS</b>	6	2d+0		
<b>WILL</b>	7	2d+1		
<b>HEALTH</b>	6	2d+0	<b>ARMOUR</b>	
<b>Walk</b> 3	<b>Run</b> 6		<b>Body</b>	–
<b>FATE</b>	1	0d+1	<b>Head</b>	–
1	3	5	7	9
11	13	<b>Arms</b>		
<b>ENCUMBRANCE</b>			<b>Legs</b>	–
-0d/4	-1d/8	-2d/16	-3d/32	
<b>HITS:</b>				
-1d/5	-2d/9	-3d/13	-4d/17	-5d/21
-6d/25				
<b>NOTES:</b>				
Bite = Lethal. Claw = Half Lethal.				

▼ **DOGS, HUNTING (Zhah'n-aa)** - Hunting dogs are those used for the pursuit of large game (domestic dogs, terrier-type breeds, suffice for small game) and are larger than other breeds.

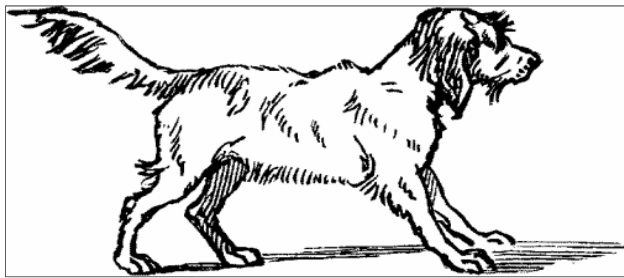
Some breeds are noted smell trackers, and others are noted for their ferocity – sometimes being used as guard dogs or as attack dogs in combat situations.

Some tend to be used in packs, while others are used singly or in pairs – all dependent on the nature of the game they are most commonly used to take down.

Some breeds either identical to familiar 20th century breeds or so close in that there is no obvious difference; others are significantly different, but still genetically canines.

They can range in size from a puppy of several pounds or so through to mature specimens of 50-90 kg, depending on the breed and its intended purpose. Behaviourally, they are still identical to the breeds familiar to characters from the 20th/21st centuries.

**Cost:** Hunting dogs are expensive – few will be found for less than several Stars apiece and prices of a Crescent Moon or more for pedigreed breeds are common.



DOG, HUNTING (ZHAH'N-AA)								
<b>STRENGTH</b>	6	2d+0	Brawling	3d+2				
<b>Bite</b>	2d+0	<b>Claw</b>	1d+0	Running x2	3d+0			
<b>AGILITY</b>	6	2d+0	Stalking	2d+2				
<b>AWARENESS</b>	7	2d+1						
<b>WILL</b>	8	2d+2						
<b>HEALTH</b>	7	2d+1	<b>ARMOUR</b>					
<b>Walk</b>	3	<b>Run</b>	6	<b>Body</b>	-			
<b>FATE</b>	1	0d+1	<b>Head</b>	-				
1	3	5	7	9	11	13	<b>Arms</b>	-
<b>ENCUMBRANCE</b>							<b>Legs</b>	-
-0d/6	-1d/12	-2d/25	-3d/50					
<b>HITS:</b>								
-1d/5	-2d/9	-3d/13	-4d/17	-5d/21	-6d/25			
<b>NOTES:</b>								
Bite = Lethal. Claw = Half Lethal.								

## ARMAGEDDON

▼ **FERRETS (Veh'sha)** – Ferrets are ground dwelling rodents commonly used by the locals to hunt for rabbits and other small, often burrow dwelling, game (and rats, domestically).

The breeds commonly used by the locals do not have the musk glands that made them unpopular downtime and, as a result, are as common as cats.

They are sociable animals and tend to mate in pairs for life, while certainly capable of living as part of a larger family/pack grouping.

Ferrets are ferocious fighters and are noted for their bravery – often taking on far larger animals, and they are intelligent enough to use very clever group tactics to bring down such large prey if it should prove necessary.

At the very least, they can cause large animals enough unpleasantness that they will soon leave the ferrets well and truly alone.

**Cost:** Ferrets cost a Star or so, and may cost as much as an Eclipse (or more) for a mated pair.

FERRETS (VEH'SHA)								
<b>STRENGTH</b>	3	0d+1	Brawling	3d+0				
<b>Bite</b>	0d+2	<b>Claw</b>	0d+1	Running x3	3d+0			
<b>AGILITY</b>	9	3d+0	Stalking	4d+0				
<b>AWARENESS</b>	8	2d+2	Tracking	3d+2				
<b>WILL</b>	7	2d+1						
<b>HEALTH</b>	4	1d+1	<b>ARMOUR</b>					
<b>Walk</b>	4	<b>Run</b>	8	<b>Body</b>	-			
<b>FATE</b>	6	2d+0	<b>Head</b>	-				
1	3	5	7	9	11	13	<b>Arms</b>	-
<b>ENCUMBRANCE</b>							<b>Legs</b>	-
-0d/2	-1d/4	-2d/8	-3d/16					
<b>HITS:</b>								
-1d/3	-2d/5	-3d/7	-4d/9	-5d/11	-6d/13			
<b>NOTES:</b>								
Bite = Lethal. Claw = Half Lethal.								



## ARMAGEDDON

▼ **FOOD ANIMALS** – A wide variety of animals are kept for food (meat, milk, eggs, or some combination) in the Seven Domains – these are rarely a source of danger to the average adventurer, so they are not dealt with in the same detail as “normal” animals.

▼ **Cattle** – Local cattle are identical to 20th century varieties (and are do not interbreed with *War Cattle*) and are eaten by all of the races of the Seven Domains. Domestic cattle tend to weigh in at between 500 and 1000 kilos when mature. Domestic cattle may be either meat producing breeds or milk producing breeds ... the Domains have been civilised long enough to recognise the efficiency in differentiating between the two types.

▼ **Chickens** – A wide variety of chickens are kept all around the Domains, normally specialised between egg-layers and meat producers. The typical chicken weighs in at around 2-3 kilos.

▼ **Ducks** – Very popular throughout the Confederacy and with the Sea Princes and, strangely, with the Dwellers Below, but uncommon as a domesticated food source elsewhere. The typical duck weighs in at around 3-4 kilos.

▼ **Geese** – These are very popular in the northern parts of the Confederacy and with the Sea Princes, but are relatively uncommon elsewhere. There are several varieties, with the majority being for meat production rather than for eggs. The typical goose weighs in at around 6-7 kilos.

▼ **Goats** – Goats are commonly kept for meat and milk everywhere but the Universal Empire. Domestic goats tend to weigh in at between 50 and 75 kilos when mature.

▼ **Sheep** – The most common variety of sheep outside of the Universal Empire is a non-flocking breed that was extremely rare in the 20th century. Such sheep do not have a flocking response in the face of danger – they react as individuals or small family groups (usually a Ewe and Lamb) and *scatter*.

The more standard flocking strain of sheep is, however, the standard breed found in the Universal Empire, and had made some inroads in the other Domains before the current crisis.

Non-flocking breeds tend to weigh in at between 75 to 150 kilos, while the flocking breeds tend to be smaller and weigh in at 25-75 kilos.

Non-flocking breeds do not provide significant amounts of milk for cheese-making and other food products.

▼ **Swine/Pigs** – Pigs are a common food animal locally – domesticated varieties are eaten by all of the peoples of the domains except for the Dwellers Below, whose complex religious dietary laws prohibit the eating of pork (most local scholars agree that this is probably because the close quarters that they live in and the known tendency for swine-originating diseases to also affect humans is the probable reason

for this).

For this same reason, all the peoples of the domains, except for the peoples of the Universal Empire, do not allow pigs to run free as scavengers, but raise them in pens where they are fed off grains or clean table scraps.

Domesticated swine tend to weigh in at between 125 and 250 kilos when mature.

▼ **Meat Production** – Animals are not 100% edible meat – bones, hides, and inedible portions comprise a significant portion of any food animal (though these inedible portions are not without economic value in many cases (hides for leather, for example; feathers for down comforters or writing quills etc.). The proportion varies according to the type of animal.

Most animals can be processed in the field or with local technology to provide around 60% of their body weight in edible meat.

Cattle are more efficient meat sources, and can be processed to provide around 75% edible meat by body weight.

Horses, Mules and Donkeys are less efficient than average and process to around 50% edible meat by body weight.

▼ WILD ANIMALS

▼ **AUROCHS (Bha'mee-zha)** – This is the base “wild” stock from which the ‘War Cattle’ ridden locally are descended. Technically, it is only a *pseudo-aurochs* that has been re-generated from domestic cattle, but which was long extinct back in the 20th century.

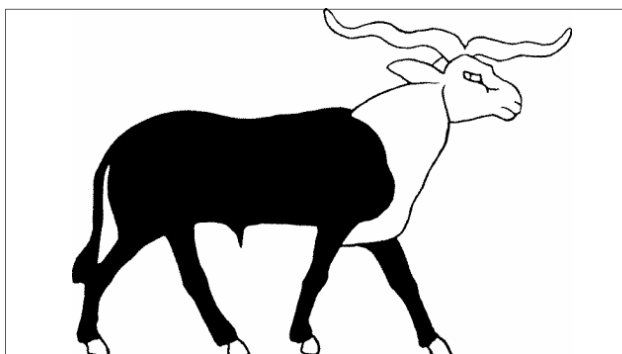
Unlike their domesticated cousins, the Aurochs are not at all docile. They are wild, combative, and dangerous – even a pack of great hunting cats will not take on a herd of aurochs under normal circumstances.

In fact Aurochs bulls have often been observed hunting down carnivores who get too close to their herds – and they show intelligence and co-operation in doing so.

They normally live in family groups of 3-15 (usually a mated pair and several generations of offspring), but gather together in “clans” of dozens of these family groups for mutual protection.

Bulls tend to weigh in at around 1000-1500 kilos (and around two meters tall at the shoulder!), with Cows around 80% of that weight at maturity.

AUROCHS (BHA'MEE-ZHA)			
<b>STRENGTH</b>	18	6d+0	Brawling
<b>Gore</b> 7d	<b>Trample</b> 5d+2		
<b>AGILITY</b>	6	2d+0	
<b>AWARENESS</b>	7	2d+1	
<b>WILL</b>	8	2d+2	
<b>HEALTH</b>	9	3d+0	<b>ARMOUR</b>
<b>Walk</b> 2	<b>Run</b> 4		<b>Body</b> 0d+1
<b>FATE</b>	1	0d+1	<b>Head</b> 1d+0
1	3	5	7
9	11	13	<b>Arms</b> 0d+1
<b>ENCUMBRANCE</b>			<b>Legs</b> 0d+1
-0d/100   -1d/200   -2d/400   -3d/800			
<b>HITS:</b>			
-1d/6   -2d/11   -3d/16   -4d/21   -5d/26   -6d/31			
<b>NOTES:</b>			
Gore = Lethal. Trample = Half Lethal.			



ARMAGEDDON



▼ **BADGERS (Lha'khsa)** – Badgers are nocturnal carnivores belonging to the Weasel family and typically live in extensive burrow systems in suitable ground.

Their preferred habitat is moderately dense forests or any area with moderate ground cover.

They are amazingly fast burrowers and, in suitable ground, and can actually dig a tunnel within a matter of 10-30 seconds – and once they are inside a “burrow” with their rear covered, they can turn about and ferociously defend themselves.

Even above ground, where they look rather comical as they waddle along, they are ferocious fighters and have powerful jaws – and their claws (so well adapted to digging) are equally strong.

Badger warrens typically provide a safe haven for several related families – mated pairs and their offspring, typically a dozen or so. Adults typically mass 10-15 kilos.

**Pelts:** Badger skins, with their unique patterning, are popular with the locals and are used widely as trim on cloaks and winter wear. Adult Badger pelts are worth ~1 Sunwheel.

BADGERS (LHA'KHSa)			
<b>STRENGTH</b>	5	1d+2	Brawling
<b>Bite</b> 1d+2	<b>Claw</b> 0d+2		Stalking
<b>AGILITY</b>	8	2d+2	
<b>AWARENESS</b>	7	2d+1	
<b>WILL</b>	9	3d+0	
<b>HEALTH</b>	7	2d+1	<b>ARMOUR</b>
<b>Walk</b> 2	<b>Run</b> 4		<b>Body</b> –
<b>FATE</b>	3	1d+0	<b>Head</b> –
1	3	5	7
9	11	13	<b>Arms</b> –
<b>ENCUMBRANCE</b>			<b>Legs</b> –
-0d/5   -1d/10   -2d/20   -3d/40			
<b>HITS:</b>			
-1d/4   -2d/7   -3d/10   -4d/13   -5d/16   -6d/19			
<b>NOTES:</b>			
Bite = Lethal. Claw = Half Lethal.			



# ARMAGEDDON

▼ **BEAR, BLACK (Ah'sho Zha'an)** – The Black Bear is the most common ursine in the eurasian continent – or that part of it that is known to the Confederacy.

Black Bears are omnivores – they will eat almost any-thing. Typically, however, they do not actively hunt game, preferring to subsist on fruit, berries, roots, tubers, insects and grubs and are quite willing to steal prey from smaller carnivores when the opportunity presents.

Black Bears are not normally dangerous – they will tend to leave humans alone under most circumstances. As long as the humans leave *them* alone.

They can be aggressive and territorial in mating season – and females with cubs can be quite vicious if they believe their young are threatened.

Even so, their most common response to danger will be to rear up on their hind legs and let loose a series of growls – mainly with the intent of scaring off the “threat”. It is only when they drop to all fours and charge that they are a real threat.

Adults typically mass 100-200 kilos.



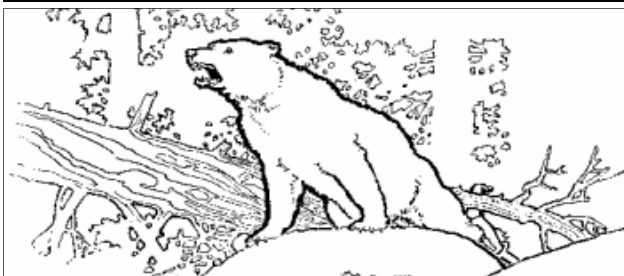
▼ **BEAR, BROWN (Ah'sho Kha-kh)** – The Brown Bear is less commonly encountered than the Black Bear – at least in those areas known to the locals. They are, however, considerably larger.

They are, however, omnivores – with foraging and hunting patterns identical to that of the Black Bear.

Like Black Bears they tend to leave humans alone under most circumstances. As long as the humans leave *them* alone. But their behaviour is no more predictable and they can be even more aggressive than Black Bears when provoked (or when they *think* they have been provoked).

Adults typically mass 175-250 kilos.

BEAR, BLACK (AH'SHO ZHA'AN)				
STRENGTH	9	3d+0	Brawling	3d+1
Swipe	2d+2	Bite	1d+2	Running x1
AGILITY	7	2d+1		
AWARENESS	7	2d+1		
WILL	8	2d+2		
HEALTH	9	3d+0	ARMOUR	
Walk	3	Run	6	Body
FATE	1	0d+1	Head	-
1	3	5	7	9
11	13			
ENCUMBRANCE			Arms	-
			Legs	-
-0d/12	-1d/25	-2d/50	-3d/100	
HITS:				
-1d/4	-2d/7	-3d/10	-4d/13	-5d/16
-6d/19				
NOTES:				
Bite = Lethal. Swipe = Half Lethal.				
If a <b>Swipe</b> connects, it may become a <b>Hug</b> – roll again immediately. Success indicates that the next “attack” is at +1d and damage is +1d as well.				
<b>Walk/Run</b> are 4/8 when on all fours (Running x1)				



BEAR, BROWN (AH'SHO KHA-KH)				
STRENGTH	10	3d+1	Brawling	3d+2
Swipe	3d+1	Bite	2d+1	Running x1
AGILITY	7	2d+1		
AWARENESS	7	2d+1		
WILL	8	2d+2		
HEALTH	10	3d+1	ARMOUR	
Walk	3	Run	6	Body
FATE	1	0d+1	Head	-
1	3	5	7	9
11	13			
ENCUMBRANCE			Arms	-
			Legs	-
-0d/15	-1d/31	-2d/63	-3d/126	
HITS:				
-1d/5	-2d/9	-3d/13	-4d/17	-5d/21
-6d/25				
NOTES:				
Bite = Lethal. Swipe = Half Lethal.				
If a <b>Swipe</b> connects, it may become a <b>Hug</b> – roll again immediately. Success indicates that the next “attack” is at +1d and damage is +1d as well.				
<b>Walk/Run</b> are 4/8 when on all fours (Running x1)				

▼ **BOAR, WILD (Pha'akha)** – Wild Boar are dangerous prey – presumably, descendants of domesticated breeds that reverted to a feral existence, but are much more wily – and vicious.

They are at least as intelligent and possess at least as acute a sense of smell as the hunting dogs (or cats) used by humans. They are also, surprisingly, swift of hoof and difficult to catch in the sort of broken or lightly wooded terrain they prefer.

They are omnivores – and will eat pretty much anything organic, even carrion that other scavengers would turn away from.

They actively hunt smaller animals and reptiles and love the eggs of ground nesting birds and reptiles (they especially love *Paralyser* eggs, and their thick hide gives them some protection from their).

They tend to live in family packs of anywhere between a half a dozen and a dozen, with one full grown Boar per pack – some Boars will be encountered alone (turned out by their sire). Lone Boars are especially dangerous and territorial and are very likely to attack.

When they attack, they attack from hiding in a wild charge through the covering brush of their habitat.

Adult Wild Boar typically mass between 125 and 375 kilos.

**Note:** The flesh of the wild boar is as tasty as that of regular domestic pork – perhaps more so, considering the danger gone through to acquire it!

BOAR, WILD (PHA'AKHA)				
<b>STRENGTH</b>	8	2d+2	Brawling	3d+2
<b>Gore</b> 2d+2	<b>Trample</b> 1d+2		Stalking	2d+2
<b>AGILITY</b>	6	2d+0		
<b>AWARENESS</b>	5	1d+2		
<b>WILL</b>	9	3d+0		
<b>HEALTH</b>	9	3d+0	<b>ARMOUR</b>	
<b>Walk</b> 4	<b>Run</b> 8		<b>Body</b>	--
<b>FATE</b>	3	1d+0	<b>Head</b>	--
1 3 5 7 9 11 13			<b>Arms</b>	--
<b>ENCUMBRANCE</b>			<b>Legs</b>	--
-0d/10	-1d/20	-2d/40	-3d/80	
<b>HITS:</b>				
-1d/5	-2d/9	-3d/13	-4d/17	-5d/21 -6d/25
<b>NOTES:</b>				
Gore = Lethal. Trample = Half Lethal. Uses Fate/Luck only to reduce damage. Uses Will to reduce effect of damage to attack chances.				

## ARMAGEDDON

▼ **CAT, WILD (Lah'yah-nhza)** – A variety of wild cats of small to medium size may be encountered in the wild and, to a lesser degree, on the fringes of civilization, throughout the domains (Lynxes, Bobcats, Wildcats and the like in modern terms).

Fur colouration depends on season and normal range for the subspecies and there are often other minor differences in the various breeds.

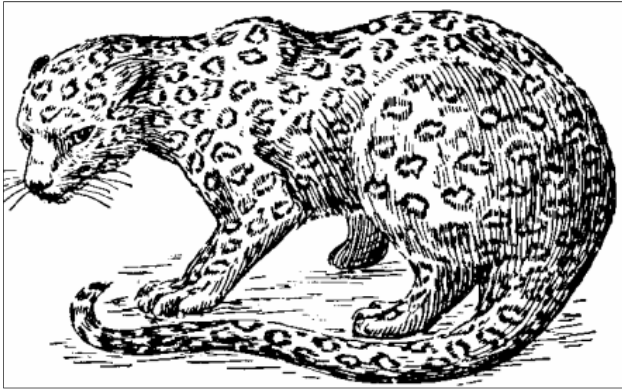
Most species are solitary hunters, males and females only coming together to breed. Some subspecies, however, live in small family groups of 3-12 and have adopted pack tactics for hunting.

Typically these cats mass 20-50 kilos as adults.

CATS, WILD (LAH'YAH-NHZA)				
<b>STRENGTH</b>	4	1d+1	Brawling	3d+2
<b>Bite</b> 1d+1	<b>Claw</b> 1d+0		Running x3	3d+2
<b>AGILITY</b>	8	2d+2	Stalking	5d+2
<b>AWARENESS</b>	9	3d+0	Stealth	6d+0
<b>WILL</b>	7	2d+1		
<b>HEALTH</b>	5	1d+2	<b>ARMOUR</b>	
<b>Walk</b> 4	<b>Run</b> 8		<b>Body</b>	--
<b>FATE</b>	6	2d+0	<b>Head</b>	--
1 3 5 7 9 11 13			<b>Arms</b>	--
<b>ENCUMBRANCE</b>			<b>Legs</b>	--
-0d/4	-1d/8	-2d/16	-3d/32	
<b>HITS:</b>				
-1d/4	-2d/7	-3d/10	-4d/13	-5d/16 -6d/19
<b>NOTES:</b>				
Bite = Lethal. Claw = Half Lethal.				



# ARMAGEDDON



▼ **CATS, HUNTING, WILD (Zha'pha-ee)** – A variety of wild cats of medium-large to large size may be encountered in the wild throughout the domains (Cougars, Leopards, Panthers and the like in modern terms).

Fur colouration will depend on the season and normal range for the subspecies and there are often other minor differences in the various breeds.

Most large cats are solitary hunters, males and females only coming together to breed, and the females tending the young out at around twelve months after birth.

Some, however, live in small family groups of 3-12 individuals and have adopted pack tactics for hunting.

Typically these cats mass 50-100 kilos as adults.

CATS, HUNTING, WILD (ZHA'PHA-EE)				
<b>STRENGTH</b>	6	2d+0	Brawling	3d+2
<b>Bite</b>	1d+2	<b>Claw</b>	2d+0	Running x3
<b>AGILITY</b>	8	2d+2	Stalking	6d+0
<b>AWARENESS</b>	9	3d+0	Stealth	5d+0
<b>WILL</b>	8	2d+2		
<b>HEALTH</b>	6	2d+0	<b>ARMOUR</b>	
<b>Walk</b>	5	<b>Run</b>	10	<b>Body</b>
<b>FATE</b>	6	2d+0	<b>Head</b>	-
1	3	5	7	9
11	13	<b>Arms</b>		-
<b>ENCUMBRANCE</b>			<b>Legs</b>	-
-0d/6	-1d/12	-2d/25	-3d/50	
<b>HITS:</b>				
-1d/5	-2d/9	-3d/13	-4d/17	-5d/21
<b>NOTES:</b>				
Bite = Lethal. Claw = Half Lethal.				

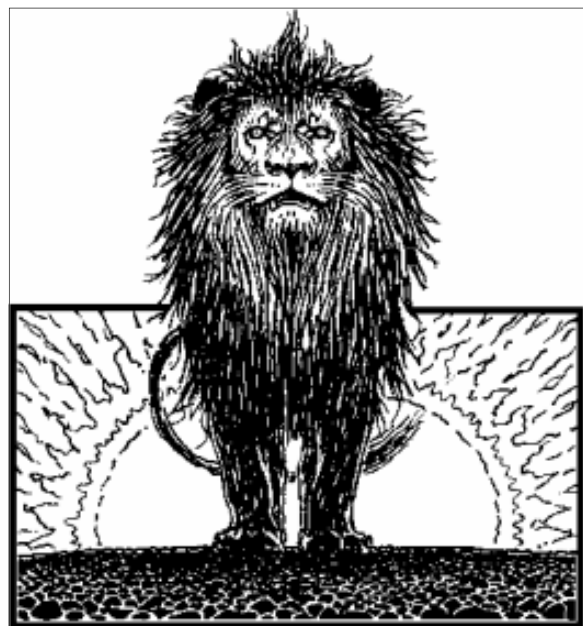
▼ **CATS, GREAT HUNTING (Pz'ya)** – A variety of wild cats of large to very large size may be encountered in the wild throughout the domains (Lions, African and European and the like in modern terms).

Fur colouration will depend on the season and normal range for the subspecies and there are often other minor differences in the various breeds.

Great Hunting Cats live in small family groups of 6-24 individuals and use pack tactics in hunting.

Typically these cats mass 175-300 kilos as adults.

CATS, GREAT HUNTING (PZ'YA)				
<b>STRENGTH</b>	7	2d+1	Brawling	3d+2
<b>Bite</b>	1d+2	<b>Claw</b>	2d+0	Running x3
<b>AGILITY</b>	8	2d+2	Stalking	6d+0
<b>AWARENESS</b>	9	3d+0	Stealth	5d+0
<b>WILL</b>	9	3d+0		
<b>HEALTH</b>	7	2d+1	<b>ARMOUR</b>	
<b>Walk</b>	5	<b>Run</b>	10	<b>Body</b>
<b>FATE</b>	6	2d+0	<b>Head</b>	-
1	3	5	7	9
11	13	<b>Arms</b>		-
<b>ENCUMBRANCE</b>			<b>Legs</b>	-
-0d/8	-1d/15	-2d/30	-3d/60	
<b>HITS:</b>				
-1d/5	-2d/9	-3d/13	-4d/17	-5d/21
-6d/25				
<b>NOTES:</b>				
Bite = Lethal. Claw = Half Lethal.				



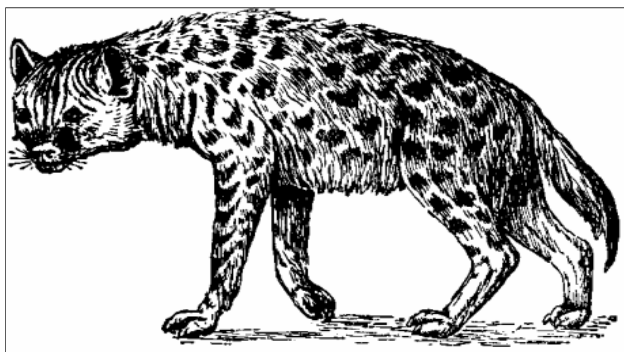
▼ **DOGS, WILD (Huya'ha-haa)** – Wild dogs are common on the steppelands of the eastern parts of the Confederacy, but are also found, somewhat less commonly, elsewhere.

Some are obviously descendants of domestic breeds that have gone feral, some may have wolf genes as well, but there are some hyena-like and coyote-like breeds as well.

Some are more or less solitary hunters, while others will combine in opportunistic packs to bring down large prey that one of their number could not manage by itself. Some congregate in packs of 6-30, mostly a handful of adult or near-adult males, females, and pups.

Individuals will rarely bother even single humans (as long as the humans are not disabled), but those breeds that exhibit permanent or opportunistic pack behaviour can be a major problem – though they will generally only stalk/attack humans if they outnumber them by a significant margin and/or have some other particular situational advantage.

Adults tend to mass 25-50 kg, depending on the breed's habitat and common prey.



DOG, WILD (HUYA'HA-HAA)				
<b>STRENGTH</b>	5	1d+2	Brawling	3d+0
<b>Bite</b> 1d+2	<b>Claw</b> 0d+2		Running x3	3d+0
<b>AGILITY</b>	7	2d+1		
<b>AWARENESS</b>	6	2d+0		
<b>WILL</b>	5	1d+2		
<b>HEALTH</b>	6	2d+0	<b>ARMOUR</b>	
<b>Walk</b> 4	<b>Run</b> 8		<b>Body</b>	–
<b>FATE</b>	1	0d+1	<b>Head</b>	–
1 3 5 7 9 11 13			<b>Arms</b>	–
<b>ENCUMBRANCE</b>			<b>Legs</b>	–
-0d/4	-1d/8	-2d/16	-3d/32	
<b>HITS:</b>				
-1d/4	-2d/7	-3d/10	-4d/13	-5d/17 -6d/20
<b>NOTES:</b>				
Bite = Lethal. Claw = Half Lethal.				

ELEPHANT, SMALL (DHER'MA)				
<b>STRENGTH</b>	19	6d+1	Brawling	3d+0
<b>Gore</b> 5d+1	<b>Trample</b> 6d+1		Grapple	4d+0
<b>AGILITY</b>	7	2d+1		
<b>AWARENESS</b>	6	2d+0		
<b>WILL</b>	9	3d+0		
<b>HEALTH</b>	10	3d+1	<b>ARMOUR</b>	
<b>Walk</b> 3	<b>Run</b> 6		<b>Body</b>	
<b>FATE</b>	2	0d+2	<b>Head</b>	
1 3 5 7 9 11 13			<b>Arms</b>	
<b>ENCUMBRANCE</b>			<b>Legs</b>	
-0d/125	-1d/250	-2d/500	-3d/1000	
<b>HITS:</b>				
-1d/6	-2d/11	-3d/16	-4d/21	-5d/26 -6d/31
<b>NOTES:</b>				
Gore = Lethal. Trample = Half Lethal. May Grapple, adding +1d Gore chances and damage is successful.				

▼ **ELEPHANT, SMALL (Dher'ma)** – Probably descended from attempts to recreate the Middle Eastern Elephant by selective breeding, this breed is smaller than the Asian Elephant but prefers to live on steppelands or plains, or on the margins of the great forests of western, central, and eastern Europe.

"Small" is, however, a relative term – they are still larger than any other non-geneered wild animal known to the Confederacy, females being about half again as large as a Aurochs bull and males about 175% larger.

Behaviourally they are identical with other elephants, living in herds of up to 30 or 40 animals (more commonly 20-30) led by the oldest, most cunning, matriarch. The Bulls defend the herd, but do not actually lead it.

This species has not been domesticated by the locals on a regular basis, and such records as exist of attempts to capture and train these beasts have failed.

Herbivores, they consume hundreds of kilos of foliage a day, but avoid human crops except in the most dire of circumstances. They also avoid humans in the wild but are not hostile to them and, on a number of occasions, have come to their aid in fighting off other wild animals or when they have been in some other difficulty.

Adult mass 1750-2250 kilos (females) and 2000-2750 kilos (males)

# ARMAGEDDON

▼ **GOATS, MOUNTAIN (Nha'ghe)** – Living mainly in the mountains and foothills of western and central Europe, the Mountain Goat tend to live in small herds of a several dozen individuals, several adult males with the rest being females and young.

They live in the high mountain pastures during the summer, but prefer to descend to lower altitudes during the winter – and, though they graze on pastureland and grassy hillsides, they instinctively retire to rocky, precipitous areas when not eating or when.

The males are particularly dangerous with their long, backward sweeping, dagger-like horns and their willingness to use them .

They are also happy to butt their opponents with their heads, especially where such an attack can knock them off their balance in rough and dangerous ground.

Adults weigh in at 75-150 kilos.



▼ **WOLVES (La'tha-ee)** – Wolves are closely related to canines, and are capable of interbreeding with them quite successfully.

They share many of the same behavioural and physical traits as well – but congregate in packs (arguably, so do dogs – but as part of a human-dominated 'pack') of between a half a dozen and three dozen adults.

They hunt co-operatively, targetting large mammals such – especially those that normally gather in herds.

Typically they attack weaker, hurt, or sick animals – but they also “cut out” younger animals, or even adults, from the herd and taking them down individually.

They generally prefer to avoid intelligent prey – but, if the opportunity arises, especially during the lean months of late winter, they have been known to track and hunt humans and the other intelligent species.

If they do, they prefer to take them down on the same basis as they do their normal prey – taking on small groups, especially those who are encumbered by the sick, wounded, or injured, or individuals.

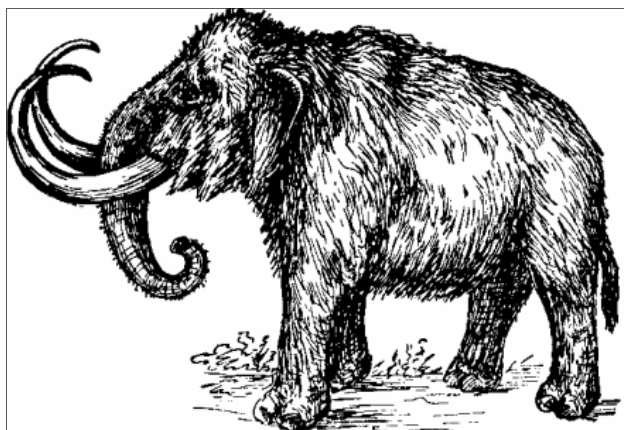
During particularly severe winters they have been known to attack small farms or outposts on the fringes of “civilisation”.

When they do sniff around human habitation, they normally target any dogs kept as a first instance – killing them methodically.

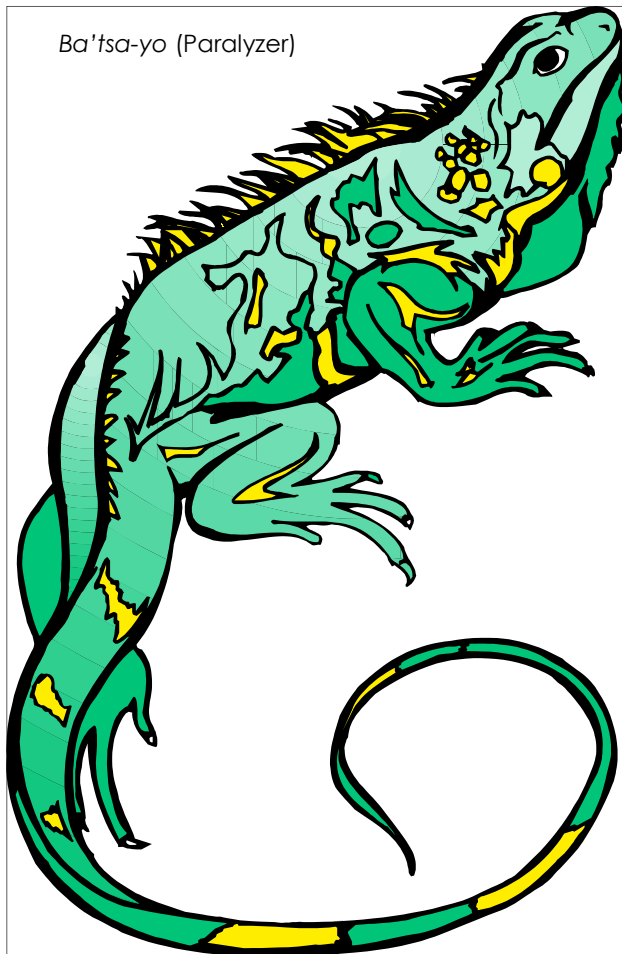
If they encounter domestic dogs (even those that have gone feral) in the wild, they treat them similarly – on some deep genetic level that have an abiding hatred of these long-term allies of mankind.

Adults mass between 30 and 100 kilos.

GOATS, MOUNTAIN (NHA'GHE)					
<b>STRENGTH</b>	5	1d+2	Brawling	3d+0	
<b>Gore</b> 3d+0	<b>Butt</b> 2d+2		Running x2	3d+0	
<b>AGILITY</b>	6	2d+0	Climbing	4d+0	
<b>AWARENESS</b>	6	2d+0			
<b>WILL</b>	7	2d+1			
<b>HEALTH</b>	6	2d+0	<b>ARMOUR</b>		
<b>Walk</b> 4	<b>Run</b> 8		<b>Body</b>	–	
<b>FATE</b>	1	0d+1	<b>Head</b>	–	
1 3 5 7 9 11 13			<b>Arms</b>	–	
<b>ENCUMBRANCE</b>			<b>Legs</b>	–	
-0d/4	-1d/8	-2d/16	-3d/32		
<b>HITS:</b>					
-1d/4	-2d/7	-3d/10	-4d/13	-5d/16	-6d/19
<b>NOTES:</b>					
Gore = Lethal. Head Butt = Half Lethal.					



WOLVES (LA'THA-EE)				
STRENGTH	6	2d+0	Brawling	3d+2
Bite	2d+0	Claw	1d+0	Running x2
AGILITY	6	2d+0	Stalking	3d+1
AWARENESS	7	2d+1		
WILL	8	2d+2		
HEALTH	7	2d+1	ARMOUR	
Walk	4	Run	8	Body
FATE	4	1d+1	Head	-
1	3	5	7	9
11	13	Arms		-
ENCUMBRANCE		Legs		-
-0d/6	-1d/12	-2d/25	-3d/50	
HITS:				
-1d/4	-2d/7	-3d/10	-4d/13	-5d/16
-6d/19				
NOTES:				
Bite = Lethal. Claw = Half Lethal.				



## ARMAGEDDON

### ▼ BIOCONSTRUCTS

▼ **BA'TSA-YO (Paralyzers)** – The Paralyser is a generated Komodo Dragon (about 2-3 meters long when mature) with a nasty disposition and a high degree of territoriality.

Fairly sluggish, Paralyzers prefer to attack from hiding (it especially prefers concealed burrows).

It prefers live meat, and uses its venom to paralyse first, only then tearing hunks of meat off its prey. If it has fed recently enough, it may drag its victim to its lair and feed some hours later – a horrifying fate!

Solitary creatures, they only come together for the mating season (early spring), but one subspecies is rumoured to gather in packs of 3d+2 adults! Adults tend to mass 30-50 kilos.

Paralyzers lay leathery eggs in carefully excavated, and carefully concealed mounds of earth or sand which both parents guard until the young are hatched. They are especially fearsome and ferocious when these hatcheries are threatened.

Despite legends to the contrary, they are untrainable to any useful degree, as they are, quite simply, too stupid. Their preferred habitat is swampy or boggy regions.

PARALYZER (BA'TSA-YO)				
STRENGTH	5	1d+2	Brawling	2d+2
Bite	1d+2	Claw	0d+2	Running x1
AGILITY	4	1d+1		
AWARENESS	6	2d+2		
WILL	7	3d+0		
HEALTH	4	1d+1	ARMOUR	
Walk	2	Run	4	Body
FATE			Head	0d+2
1	3	5	7	9
11	13	Arms		0d+1
ENCUMBRANCE		Legs		0d+1
-0d/5	-1d/10	-2d/20	-3d/40	
HITS:				
-1d/3	-2d/5	-3d/7	-4d/9	-5d/11
-6d/13				
NOTES:				
Bite = Lethal (poison). Claw = Half Lethal.				
Any bite that penetrates armour injects poison. The paralytic poison acts quickly, requiring a <i>Heroic (15)</i> Health roll immediately. Failure means the character takes a 2d penalty to all actions. Every 1d turns the character must make another Health roll or suffer a further 1d penalty (cumulative) to all actions. Each time the difficulty of the roll drops by 2 points and the character must make a number of rolls equal to penetrating damage taken. The effect reduces by 1d per hour after the last effect roll.				

# ARMAGEDDON

▼ **CAASH-TEYALUU (Lurker in Shadows)** – Lurkers are an unusual geneered breed of large hairless felines – but felines whose ‘skin’ has been geneered to have chameleon-like properties (-2d+1 to detection rolls while moving and -1d+1 while stationary).

More interesting, they have an insulating layer of fat beneath their skin which, coupled with what seems to be a degree of conscious control of their heat regulating mechanism, allows them to remain invisible to normal infra-red detection mechanisms (and animals with infra-red senses) for as long and ten to fifteen minutes at a time – making them as hard to detect with IR gear as by normal vision.

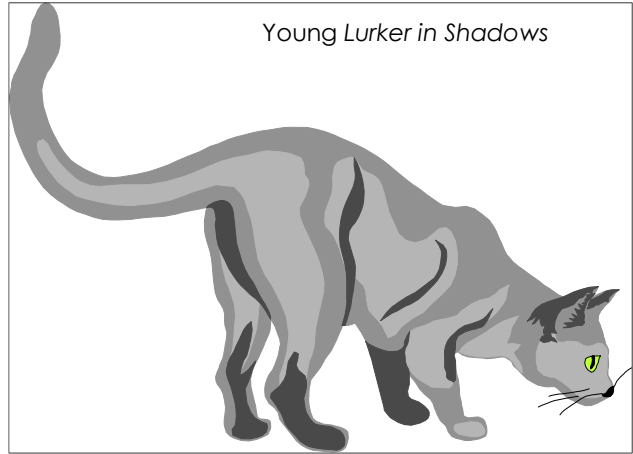
However, when they let loose a concentrated burst of heat at the end of their fifteen minutes of “storage” (unless they can find a natural way of extending this, such as hiding in streams or pools), they are +2d easier to detect.

Their ability to consciously regulate their heat control mechanism also seems to allow them to reduce their scent emission level – and, possibly, to mimic the scents of some of their more common prey (-2d+1 to scent based detection).

Physically, Lurkers are about the size of a small lion – but, unlike lions, they do not live in large groups.

Lurkers hunt in mated pairs as adults, and will normally have no more than ½d cubs with them on the hunt (and only when the cubs are approaching adulthood and are almost ready to venture out on their own).

Typically Lurkers mass 100-175 kilos as adults.



Young Lurker in Shadows

▼ **CZH'YE-AA HR'ES (Grey Howlers)** – Grey Howlers seem to have a both human and simian genes in their ancestry as far as their basic, humanoid, form is concerned – though there are certainly other things that have been used in their geneering.

As a result they can be (and often are) mistaken for children or monkeys at a distance or in poor light – but, close up, the differences are obvious.

Their legs and arms are much longer than the human (or simian) norm, being of equal length and longer than their relatively small torso.

Their fingers and toes are also out of proportion with the size of their hands and feet – and, while they have an opposable thumb, their have no such digit on their feet.

Their fingers are tipped with non-retractable claws that are razor sharp and needle pointed – but they have only human-type nails on their toes.

Their head is outsize compared to the torso as well, mainly because of the wide mouth filled with three rows of razor sharp teeth and the large saucer shaped (and sized) eyes which are pupilless and jet black.

Their bodies are covered with a thick, coarse, fur at least (human) finger deep over almost all of their body, except around their buttocks, genitals, eyes and mouth.

▼ **Sensory organs** – Their eyes are most unusual – their large size and unusual shape give a Howler something close to 270° vision, which makes them difficult to surprise.

However, the most unusual facet of the eyes is that they are actually two eyes in one – they possess an internal “eyelid” that they can open or close at will. When it is open, their inner eye is active; when closed, its outer surface acts as their outer eye.

Their ears are small, almost vestigial, and are rarely visible due to the thickness of fur on their heads. More prominent, and just above and slightly forward of then are two fleshy bumps – infra-red sensing organs.

▼ **Daylight Vision (Outer Eye)** – This is entirely in black and white – enabling them to see through colour based camouflage.

LURKER IN SHADOWS (CAASH-TEYALUU)						
<b>STRENGTH</b>	7	2d+1	Brawling	4d+0		
<b>Bite</b>	2d+1	<b>Claw</b>	3d+0	Running x4	3d+2	
<b>AGILITY</b>	8	2d+2	Stalking	5d+0		
<b>AWARENESS</b>	9	3d+0	Stealth	4d+0		
<b>WILL</b>	9	3d+0				
<b>HEALTH</b>	8	2d+2	<b>ARMOUR</b>			
<b>Walk</b>	6	<b>Run</b>	12	<b>Body</b>	–	
<b>FATE</b>	8	2d+2	<b>Head</b>		–	
1	3	5	7	9	11	13
<b>ENCUMBRANCE</b>			<b>Arms</b>		–	
			<b>Legs</b>		–	
	-0d/8	-1d/15	-2d/30	-3d/60		
<b>HITS:</b>						
	-1d/5	-2d/9	-3d/13	-4d/17	-5d/21	-6d/23
<b>NOTES:</b>						
Bite = Lethal. Claw = Half Lethal.						

▼ **Hunter Vision (Inner Eye)** – Hunter vision is a short range (~five meters) biological pattern recognition and movement sensing system tied closely in to the Howler's reflexes.

▼ **Night Vision** – The Howlers have twin infra red sensing organs that allow them limited vision in the dark – enhancing their normal sight, which is optimised for normal light levels.

This allows them the equivalent of normal daytime level vision out to around 50 meters – and without the normal problems of infra red detectors.

▼ **Forest Howlers** – live in or near forested areas as, even though they spend most of their time on the ground, they sleep in the trees at night.

They are moderately good climbers and swing from branch to branch where the trees are close enough to have intertwining boughs, but balk at jumping across any gap.

They are very dangerous during mating season, when the males are extremely anxious and distracted, and tend to attack any large animals (including humans) that come too close.

During early spring males will aggressively defend the females and newborn young (the females will attempt to flee, only fighting if cornered).

▼ **Plains Howlers** – Are less common – though not rare. Their range is rolling plains and steppelands, but they can also be found in lightly wooded areas and in rough, brush covered country.

Plains Howlers are the very devil incarnate – they separate, hunt down, and then overwhelm the larg-

FOREST HOWLER (CZH'YE-AA HR'ESH)				
<b>STRENGTH</b>	6	2d+0	Brawling	3d+2
<b>Bite</b> 2d+2	<b>Claw</b> 0d+2		Stalking	5d+2
<b>AGILITY</b>	8	2d+2	Swing/Trees	3d+0
<b>AWARENESS</b>	11	3d+2		
<b>WILL</b>	6	2d+0		
<b>HEALTH</b>	6	2d+0	<b>ARMOUR</b>	
<b>Walk</b> 2(5)	<b>Run</b> 4(10)		<b>Body</b>	0d+1
<b>FATE</b>	3	1d+0	<b>Head</b>	0d+1
1 3 5 7 9 11 13			<b>Arms</b>	0d+1
<b>ENCUMBRANCE</b>			<b>Legs</b>	0d+1
-0d/6	-1d/12	-2d/25	-3d/50	
<b>HITS:</b>				
-1d/4	-2d/7	-3d/10	-4d/13	-5d/16 -6d/19
<b>NOTES:</b>				
Bite = Lethal. Claw = Half Lethal.				
Bracketed movement value is arboreal movement rate.				
WILL is +3d during mating season and +2d during Spring.				

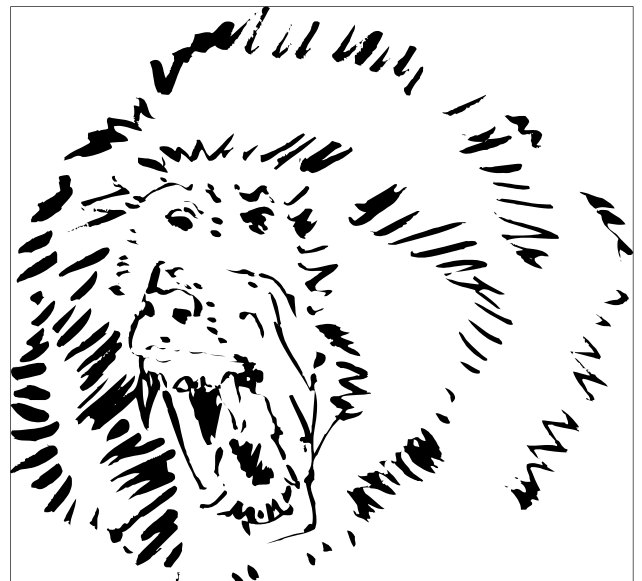
## ARMAGEDDON

PLAINS HOWLER (CZH'YE-AA HR'ESH)				
<b>STRENGTH</b>	6	2d+0	Brawling	4d+2
<b>Bite</b> 2d+2	<b>Claw</b> 0d+2		Stalking	5d+2
<b>AGILITY</b>	8	2d+2	Pack Attack	3d+2
<b>AWARENESS</b>	11	3d+2	Running x1	3d+0
<b>WILL</b>	11	3d+2		
<b>HEALTH</b>	6	2d+0	<b>ARMOUR</b>	
<b>Walk</b> 3	<b>Run</b> 6		<b>Body</b>	0d+1
<b>FATE</b>	7	2d+1	<b>Head</b>	0d+1
1 3 5 7 9 11 13			<b>Arms</b>	0d+1
<b>ENCUMBRANCE</b>			<b>Legs</b>	0d+1
-0d/6	-1d/12	-2d/25	-3d/50	
<b>HITS:</b>				
-1d/5	-2d/9	-3d/13	-4d/16	-5d/19 -6d/21
<b>NOTES:</b>				
Bite = Lethal. Claw = Half Lethal.				
WILL is +3d during mating season and +2d during Spring.				
Pack Attack allows those Howlers succeeding to attack <i>simultaneously</i> regardless of normal rolled sequencing (and may use Pack Attack to roll Sequencing).				

est prey (even humans) with a swarming attack that is quite frightening to see.

Both species communicate by a series of howling whoops and cries that is so distinctive that it forms the basis for their local name.

Adult Grey Howlers typically mass 25-50 kilos.





# ARMAGEDDON

▼ **EYH'HRRA GAZH'II (Hive Rat)** – The Hive Rat seems to be a geneered (or heavily mutated) Norway Rat about the size of a dog, and somewhat more intelligent.

The most common type of Hive Rat mass around 15-25 kilos as adults, and form 80% of a given Hive. Larger rats, massing 30-50 kilos as adults form the remaining 20% of a typical Hive.

▼ **The Hives** – Hive Rats live in “hives” of at least several dozen, and, sometimes (especially in the wildest areas furthest from civilisation) of several hundred (there are rumours of hives that have populations of several thousand).

Hives vary from subsurface burrows that extend for hundreds of meters and descend up to a dozen meters below ground, with tunnels reinforced with wooden supports to, in some places, carefully fitted dry-stone walls (or where suitable materials are available, ‘mortared’ with clay).

Sometimes Hive Rats live in warrens carefully constructed in thick brush, with “chambers” carefully, ‘woven’ from the bushes, and with some use of wooden reinforcement, and even stone-walled chambers.

They have also been known to take over abandoned dwellings, or, at least, use them as part of their burrow/warren networks – and occasionally use natural caves or abandoned mines.

This type of Hive is generally much more sophisticated than the “natural” ones – the rats seem much better able to repair and mimic human work than creating it all on their own.

▼ **Behaviour** – Behaviourally they are *similar* to their ancestors, being found individually or in packs, foraging for food.

However, while still mainly scavengers, their increased size means that they regularly hunt small and medium sized game animals – and their co-operative behaviour also allows them to take down larger animals.

▼ **Hive Mind** – While ordinary rats are known to be cunning and intelligent at an animal level, Hive Rats can exhibit much higher levels of intelligence as a *hive*. Almost human levels.

When acting **as** a Hive, they show human levels of fore-thought and planning – their hives are well protected with cunning traps, watchposts, boltholes and escape routes. And they use these *just like a human or group of humans would*.

Away from the Hive, they still exhibit rat-like cunning, and more so than your average rat, but not at human levels – though they may still be found using simple weapons (see below).

▼ **Tool Use** – In creating and defending their Hives, they use *tools* – simple ones, sharp bits of metal or stone for cutting and drilling and sawing; simple levers and balances in their traps; wedges and planes;

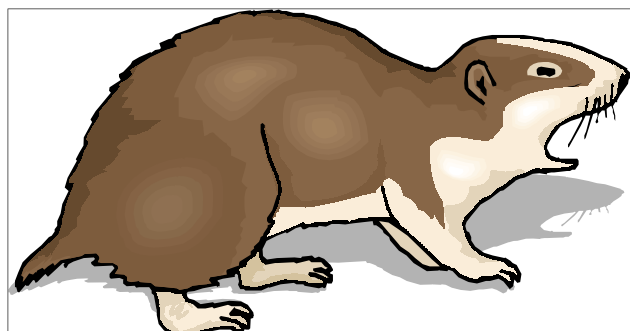
rollers (though not wheels, as such) and even ropes and simple pulleys.

▼ **Weapons** – When fighting intruders they not only use their natural weapons, they use simple *made* weapons – sharpened wooden spears, sometimes tipped with crude stone tips, crude stone knives and hatchets and even stone firing slingshots!

▼ **Speech** – Some authorities have claimed that the Hive Rats actually have some form of language ... that their chittering and squealing is actually a form of communication (probably with an ultrasonic component).

This is a matter of some dispute – and, if it is correct, then it is acknowledged that it must be quite simple and limited.

HIVE RATS (EYH'HRRA GAZH'II)					
<b>STRENGTH</b>	3	1d+0	Brawling	3d+2	
<b>Bite</b>	1d+0	<b>Claw</b>	0d+2	Melee Wpn	4d+2
<b>AGILITY</b>	8	2d+2	Missile Wpn	3d+2	
<b>AWARENESS</b>	7	2d+1	Tactics	2d+1	
<b>WILL</b>	7	2d+1			
<b>HEALTH</b>	7	2d+1	<b>ARMOUR</b>		
<b>Walk</b>	2	<b>Run</b>	4	<b>Body</b>	–
<b>FATE</b>				<b>Head</b>	–
1	3	5	7	9	11
13				<b>Arms</b>	–
<b>ENCUMBRANCE</b>				<b>Legs</b>	–
-0d/3	-1d/6	-2d/12	-3d/25		
<b>HITS:</b>					
-1d/4	-2d/7	-3d/10	-4d/13	-5d/16	-6d/19
<b>NOTES:</b>					
Bite = Lethal. Claw = Half Lethal.					
Hive Rats are typically armed with Spears (1d+2) or a Sword (1d+0), with some having a Slingshot (1d+0).					
AWR is +1 for every <i>doubling</i> of numbers in the Hive (and within 100 meters) over two (2 = base, 4 = +1, 8 = +2 etc.)					
WILL is +1 for every <i>doubling</i> of numbers in the Hive (and within 100 meters) over eight (8 = base, 16 = +1, 32 = +2 etc.)					



▼ **KSHATRYA (Bat Lizard)** – The Bat-Lizard is a reptilian batlike flying creature (the size of a large Bat). It is primarily a carrion eater, and uses its poisonous bite to make sure it has a continuous supply of carrion.

It will disable its prey with an initial poisonous bite, then dispatch it at its leisure by slashing at (mostly) the jugular and letting it bleed to death. It then lets the carcass rot until it is "suitable" – taking at least 2-3 days. The smell of corruption is thus a sign that one is possibly nearby.

They are uncommon, and are normally solitary creatures. However, during the breeding season (late summer) they may be found in groups of 3-5 (rarely more).

The female lays her fertilised eggs (leathery reptilian ones) in concealed clutches in the upper branches of suitable trees (using a natural secretion to do so) and frequents the vicinity until they hatch (early spring). During this period they are extremely territorial.

Adult Kshatryas mass 3-7 kilos.

BAT LIZARD (KSHATRYA)				
<b>STRENGTH</b>	2	0d+2	Brawling	3d+1
<b>Bite</b>	1d+0	<b>Slash</b>	0d+2	Running x1
<b>AGILITY</b>	7	2d+1	Flying x3	3d+0
<b>AWARENESS</b>	7	2d+1		
<b>WILL</b>	9	3d+0		
<b>HEALTH</b>	3	1d+0	<b>ARMOUR</b>	
<b>Walk</b>	2 (4)	<b>Run</b>	4 (8)	<b>Body</b>
<b>FATE</b>	1	0d+1	<b>Head</b>	-
<b>1</b>	<b>3</b>	<b>5</b>	<b>7</b>	<b>9</b>
<b>11</b>	<b>13</b>		<b>Arms</b>	-
<b>ENCUMBRANCE</b>			<b>Legs</b>	-
<b>-0d/2</b>	<b>-1d/5</b>	<b>-2d/10</b>	<b>-3d/20</b>	
<b>HITS:</b>				
<b>-1d/2</b>	<b>-2d/3</b>	<b>-3d/4</b>	<b>-4d/5</b>	<b>-5d/6</b>
<b>-6d/7</b>				
<b>NOTES:</b>				
Bite = Lethal. Claw = Half Lethal.				
Bracketed movement value is for flying/gliding mode.				
Any <i>bite</i> that penetrates armour injects poison. The paralytic poison acts quickly, requiring a <i>Heroic</i> (15) Health roll immediately. Failure means the character takes a 2d penalty to all actions. Every 1d turns the character must make another Health roll or suffer a further 1d penalty (cumulative) to all actions. Each time the difficulty of the roll drops by 2 points and the character must make a number of rolls equal to penetrating damage taken. The effect reduces by 1d per minute after the last effect roll.				
The poison is a contact nerve agent that can soak through clothing or armour and still paralyse the character. It remains active for 1d x 10 minutes.				

## ARMAGEDDON

DIRE WOLF (LA'THA-EE MES'A)				
<b>STRENGTH</b>	7	2d+1	Brawling	4d+2
<b>Bite</b>	2d+2	<b>Claw</b>	1d+1	Running x3
<b>AGILITY</b>	6	2d+0	Stalking	3d+2
<b>AWARENESS</b>	8	2d+2	Tactics	2d+2
<b>WILL</b>	10	3d+1		
<b>HEALTH</b>	8	2d+2	<b>ARMOUR</b>	
<b>Walk</b>	5	<b>Run</b>	10	<b>Body</b>
<b>FATE</b>	3	1d+0	<b>Head</b>	-
<b>1</b>	<b>3</b>	<b>5</b>	<b>7</b>	<b>9</b>
<b>11</b>	<b>13</b>		<b>Arms</b>	-
<b>ENCUMBRANCE</b>			<b>Legs</b>	-
<b>-0d/8</b>	<b>-1d/15</b>	<b>-2d/30</b>	<b>-3d/60</b>	
<b>HITS:</b>				
<b>-1d/5</b>	<b>-2d/9</b>	<b>-3d/13</b>	<b>-4d/17</b>	<b>-5d/21</b>
<b>-6d/23</b>				
<b>NOTES:</b>				
Bite = Lethal. Claw = Half Lethal.				

▼ **LA'THA-EE MES'A (Dire Wolf)** – Dire Wolves are closely related to breeds known in the 20<sup>th</sup> century – generated to recreate the larger species that roamed parts of the world during the last Ice Age.

They are behaviourally similar to wolves – the main difference being that they tend to live in much smaller packs (usually no more than 4-6 adults).

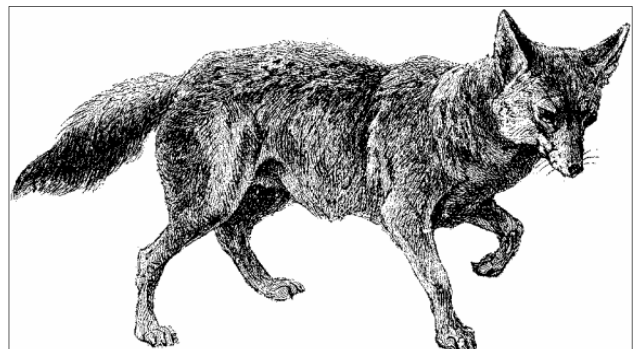
They hunt co-operatively, targetting large herd mammals. Unusually, they have been known to gather in a "pack of packs" to attack large and/or dangerous herds, waiting days for assistance.

They also co-opt the assistance of "normal" wolf packs – typically, a Dire Wolf pack dominates 1d+2 packs of normal wolves.

They *often* (but not always) ignore small groups transiting their hunting grounds.

Settlers, however, are "fair game", and it can take a concerted *military* effort to root out a pack of Dire Wolves.

Adults mass between 125 and 250 kilos.



# ARMAGEDDON

▼ **NHE'KA KHRA (Armoured Claw)** – The *Armoured Claw* is usually found near large bodies of water – mostly commonly salt water, but there is a sub-species that tolerates fresh water.

They are rarely found in rivers, except at the widest parts of riverine estuaries or near where they run into the sea or a large lake.

Physically, they are suitcase sized geneered crustaceans – and happily eat both aquatic weeds (and seaweed) as well as fish and small animals (such as otters).

At certain times of the year (mainly late spring and early summer) they *swarm*. Scores, perhaps hundreds, of the creatures come out of the lakes and sea in search of the perfect breeding spot – and *anything* living that gets in their way, other than another *Armoured Claw*, is seen as *food*.

This behaviour can also be triggered by other cues – which seem to be related to the presence of waste products of several of the local humanoid sub-species in the water.

The favored tactic, if such basically instinct driven creatures can be said to have such, is to swarm over any opposition, rending and tearing with their huge, jagged, claws and biting with their mouthparts.

Adults mass around 25-50 kilos – and their meat is quite delicious.

NHE'KA KHRA (ARMURED CLAW)				
<b>STRENGTH</b>	10	3d+1	Brawling	3d+1
<b>Pincer</b>	4d+2	<b>Bite</b>	2d+2	
<b>AGILITY</b>	7	2d+1		
<b>AWARENESS</b>	3	1d+0		
<b>WILL</b>	9	3d+0		
<b>HEALTH</b>	11	3d+2	<b>ARMOUR</b>	
<b>Walk</b>	3	<b>Run</b>	6	<b>Body</b>
<b>FATE</b>	1	0d+1	<b>Head</b>	1d+2
1	3	5	7	9
11	13		<b>Arms</b>	1d+1
<b>ENCUMBRANCE</b>			<b>Legs</b>	1d+1
-0d/15	-1d/30	-2d/60	-3d/120	
<b>HITS:</b>				
-1d/6	-2d/10	-3d/14	-4d/18	-5d/22
-6d/26				
<b>NOTES:</b>				
Pincer = Half Lethal. Bite = Lethal.				

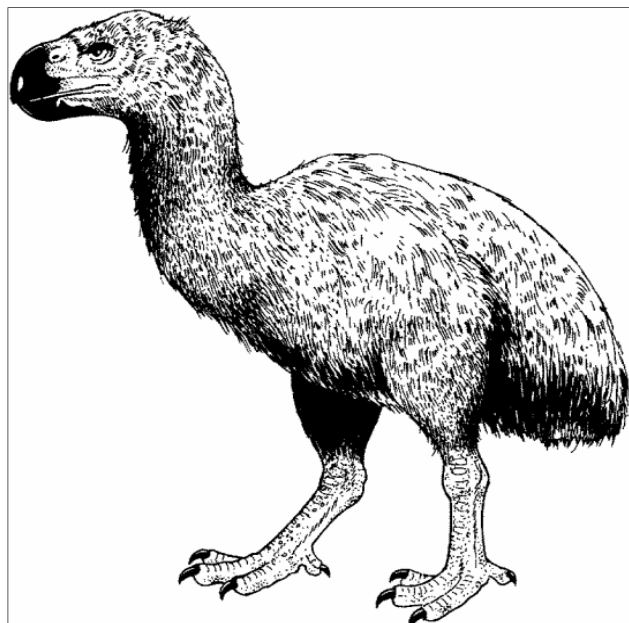
NYHMA-ZHU (MOA)				
<b>STRENGTH</b>	18	6d+0	Brawling	3d+0
<b>Bite</b>	5d+0	<b>Kick</b>	6d+0	Slow x1
<b>AGILITY</b>	6	2d+0		
<b>AWARENESS</b>	8	2d+2		
<b>WILL</b>	7	2d+1		
<b>HEALTH</b>	18	6d+0	<b>ARMOUR</b>	
<b>Walk</b>	5	<b>Run</b>	10	<b>Body</b>
<b>FATE</b>	1	0d+1	<b>Head</b>	
1	3	5	7	9
11	13		<b>Arms</b>	
<b>ENCUMBRANCE</b>			<b>Legs</b>	
-0d/100	-1d/200	-2d/400	-3d/800	
<b>HITS:</b>				
-1d/7	-2d/12	-3d/17	-4d/23	-5d/28
-6d/33				
<b>NOTES:</b>				
Bite = Lethal. Kick = Half Lethal.				

▼ **NYHMA-ZHU (Moa)** – A geneered recreation of the giant ostrich like bird probably hunted to extinction by the Maori in New Zealand.

They are around 6-9 feet at the shoulder and live in flocks of 30-90 adults. They are omnivorous (their protein normally comes from insects and small reptiles), however, on occasion they use their size and numbers to steal larger prey from other predators.

They are stupid, vicious and unpredictable – and more dangerous than they appear. Nervous and skittish they are as likely to be spooked into charging at danger as away from it!

Of course, finding oneself suddenly in the path of a stampeding flock of giant birds that mass around a ton apiece is *not* the safest situation!



▼ **PAHAALA TAZYU (Black Wave)** – The “Black Wave” are giant, dinner plate size, geneered cockroaches that display hive-like behavior. They build huge hive-mounds, just as termites do, and even the smallest of these will contain around 1000 BWs – while the largest may contain several thousand.

The hives themselves are *huge* – the size of an apartment block and two or three storeys high. They have only a few heavily guarded entrances above ground and are riddled with tunnels that are normally 3-5' in diameter connecting chambers that are often large enough to stand upright in.

However, the above ground segment is rather like the visible part of an iceberg – the majority of the hive spreads several dozen storeys below ground as well.

The main threat of the BWs is that they are social, like termites, but *aggressive* as well – *anything* entering their territory is potential food. BWs hunt food by swarming over it in a wave attack – scores for a small animal; hundreds for a large one.

Even more problematic is the fact that they seem to have a genetic disposition to seeing humanoids as a threat – as *something* about them seems to trigger a mass attack by a large percentage of the hive if they approach too close (within 1000 meters).

Worse, when a hive becomes too large, or the local food supplies are exhausted, the BWs swarm and travel in search of a new base of operations – and *anyone or anything* in their way is devoured if it doesn't (or can't) get out of the way!

BLACK WAVE (PAHALAA TAZYU)				
<b>STRENGTH</b>	3	1d+0	Brawling	4d+0
<b>Bite</b>	1d+0		Running x3	3d+0
<b>AGILITY</b>	12	4d+0	Swarm Atk	5d+0
<b>AWARENESS</b>	6	2d+0		
<b>WILL</b>	12	4d+0		
<b>HEALTH</b>	3	1d+0	<b>ARMOUR</b>	
<b>Walk</b>	4	<b>Run</b>	<b>Body</b>	0d+1
<b>FATE</b>	1	0d+1	<b>Head</b>	0d+1
<b>1</b>	<b>3</b>	<b>5</b>	<b>7</b>	<b>9</b>
<b>11</b>	<b>13</b>		<b>Arms</b>	0d+1
<b>ENCUMBRANCE</b>			<b>Legs</b>	0d+1
<b>-0d/3</b>	<b>-1d/6</b>	<b>-2d/12</b>	<b>-3d/24</b>	
<b>HITS:</b>				
<b>-1d/3</b>	<b>-2d/5</b>	<b>-3d/7</b>	<b>-4d/9</b>	<b>-5d/11</b>
<b>-6d/13</b>				
<b>NOTES:</b>	Bite = lethal damage.			
	Swarm Attack allows those BWs succeeding to attack <i>simultaneously</i> regardless of normal rolled sequencing (and may use <i>Swarm Attack</i> to roll Sequencing).			

SHA'PEYZ (FURRY THIEF)				
<b>STRENGTH</b>	5	1d+2	Brawling	3d+2
<b>Bite</b>	0d+2	<b>Claw</b>	1d+0	Melee Wpn
<b>AGILITY</b>	8	2d+2	Tactics	2d+2
<b>AWARENESS</b>	8	2d+2	Running x1	3d+0
<b>WILL</b>	7	2d+1	Stealth	4d+2
<b>HEALTH</b>	7	2d+1	<b>ARMOUR</b>	
<b>Walk</b>	3	<b>Run</b>	6	<b>Body</b>
<b>FATE</b>	3	1d+0	<b>Head</b>	-
<b>1</b>	<b>3</b>	<b>5</b>	<b>7</b>	<b>9</b>
<b>11</b>	<b>13</b>		<b>Arms</b>	-
<b>ENCUMBRANCE</b>			<b>Legs</b>	-
<b>-0d/80</b>	<b>-1d/160</b>	<b>-2d/320</b>	<b>-3d/640</b>	
<b>HITS:</b>				
<b>-1d/4</b>	<b>-2d/7</b>	<b>-3d/10</b>	<b>-4d/13</b>	<b>-5d/16</b>
<b>-6d/19</b>				
<b>NOTES:</b>	Bite = Lethal. Claw = Half Lethal.			
	Furry Thieves are typically armed with Spears (1d+2) or a Club (1d+1).			

▼ **SHA'PEYZ (Furry Thief)** – The *Sha'peyz* is a geneered chimpanzee – the main differences being in a larger, more human-like cranial capacity and an improved grasping thumb on their hands.

While not human-level *sapient*, they are *considerably* more intelligent than a 20<sup>th</sup> century chimp – even making their own crude fire-hardened and some stone tools.

They also have a very simple language of grunts and screeches, perhaps a hundred words in all.

They have not mastered the art of *firemaking*, but they do *use* fire, and attempt to keep one burning when they settle for any length of time.

Like here and now chimps, they are omnivorous – but their use of tools allows them to be more active and successful at hunting (primarily small rodents), so meat forms a larger portion of their diet.

Their pre-sapient levels of intelligence make them curious and prone to jackdaw-like theft of shiny gew-gaws from passers by (something simply shiny/ colourful – or something of real value, the *Sha'peyz* don't differentiate).

Fortunately, they don't carry many items when they move around in their nomadic lifestyle and ex-campsites (re-used seasonally over many generations) may have some interesting finds.

*Sha'peyz* live in extended family groups of 15-30 adults and perhaps twice that many young.

Adults mass 35-50 kilos.

# ARMAGEDDON

**SHA-LA MHO'A (Horned Death)** – The Sha-la Mho'a is a horselike creature with a single horn growing from its forehead, a tuft of hair (like a small goatee beard) hanging from just under its chin, and cloven, goatlike, hooves – which makes it a “Unicorn”, right?

Well, if it does, then it is *nothing* like the Unicorn of leg-end! There is a real reason why the local name is *Horned Death* and why they are justly feared – and, wherever possible, hunted down and exterminated.

They exhibit some horselike traits – they gather in herds, for example, and there is only one adult “stallion” in each such. But that is pretty much *it*.

The only difference between males and females is that males tend to be around 10% bigger, on average.

▼ **Diet** – Sha-la Mho'a are omnivorous – as one look at the very un-equine teeth they have will confirm.

In fact, they can eat pretty much *anything* organic – grass, bark, wood, meat, leather, bone. And they *will* eat anything organic.

They will happily eat rotten meat that no self-respecting scavenger would touch – skin, bones, and all; and they will literally eat wooden structures, after first smashing them, if they have the smell or look of “man” about them.

Their urine (which they use to mark their territory) is quite caustic and will kill all but the hardiest plants (mostly useless weeds) wherever they spray it ... and they habitually do just that on anything that smacks of a humanoid food crop.

Their excrement is equally vile, and acts as their urine does – but for the several years it takes to break down. And they typically foul any well, pond, or waterhole with both urine and faeces almost as if deliberately wanting to render it useless.

▼ **Behavioural Peculiarities** – They are, if such a word can be applied to an animal, *psychopathic* in their hatred of the humanoid races that exist here and now ... they will go out of their way to hunt them down, toying with them before killing them.

To make this even worse, they have a sense of smell at least an order of magnitude better than that of the most sensitive canine scent tracker – and they seem especially able to scent the presence of humanoids, even a single one, at a distance of several kilometers.

In documented cases they have shown themselves able to scent the presence of a *pregnant* or *menstruating* humanoid female at distances of up to 20 clicks.

And if they can scent you, they will almost certainly make an effort to hunt you down.

But they won't *just* hunt you down, they will do it in a way that will leave you exhausted ... and thinking you've managed to escape their clutches ... only to

spring on you in surprise just as you start to relax. They will try to separate and pick off individuals in a party – and then execute (“kill” doesn't seem quite right) them slowly and brutally within the sight, or hearing, of the others.

But woe betide anyone foolish enough to attempt a rescue – the vicious beasts will have a cunning ambush set up for just such an eventuality.

▼ **Physical Peculiarities** – The horns of the Sha-la Mho'a are actually a composite metallic-ceramic material – as are the core of their bones. This is tough enough to have some effect on light vehicle armour without damaging the horn.

Their bone structure is also anomalous – internally it is arranged to provide much more protection than a “standard” equine skeleton (hence the armour value they have).

*Horned Deaths* normally live in a herd of 10-50 adults. Adults mass ~1200-1500 kilos.



HORNED DEATH (SHA-LA MHO'A)					
STRENGTH		18	6d+0	Brawling	5d+0
Gore		6d+2	Trample	4d+2	Stalking
AGILITY		8	2d+2		
AWARENESS		11	3d+2		
WILL		15	5d+0		
HEALTH		12	4d+0	ARMOUR	
Walk		6	Run	12	Body
FATE		5	1d+2	Head	
1	3	5	7	9	11
ENCUMBRANCE				Arms	
				Legs	
-0d/100		-1d/200		-2d/400	
				-3d/800	
HITS:					
-1d/7		-2d/14		-3d/21	
				-4d/28	
				-5d/35	
				-6d/42	
NOTES:					
Gore = Lethal. Trample = Half Lethal.					

▼ **T'SA'VRI (Watchers)** – “Watchers” are replicant biocyborgs that seem to have been used as guards. Physically they are about the size of a Shetland Pony, but have dog-like bodies with two or three greyhound-like heads (both in form and size).

Their *vital* organs (including the brain) are protected behind large bony rib-plates in the chest – the heads, though they look real enough, are only mounts for food ingestion and sensory organs.

Small humanoids could ride on their backs, but a wild Watcher would never allow it, and tame ones will not tolerate it for more than a very short time.

The few that have been captured and trained in recently recorded history have been loyal guardians despite this quirk – they are reputed to have been particularly good with any children belonging to their masters.

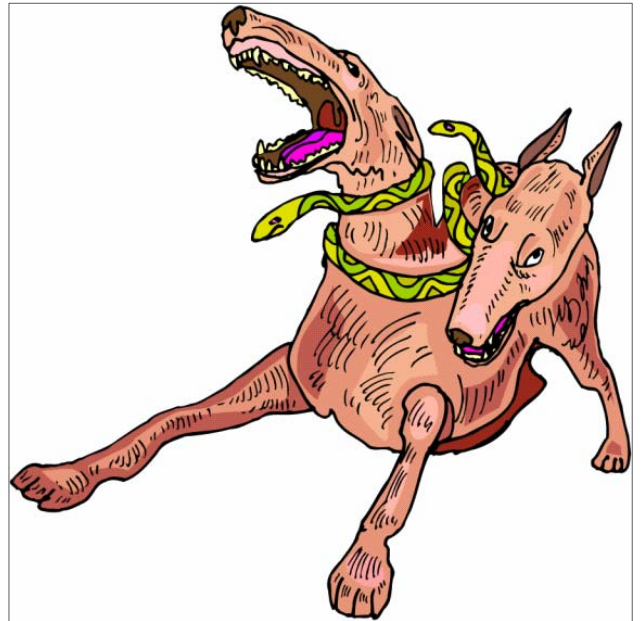
They are about as intelligent as a Chimpanzee, and can be taught to understand simple spoken or signed commands (any orders they may have been programmed with have long since died with their ancestors).

Even so, the current generation seems to prefer to hang around their ancient haunts – only if they are captured as pups and will they become free roaming.

Adults typically mass around 100-150 kilos.

T'SA'VRI (WATCHERS)									
<b>STRENGTH</b>	7	2d+1	Brawling	4d+2					
Bite	2d+1	Claw	1d+1	Running x2	3d+0				
<b>AGILITY</b>	8	2d+2	Stalking	4d+0					
<b>AWARENESS</b>	9	3d+0	Talk	1d+2					
<b>WILL</b>	9	3d+0							
<b>HEALTH</b>	8	2d+2	<b>ARMOUR</b>						
Walk	3	Run	6	<b>Body</b>	2d+0				
<b>FATE</b>	4	1d+1	<b>Head</b>	2d+2					
1	3	5	7	9	11	13	<b>Arms</b>	n/a	
<b>ENCUMBRANCE</b>							<b>Legs</b>	1d+2	
-0d/8							-1d/15		
-2d/30							-3d/60		
<b>HITS:</b>									
-1d/6		-2d/11		-3d/16		-4d/21		-5d/26	-6d/31
<b>NOTES:</b>									
Bite = Lethal. Claw = Half Lethal.									
Watchers can understand the local language if brought up with a local family – at 2d+2. If they are “wild”, then they can understand Common on a 1d+2.									
Despite the difficulty of forming human words with their vocal apparatus they can speak, after a fashion. They skill is 1d+2 if brought up with a local family or 0d+2 if “wild.”									

ARMAGEDDON



▼ **TSEYRA M'RYISH (Black Fur)** – Black Furs seem to be generated for production of mink-quality fur – but on creatures the size of a Grizzly Bear and, presumably, with a more manageable disposition.

Evidently the docility proved genetically unstable, so they have long had the disposition of a rabid Weasel! Or perhaps their designers were simply not as smart as they thought – or, equally possibly, maybe they were and the fur is merely a byproduct of the creation of a superior natural predator.

They do have beautiful fur, and a great deal of it, but few trappers are crazy enough to go after them! Of course, if you do happen to kill one, and haven't completely hacked the fur to bits it's worth a great deal!

They also have an exceptionally strong set of jaw and foreleg muscles, which have a nasty tendency to lock in place for hours after the beast is actually killed (only the onset and passing of *rigor mortis* will loosen the muscles, a process that starts at the head and works downward initially, then works its way in reverse – so the jaws will loosen in 16-24 hours).

They are cunning and vicious carnivores noted for their tenacity in taking down their chosen prey – they have been known to track a man (or party) for days, taking a straggler here and there, before being driven off, killed, or before the party reaches safety.

They possess a speedy sinuosity that makes them extremely dangerous – and their preferred mode of attack is a headlong charge from surprise bowling over and eviscerating their chosen target with a swipe from their razor sharp foreclaws.

Their preferred habitat is wooded country of all sorts – just like their ancestral stock.

Adults mass ~500-1000 kilos

# ARMAGEDDON

TSEYRA M'RYISH (BLACK FUR)					
STRENGTH		12	4d+0	Brawling	4d+0
Bite	5d+2	Swipe		6d+2	Running x3
AGILITY		9	3d+0		
AWARENESS		8	2d+2		
WILL		12	4d+0		
HEALTH		10	3d+1	ARMOUR	
Walk	6	Run	12	Body	0d+1
FATE		6	2d+0	Head	0d+2
1	3	5	7	9	11
					13
ENCUMBRANCE				Arms	-
				Legs	0d+2
		-0d/25	-1d/50	-2d/100	-3d/200
HITS:					
		-1d/5	-2d/9	-3d/13	-4d/17
					-5d/21
					-6d/25
NOTES:					
Bite = Lethal. Swipe = Half Lethal.					
If a <b>Swipe</b> connects, it may become a <b>Hug</b> – roll again immediately. Success indicates that the next "attack" is at +1d and damage is +1d as well.					
<b>Walk/Run</b> are 4/8 when on all fours (Running x1)					

▼ **VESH'AVVA (Messenger Bird)** – Messenger Birds are relatively uncommon medium sized avians about the size of a peregrine falcon with a raptor-like cast of features and a unique blue-green-brown coat of feathers that makes them difficult to spot both when in flight and on the ground.

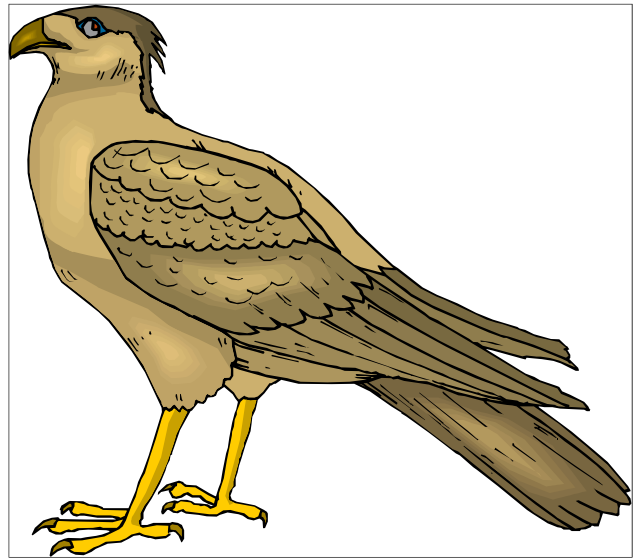
Commonly found in mated pairs, they still form flocks of a sort – several mated pairs and their offspring up to 30-40 individuals.

They are quite friendly to the known human(oid) races and will happily fly down to small groups or individuals to 'play', beg for food, or simply accompany them. They are quite intelligent and have been known to "warn" human(oid) groups of the presence of 'danger' – usually animals stalking them or some natural threat.

If properly treated, they happily extend such an ad hoc association into a permanent one – as long as they are fed, allowed to range freely from a suitable nesting place, and properly cared for by their human associates. Some families of Vesh'avva have happily co-existed with human society for several centuries under such conditions.

Their intelligence extends to an ability to understand some simple commands – and they can easily be trained to carry messages (in pouches strapped to one of their legs) between specific locations if they have been to both.

They can also be trained to act as scouts for a party – and can recognise differences between humanoid groups that allow their effective use in warfare. They instinctively hate the abominations of the Shadow Empire.



VESH'AVVA (MESSENGER BIRD)					
STRENGTH		5	1d+2	Brawling	4d+0
Beak	1d+2	Claw		0d+2	Flying x7
AGILITY		9	3d+0	Talk	2d+1
AWARENESS		13	4d+1	Recite	2d+1
WILL		7	2d+1		
HEALTH		5	1d+2	ARMOUR	
Walk	8	Run	16	Body	-
FATE				Head	-
1	3	5	7	9	11
					13
ENCUMBRANCE				Arms	-
				Legs	-
		-0d/2	-1d/4	-2d/8	-3d/16
HITS:					
		-1d/3	-2d/5	-3d/7	-4d/9
					-5d/11
					-6d/13
NOTES:					
Beak = Lethal. Claw = Half Lethal.					

▼ **YAH'LAA (Silent Assassin)** – These are extremely rare – only a handful have been encountered in the entire history of the Confederacy. All recorded encounters have been associated with "places of mystery" – usually newly discovered ones.

Except for the fact that there are living survivors of the two most recent encounters with them, it would be thought that the "old tales" of these 'Silent Assassins' were just that – old tales.

Such reports as have survived indicate that they are in-variably traced back to a large, humanoid

sized, black-green chitin-covered (but otherwise plant-like) "pods" they are evidently spawned from (or germinated in?).

▼ **Appearance** – Physically, they look like a humanoid poorly sculpted from a very large bowl of porridge if they are encountered in their "natural" form.

They have two arms, two legs, a torso and head, but all look lumpy and unformed and the lumps that either form part of or are beneath the 'skin' have a disturbing tendency to move around as if something alive was crawling under the Yah'laa's dermis.

▼ **Genomorphic Ability** – Yah'laa are able to ingest material containing the genetic code of another creature and take on that form within a half an hour or so (no confirmed reports of this ability in action exist – all information is extrapolated from their displayed ability to "shapechange").

The Yah'laa ability is much more subtle than that of the legendary "Doppelgangers" of old terran legend – they do not need to kill/eat/drink the blood of their desired target (though they can, simply because the flesh and blood contains the necessary DNA for their ability to work); they are able to perform the transformation by using anything that contains the target's DNA.

It is thought that the size of the DNA sample may have a bearing on the length of time for the external changes to manifest in a finalised form (internal changes evidently continue for hours after the external ones are complete).

There is some slight evidence to suggest that ingesting large amounts of flesh/blood allows a change in the minimum extrapolated time, while using bloody bandages (for example) would mean a change that would take 2-3 times as long.

The resultant genomorph is, *externally*, physically identical to the basic DNA pattern of the chosen subject – but, obviously, they will not have scars or lost limbs/eyes or other gross physical damage the subject may have been subject to (and, in at least one legendary encounter, this enabled the fortunate citizens to detect the presence of the Yah'laa almost instantly – though their party took almost 75% casualties even so!).

The Yah'laa are hatched/birthing with enough body mass to transmorph into a human(oid) up 100 kilos in mass; if they need to transform into a smaller humanoid, they simply shed the extra mass in the form of gooey green-ish-yellow blobs.

If they need to transform into something larger, they are able to ingest any organic material and quickly assimilate it – though this would extend the time required for the change to be completed.

▼ **Innate Intelligence and Abilities** – The Yah'laa are intelligent, in a limited sort of way. And the intelligence level they display is very much a human level one – in an equally limited sort of way.

Too little is known about them to be able to determine whether the skills and abilities that they have

## ARMAGEDDON

also displayed are somehow absorbed from their chosen targets (where they have consumed them) or whether they are somehow innate.

Certainly, where the Yah'laa has had a chance to assimilate the brain of its target, it has displayed knowledge and memories of that target – assuming that the ancient legends are always correct and are not the case of paranoia induced misidentification of an other-wise normal humanoid who simply had the bad luck to be in the wrong place at the wrong time!

▼ **Behaviour and Tactics** – Yah'laa encountered to date seem to have been tasked to protect the facilities where they were found – or, at the very least, to spread death and disruption to any group unfortunate enough to have awoken them.

They will use stealth as much as possible – attempting to sow paranoia and dissension into the ranks of their targets. If they are revealed, they cannot be negotiated with – any 'agreement' they make is a worthless ruse to gain extra opportunity to slaughter their enemies.

SILENT ASSASSIN (YAH'LA)					
<b>STRENGTH</b>	9	3d+0	Brawling	4d+0	
<b>Punch</b>	2d+0	<b>Kick</b>	3d+0	Melee Wpn	5d+0
<b>AGILITY</b>	9	3d+0	Missile Wpn	4d+0	
<b>AWARENESS</b>	11	3d+2	Stealth	6d+2	
<b>WILL</b>	9	3d+0	Tactics	5d+2	
<b>HEALTH</b>	9	3d+0	<b>ARMOUR</b>		
<b>Walk</b>	3	<b>Run</b>	6	<b>Body</b>	–
<b>FATE</b>	9	3d+0	<b>Head</b>	–	
1	3	5	7	9	11
<b>ENCUMBRANCE</b>			<b>Arms</b>	–	
-0d/12	-1d/25	-2d/50	-3d/100	<b>Legs</b>	–
<b>HITS:</b>					
-1d/8	-2d/15	-3d/22	-4d/29	-5d/36	-6d/43
<b>NOTES:</b>					
Punch & Kick = Half Lethal.					
Normally uses whatever Melee or Missile Weapons are available.					
Has all skills of the subject "copied", but at -1d to levels (if this would reduce dice to 0d, the skill stands at 0d+1 when added to the governing Attribute.					



# ARMAGEDDON

## ▼ CREATURES

▼ **KHY'E AN'TRO (Forest Men)** Forest Men were so rarely encountered – or were, until recently – that humans of the *Confederacy of Equals* believed that they were only legends (the Brotherhood of the Forest knew better, but weren't talking).

Since the Awakening of the Dark Death, however, and especially since the advance of Shadow Empire forces into Eurasian, there have been numerous encounters.

Even so, little is known of them for sure and certain – and the following information is a composite from those reports thought most reliable.

Physically, Forest Men are taller than average – typically 6' to 6'6" tall, and are basically humanoid (two arms, two legs, five digits on each).

There are, however, striking differences – they are normally beardless and yet the hair on their heads is a mixture of dark and light green streaks.

Their skin is similarly covered with green, dark green, and brown stripes and patches on their hands, face, and arms at least – as they have normally been encountered wearing clothes in a similar pattern of camouflage.

Their eyes are more catlike than human, with a vertical slit and highly reflective in the dark (if a light strikes them in just the right way).

Some Forest Men have been encountered near known places of mystery – and in many other cases such places have been discovered nearby later, but it is not certain whether they are actually guardians of such places.

When they are encountered these days it is normally to warn travellers of the presence of forces allied with the Shadow Empire – or to assist in escaping such forces. In older legends they often helped travellers avoid dangerous animals or bandits.

They wield normal human weapons and often wear armour under their camouflage.

▼ **Forest Men Characters:** These are standard humanoids, so use the **Extras** from Chapter #7.

*Forest Men* are at least the equivalent of *Hearthguard* (#7.29) or *Local Special Forces* (#7.32), the main difference being an inherent +1d in AWR and a *Forte* in AWR: *Night Vision* plus +1 to the progression between all levels of *Hits*.

▼ **O'A TZRA'I (Flat Faces)** – Flat Faces are self-replicating android constructs of generally low intelligence (they were probably designed as heavy duty labourers for medium hazard areas).

They are (on average) one and a half to two times the height of a man and evidently have augmented skeletal and bone structure to make this possible.

They have heavy eyebrow ridges, a very flat nose, and a large jaw – and have (males and females both) coarse black hair all over their arms and backs.

They are normally solitary creatures, at most living in small family groups of 3-5, and are rather shy towards humans and most of the other intelligent races.

Some are extremely territorial unless handled with great care – and can be subject to extremely violent and uncontrollable rages.

Most are just incredibly shy (though, if they have had long contact with other beings – a rare, but not unheard of occurrence – they can be good friends and loyal companions).

Paradoxically, despite this innate shyness, they have always had good relations with the Dwellers Below and are often employed as auxiliary gatekeepers to some of their citadels – especially the newer, above ground, trade citadels.

Their favourite weapon is a large club – often made from the best part of a whole tree trunk and lovingly shaped (and, if at all possible, bound with metal).

**Weight:** 250-375 kg.

▼ **Flat Face Characters:** These are more or less standard humanoids, so use the **Extras** from Chapter #7.

*Flat Faces* are most commonly the equivalent of *Reserve Militia* (#7.23) or *Levied Militia* (#7.25), the main difference being that they have an inherent +2d to STR, -0d+1 to AGL, and -1d+1 to AWR and WIL as well as +2 to the progression between all levels of *Hits*.

▼ **TZ'AA SHAYO (Great Dragons)** – Great Dragons are enormous reptilian flying creatures resembling a cross between a classical medieval “dragon” and a prehistoric pterodactyl.

They are unique amongst (Terran) vertebrates in that they are hexapods – having six limbs (two wings, two forearms/legs and two hind legs) – and are almost certainly geneered.

They mate for life and normally live in mated pairs with, perhaps, a single dragon “kit” not yet old enough to leave home (they reach maturity at around 20 years).

A mated pair of Dragons generally requires a hunting range of 120-150 km radius if they are full time hunters.

When associating with humans, however, they are happy to live in larger groups, though they still form mated pairs.

Under such circumstances they prefer processed foods and are quite omnivorous – their favourite delicacies are any sort of heavily spiced meat, sugary sweets, and brewed or distilled beverages.

▼ **Longevity** – Great Dragons evidently live a long time – a thousand years or more, or so the records of the Silent Ones show. Whether they are immortal, however, is not known.

▼ **Flying Ability** – Great Dragons are powerful flyers, and are capable of covering great distances under “powered” flight.

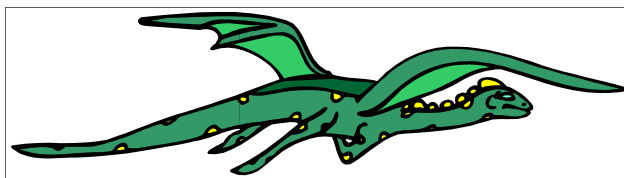
Their food requirements are not as high as would be expected – and it is strongly suspected that a substantial part of their flying ability is an innate “magic” ability.

▼ **Food Requirements** – They must eat 10% of their body weight of food per per day as a basic maintenance diet. Each hour of soaring flight boosts this by 1%, and each hour of powered flight boosts it by 2%. If carrying more than half their maximum carrying capacity, add 1% per hour of flight.

For example, a Great Dragon on a combat mission, carrying a rider and a full load of munitions, and using mainly powered flight would require a basic maintenance diet of 10% of body weight per day plus 3% extra per hour of flight.

A typical 3 hour mission would mean a 500 kilo Dragon would need 95 kilos of “standard” food to sustain it that day (or, alternatively, about 31 kilos of Deluxe Dried Rations or 19 kilos of Traveller’s Sweetbread and Honey Cakes).

Consuming special high energy foods can substantially reduce these requirements (local high energy foods are count as 2-5 times their basic weight)



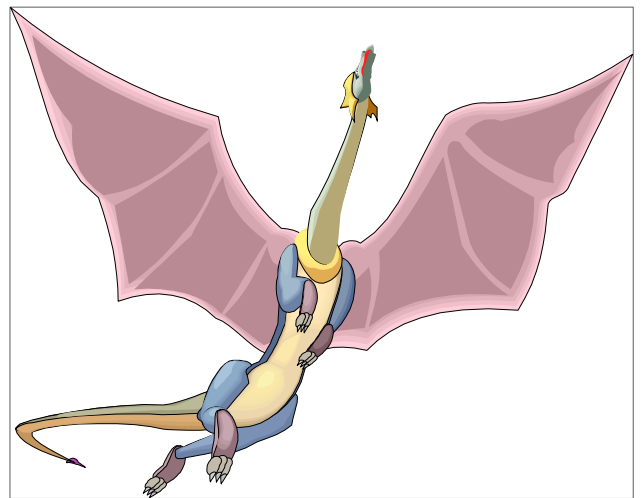
## ARMAGEDDON

▼ **Carrying Capacity** – Great Dragons are able to carry 25% of their body weight while flying, and can be fitted out with a special saddle for a rider.

▼ **Dragon Cavalry** – The “Dragon Cavalry” of the Silent Ones was thought to be only a legend as few as twenty years ago, but is now known to be a (rare) reality.

The Dragons that constitute this elite force are long associated with the Silent Ones, and there are often several generations of the one bloodline serving – in different elements, to guard against catastrophic losses within the one “family.”

The Dragons involved gain payments for their service in the form of cash and kind. They use the cash for purchase of “enhancements” – such as purpose built armour, weapons, and decorations; special



foods (especially spices) and, in some dragon families, even purchasing herds of meat animals for their own use, raised for them by hirelings.

Some Dragon lineages have been “allies” of the Silent Ones for all of their recorded history, and have built up substantial holdings in the form of land, crops, and flocks (all worked by hirelings) to maintain themselves ... and have a long tradition of military service with the Cavalry.

Rations provided include standard maintenance rations plus any extra amount needed to sustain them in special operations.

A great deal of special equipment has been designed over a long period of time for the special use of the Dragons and their riders – to ensure light weight with as little loss of functionality as possible.

▼ **Operational Use** – The Dragon Cavalry has been, over the centuries, mainly used for scouting and for the defence of the main Silent One settlements deep in the northern forests – but they have seen combat use, mainly against some of the dangerous wild animals and bioconstructs that still exist even today – as well as against some that no longer exist in the known parts of eurasia.

Typical use is as scouts in support of a main force

## ARMAGEDDON



ground unit, but they have the training and equipment to be used in a ground support role – using missile weapons and some incendiary devices in such a role. In rare instances they have even fought on the ground with some distinction.

▼ **Language Ability** – They have a long and special relationship with the *Silent Ones* since before recorded history and, though they cannot form human-language sounds, they are able to understand Sky Talk and Sign in Combat Talk.

They have a complex language of their own, much of it at levels above or below normal “human” hearing range, making it impossible for other sentients to understand more than a few words or phrases.

The standard means of communication between the two species is sign language (based loosely on that used in Combat Talk) – there are over 3000 words or concepts that can be expressed (almost all Great Dragons even those not closely associated with humans).

Some of the very oldest Great Dragons talk of the “time before time” when their “elders” were able to talk *directly* to other sentients using “hvaa’que” – a term that they themselves only know through the legends (presumably a Voder).

Great Dragons are perfectly able to read and write the local languages and this forms a secondary, if more comprehensive and inclusive, method of communication.

▼ **Missile Weapons** – Great Dragons just love to drop things (especially things that are squishy, or that go squishy when something sufficiently large is dropped on them).

Their preferred attacks therefore involve either dropping things on their enemies, or picking the

enemies up and dropping them!

▼ **Enhanced Eyesight** – All Great Dragons have +8 Accuracy with all Ranged Weapons because of inherently enhanced eyesight.

▼ **Forelimb Claws** – The forelimb claws of a Great Dragon are “grown” from a naturally secreted crystalline material with optical characteristics very similar to ruby, and are prized by collectors.

▼ **Flame Bolts (Males)** – Males can project bolts of flame from their crystalline claws when they are clasped together and their forelimbs extended.

▼ **Electric Blasts (Females)** – Female Dragons can project bolts of electricity from their crystalline claws when they are clasped together and their forelimbs extended.

▼ **Armour** – Great Dragons have innate armour in the form of thick scales over most of their body – the Dragon Cavalry, however, normally wear additional armour.

**Helm:** Covers the head, but allows unrestricted vision and hearing. These are normally of Aluminium Bronze. **Mass:** 7 ½ to 10 kg. **Armour:** 1d+2.

**Breastplate:** Covers the belly and chest, and is normally of woven bioplast. **Mass:** 10 to 15 kg. **Armour:** 2d+0.

▼ **Riding Saddle** – The standard riding saddle is a lightweight bioplast and leather device affixed to ring bolts attached to the dragon’s scales. **Mass:** 5 kg.

**Weight:** Adult Great Dragons mass 500-750 kg.



Tz'AA SHAYO (GREAT DRAGONS)				
<b>STRENGTH</b>	18	6d+0	Brawling	5d+0
<b>Bite</b> 5d+2	<b>Claw</b> 4d+2		Flying x25	3d+0
<b>AGILITY</b>	9	3d+0	Missile Wpn	6d+2
<b>AWARENESS</b>	14	4d+2	Tactics	5d+2
<b>WILL</b>	9	3d+0		
<b>HEALTH</b>	15	5d+0	<b>ARMOUR</b>	
<b>Walk</b> 5(30)	<b>Run</b> 10(60)		<b>Body</b>	2d+2
<b>FATE</b>	12	4d+0	<b>Head</b>	2d+1
1 3 5 7 9 11 13			<b>Arms</b>	1d+2
<b>ENCUMBRANCE</b>			<b>Legs</b>	2d+0
-0d/100	-1d/200	-2d/400	-3d/800	
<b>HITS:</b>				
-1d/11	-2d/21	-3d/31	-4d/41	-5d/51 -6d/61
<b>POWER POOL (PENALTY APPLIES ONLY TO POWER USE):</b>				
-1/51	-2/101	-3/151	-4/201	-5/251 300 max
<b>NOTES:</b>				
Bite = Lethal. Claw = Half Lethal.				
Bracketed Walk and Run values are for <i>Flight</i> movement.				
Maximum Encumbrance when <i>flying</i> is 200 kilos.				
Great Dragons have a <i>Power Pool</i> from which their special abilities ( <i>Flight</i> , <i>Shield</i> , <i>Fire Blast</i> and <i>Electro Blast</i> ) are powered. The pool regenerates as <i>fatigue</i> damage +1d for each 5% of body weight of food the recovering dragon consumes per recovery period (+2d, or half the mass, if <i>high energy</i> food).				
<b>Flight</b> costs 1d points per hour at Walk speed or less and 2d points per hour at Run speed. Carrying things increases this -- the Encumbrance die applicable (-2d maximum) is applied as an extra cost.				
<b>Shield</b> costs one point per point of damage absorbed (lethal, half lethal, or stun).				
<b>Fire Blast</b> and <b>Electro Blast</b> costs are detailed below.				
<b>FIRE BLAST</b>				
<b>Accuracy:</b> 8. <b>Damage:</b> 6d+1 (point target) or 3d+1 (explosion). <b>Rate of Fire:</b> 1/SS. <b>Energy Cost:</b> 1d (point target) or 2d (explosion) base cost. +1d per range band beyond that at which Accuracy= 0 for <i>lethal damage</i> attacks or 1 <i>point</i> per range band for <i>half lethal</i> attacks. <b>Special Effects:</b> This is an actual bolt of laser-like fire that can easily set things alight at the target end.				
<b>ELECTRO BLAST</b>				
<b>Accuracy:</b> 8. <b>Damage:</b> 6d+1 (point target) or 3d+1 (explosion). <b>Rate of Fire:</b> 1/SS. <b>Energy Cost:</b> 1d (point target) or 2d (explosion) base cost. +1d per range band beyond that at which Accuracy= 0 for <i>lethal damage</i> attacks or 1 <i>point</i> per range band for <i>half lethal</i> attacks. <b>Special Effects:</b> This is an actual bolt of electricity -- and can affect electrical circuitry (or unsuspecting characters) connected to the target end.				

## ARMAGEDDON

▼ **YAG'L'AA NYA'AA (Great Eagles)** – Great Eagles are the same general shape as “real” eagles, but are about three times the size of a Condor and have enlarged brainpans.

Great Eagles live mainly on high, inaccessible, crags and are normally solitary – only a mated pair (and they mate for life), plus chicks, live in a given 40 kilometer diameter area.

They are not unfriendly to man – and have been known to save lives by giving warning of ambush by other races or animals, and even to guide lost humans to safety (rather like the reputation Dolphins have).

A very few regularly associate with humans, and have learnt enough human language to be able to communicate (by signs on their part – though they have a language of their own and can communicate with each other quite easily).

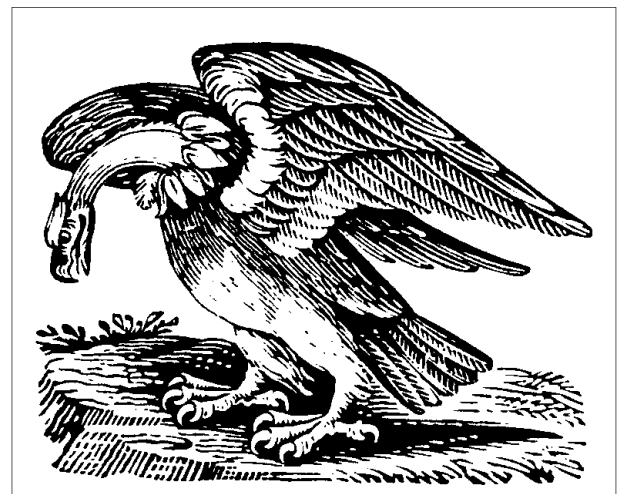
They can carry messages, act as sentinels, or provide protection from dangerous carnivores and the like. In return they often demand special foods (they particularly loved bacon and salted anchovies) and “pretty-shinies” – trinkets (especially shiny ones that they can wear around their necks or rings that they can affix to their talons).

They are particularly fascinated by mirrors – they love preening themselves in front of mirrors, and will spend hours admiring themselves!

They may, if raised from chicks, be trained in much the same way as Falcons – but are far more intelligent and more versatile as a result. They must also be treated more like members of the family than animals, and will eventually want to mate.

▼ **Intelligence** – Great Eagles have a level of sentience that is still under some debate – they can talk, and can learn, as well as a 6 or 7 year old human child but they are not capable of any great degree of abstract thought and are very ‘flighty’ in their behaviour (as noted above, for example, regarding their liking of mirrors and “shiny-pretties”).

▼ **Longevity** – Great Eagles are known to live for at least as long (perhaps longer) than humans, and



## ARMAGEDDON

mature at about the same rate as far as reproduction is concerned, though 75% of growth occurs in the first twelve months of life.

▼ **Flying Ability** – Great Eagles are mostly soarers, using wind currents to stay aloft with only occasional powered flight.

▼ **Food Requirements** – They must eat 20% of their body weight of food per day as a basic maintenance diet. Each hour of soaring flight boosts this by 1½%, and each hour of powered flight boosts it by 3%. If carrying more than half their maximum capacity, add 1½% per hour of flight.

▼ **Carrying Capacity** – Great Eagles are able to carry 25% of their body weight while flying. This capacity is normally confined to personal weapons or a small courier bag with letters or other small items. They are not large or strong enough to be able to carry riders.

▼ **Eagle Scouts** – Eagles were used widely by the inner forces of the Brotherhood of the Forest (the Silent Ones) in a scouting and tactical communications role, with most regular units down to company strength having at least one or two attached on a permanent basis.

Most of the larger settlements also encouraged the residence of families of Great Eagles as part of a widespread communications network partly underwritten by the Brotherhood in the form of taxation remittances.

In wartime, many of the Eagles belonging to these families would be “called up” for service with Militia units providing the same tactical support as do their regular military cousins.

Great Eagles, either in military or civilian service, are paid in the form of a maintenance allowance for food, and a provision for receipt of luxury foods in case of actual combat or communications related missions they are required to perform.

A small extra cash payment is also provided, but at a lesser rate than for regular troops or even for dragons, as the Eagles are not regarded as fully sentient.

They use this money mainly for the purchase of “shiny-pretties”, but through the offices of their human handlers – who ensure that they are not being cheated.

▼ **Operational Use** – As noted, Great Eagles have mainly been used as tactical scouts and message carriers rather than in the line of battle.

Though they are fully able to defend themselves, with their natural weapons as well as with man-made ones, they are not thought (generally) to be reliable enough to follow complex orders – such as would normally be required in offensive battle actions.

▼ **Missile Weapons** – Great Eagles are just like Great Dragons, and just love to drop heavy weights – or cast Spears, Javelins or similar missile weapons (often

carrying several in one foot, transferred one at a time to the other for throwing!).

Their feet, while versatile enough to allow them to use these weapons are not capable of allowing them to use Bows or Crossbows (or similar weapons such as normal guns).

Those that regularly associate with the Silent Ones are often equipped with specialised clipped holders that allow several war darts to be attached to each leg for close in work as well.

▼ **Message Capacity** – Despite their limited intellect, Great Eagles have what amounts to a photographic memory – they can repeat, verbatim (even to a reasonable approximation of the intonation of the speaker) lengthy and complex messages.

They do not necessarily understand the messages they repeat – but their memory seems to work perfectly in the repetition.

The only limitation in message length that can be memorised is the attention span of the Eagle – so, unless messages are broken up into smaller segments, a maximum of 1d minutes worth of speech can be memorised at a time by a Great Eagle.

A Great Eagle does not even have to understand the language it is memorising a message in – as long as the person asking it to perform that task is able to communicate with it initially.

▼ **Eagle Dwellings** – Relatively clumsy and awkward on the ground, Great Eagles prefer to remain outdoors (or, at the very least, in tall-ceilinged halls or rooms, or on verandahs or porches open at the side) and generally do not venture indoors into human or silent one dwellings.

Those that live amongst humans normally have specially constructed roosts that are wide open on at least one (and often two) sides.

During winter these are partially closed off with leather, fur, or heavy cloth drapes to allow their human attendants some degree of comfort – as, with their feathers acting as insulation, Great Eagles are rarely affected by the cold.

**Weight:** 100-150 kg.



YAG'L'AA NYA'AA (GREAT EAGLE)				
<b>STRENGTH</b>	8	2d+2	Brawling	4d+0
Rip	2d+2	Tear	1d+2	Flying x28
<b>AGILITY</b>	9	3d+0	Message	5d+0
<b>AWARENESS</b>	9	3d+0	Missile Wpn	5d+2
<b>WILL</b>	7	2d+1		
<b>HEALTH</b>	6	2d+0	<b>ARMOUR</b>	
Walk	2 (30)	Run	4 (60)	<b>Body</b>
<b>FATE</b>				<b>Head</b>
1	3	5	7	9
11	13			
<b>ENCUMBRANCE</b>				<b>Arms</b>
-0d/10	-1d/20	-2d/40	-3d/80	<b>Legs</b>
<b>HITS:</b>				
-1d/4	-2d/7	-3d/10	-4d/13	-5d/16
-6d/19				
<b>NOTES:</b>				
Rip = Lethal. Tear = Half Lethal				
May not fly with more than 20 kilos (-2d encumbrance).				
Accuracy 8 for all Missile Attacks.				

▼ **YIKWA TSAAPA AN'TRO (Horse-Men)** – Horse-men have the upper body of a human (male or female, by sex) combined with the trunk and four legs of a horse with the combination of intelligence and strength that this should give.

There are two distinct species – Woods (living in small bands in forested, wooded, or otherwise uninhabited and generally rough terrain) and Plains (living in larger Clans and Tribes on the rolling steppes of eastern Europe and Central Asia).

▼ **Woods Centaurs** – Woods dwellers are the smaller of the two, with a pony sized equine and standard human sized portions.

They tend to live in small extended family groupings of 3-10, but gather together regularly in small Clans of 50-100.

There are rare gatherings of larger groups – normally once a year in springtime, when they gather together to feast, compete, and look for potential mates.

Though generally peaceful they are rather shy of humans and most of the other sentient races.

However, they are friendly with, if not actively allied to, the Silent Ones and, through them, the Confederacy of Equals.

The favourite weapons of the Woods Centaurs are Slings (with Lead bullets) and Javelins for long range missile fire and Spears for melee, backed up with swords in an emergency.

They normally wear some form of Bioplast armour on their human Torso and head, as well as barding

## ARMAGEDDON

for their equine parts.

▼ **Plains Centaurs** – Plains dwellers are the larger species, having larger than human "human" parts and full sized horse bodies.

They are also more gregarious – living in Clan groups (of 100-250) which form part of a Tribe of 10-20 Clans (and sometimes a number of Tribes band together in a Tribal Confederacy).

They get along well with those human plains nomads who are prepared to treat them fairly – warring ferociously with those who do not.

Many, in fact, owe allegiance to the Empire of Skulls – though in a very loose sense, and are still mostly friendly with the Confederacy and the Silent Ones.

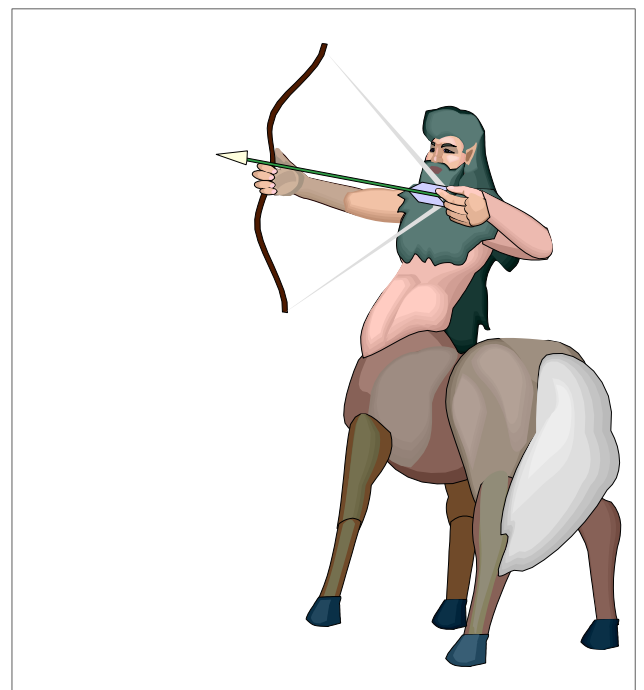
▼ **Wine, Beer and Kumis** – The one shortcoming that both species suffer from is a susceptibility to wine (specifically to wine – they drink Kumis and Beer with no ill-effect).

If they over-indulge, they can go semi-berserk at the slightest perceived "insult" and will attack their tormentor in a blind and uncontrollable rage until they (or the target of their attack) are either unconscious or dead.

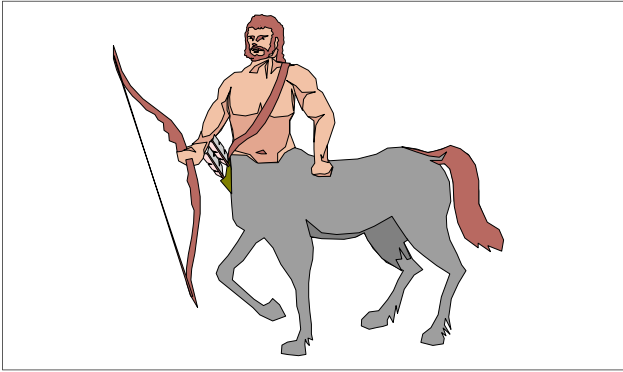
The favourite weapons of the Plains Centaurs are the Bow for long range missile fire, War Darts for short range work, and the Lance for the charge.

Once in combat, they prefer to use the Lance in a two hand thrusting mode, but always carry a sword and dagger.

They prefer to wear metal armour if available, as it often is through alliances and trade with human nomad tribes – but will always have at least bioplast armour for their human head and torso and equine body.



# ARMAGEDDON



YIKWA TSAAPA AN'TRO (HORSE-MEN)					
<b>STRENGTH</b>	15	5d+0	Running x2	3d+0	
Trample		5d+0			
<b>AGILITY</b>	6	2d+0			
<b>AWARENESS</b>	-	-			
<b>WILL</b>	-	-			
<b>HEALTH</b>	8	2d+2	<b>ARMOUR</b>		
Walk		6	Run		12
<b>FATE</b>	--	--	<b>Body</b>	-	
1	3	5	7	9	11 13
<b>ENCUMBRANCE</b>			<b>Head</b>	-	
-0d/50		-1d/100	-2d/200	-3d/400	
<b>HITS:</b>					
-1d/7		-2d/13		-3d/19	
		-4d/25		-5d/31	
				-6d/37	
<b>NOTES:</b>					
Trample = Half Lethal.					
Centaur use the above default stats <i>plus</i> stats not listed for Extras from the Encounters chapter. Most Horse-Men are the equivalent of Reserve Militia (#7.23) with some equalling Levied Militia (#7.25) with the appropriate modifications to the listed skills.					

▼ **Combat** – All Centaurs are reasonable fighters and will not hesitate to attack any intruders in their domains who seem to be of ill intent.

Neither species like to carry others on their backs, except on their own terms.

But a man-Horse-man combination is a fearsome killing team in battle, and some Tribes allow their human allies to mount them and ride into battle together (though the humans are expected to ride their own mounts to the actual site).

Females are treated with almost complete equality in Centaur society, as far as biology allows, and many younger females are fully fledged warriors.

The older females are a reserve force that is always on the spot to protect the Clan or Tribe's camp regardless of where the warriors might be.

## ▼ MECHANICALS

**G'YO'YA-YA (Screamers)** – Screamers are Police or Security humanoid robots or androids and able to operate and use all equipment designed for normal human use (and vice versa).

Physically, they are constructed of an overlapping (scale effect) greenish or bluish kevlar style armour over an often (but not always) femiform chassis with a specially armoured combat sensor suite in the head with humanoid features.

▼ **Programming/Operational Use** – They will not normally attack to kill (unlike Bronze Men), and will use only paralysis darts until attacked; they also give a verbal warning to “Leave this Secured Area” or something similar (in a recognisable 20th century language), accompanied with a request for ID or a password that would allow access or passage.

They may have additional armament – assorted missile and melee weapons of varying eras, though these will be only used as a last resort in most cases.

However, they have self-preservation programming and will attack if attacked – and if attacked with deadly force they will return fire with the same if they are armed with such weapons.

They are normally found deployed as perimeter or point security in or near “Places of Mystery” and almost never elsewhere.

On a few rare occasions that may be mythical they have been encountered elsewhere on “missions” that have been indecipherable to those locals who have encountered them (as they do not speak any local languages).

▼ **Intelligence** – It is not certain how sophisticated the AI programming of Screamers may be – they seem both sophisticated and limited simultaneously.

They are capable of truly human levels of sophistication in responding to threats – but seem to have built in constraints in some key areas.

A common constraint encountered in Screamers is a limited area of responsibility – anything entering their patrol area is challenged and, if necessary, attacked/removed, but if the threat steps outside their patrol area, the Screamers stand down *unless* they are still being attacked by the person/thing.

Some legends suggest that they can communicate on a basic sign language level when operating independently – but the provenance and truth of these tales is uncertain.

The best guess of the science/engineering community is that there may be several different types of “Screamer” which the locals do not have the technical sophistication to differentiate.

▼ **Power Supply** – Since most known encounters have been with those in facilities that have an active power supply (a requirement for the Godshields that protected them, or simply because Godshields were only deployed to protect facilities with an independent power supply) it is not known whether Screamers have an independent built in long duration power

supply, need regular recharging from sources within the facility they guard, or operate on something as sophisticated as broadcast power.

Some, at least, if the legends of independently operating *Screamers* are true, must have either long duration or completely independent power supplies.

Since most encounters will be in or near Places of Mystery this will rarely be important.

Many will have suffered some combat damage that is unrepaired.

▼ **Communications Suite** – *Screamers* are known to have some non-verbal long distance means of communicating with others of their kind and, perhaps, with other *Mechanicals* as well – which obviously means some sort of radio communications.

Range and frequency are unknown at this point, and it can be presumed that codeword security as well as encryption of some sort would apply to their transmissions, so any attempt to “spoof” them would require access to specialised gear and knowledge.

▼ **Warning Siren** – *Screamers* have an inbuilt “hee-haw” police siren and to those not expecting it and who have not heard it before, it can be terrifying. The siren doubles as a loudspeaker, allowing them to project their “voice” a considerable distance.

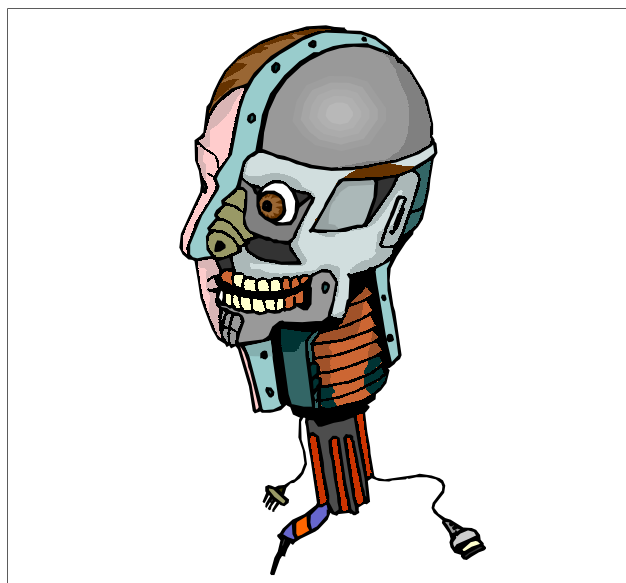
▼ **AirGun & Neurotoxin** – *Screamers* have an inbuilt compressed gas gun in their left forearm that fires a paralyzing neurotoxin.

**Accuracy:** 3. **Damage:** 1d+2. **Rate of Fire:** SA. **Magazine:** 50.

The Neurotoxin requires the subject to make a Hard (11) HLT roll within 1d seconds of being hit. Failure causes -1d non-lethal hits. A further five rolls are required – every 10d seconds. If AGL roll drops to 0d+0 through Damage penalties, then the character drops, unconscious.

Recovery is very quick – 1d of hits are recovered every ten minutes after the last damage is taken.

**Weight:** 120-180 kg.



## ARMAGEDDON

### G'YO'YA-YA (SCREAMER)

<b>STRENGTH</b>	11	3d+2	Brawling	4d+0									
<b>Punch</b>	2d+2	<b>Kick</b>	3d+2	Melee Wpn	3d+2								
<b>AGILITY</b>	9	3d+0	Missile Wpn	4d+2									
<b>AWARENESS</b>	13	4d+1	Tactics	4d+0									
<b>WILL</b>	15	5d+0											
<b>HEALTH</b>	15	5d+0	<b>ARMOUR</b>										
<b>Walk</b>	5	<b>Run</b>	10	<b>Body</b>	2d+0								
<b>FATE</b>	5	1d+2	<b>Head</b>	3d+0									
1	3	5	7	9	11	13	<b>Arms</b>	2d+0					
<b>ENCUMBRANCE</b>							<b>Legs</b>	2d+0					
-0d/20							-1d/40	-2d/80	-3d/160				
<b>HITS:</b>													
-1d/26									-2d/51	-3d/76	-4d/101	-5d/126	-6d/151
<b>NOTES:</b>													
Punch & Kick = Half Lethal.													
Awareness is not reduced for Low-light conditions.													
<b>Shocking Grasp</b> – <i>Screamers</i> can shoot electric current through their hands (the rest of their body is insulated) if they make a successful Brawling attack in combat. They have an internal capacitor that holds 20d worth of power, which they may inflict in <i>light</i> (1d) or <i>heavy</i> (2d) shocks.													
Since metallic armour provides no protection (unless insulated) against <i>Shocking Grasp</i> attacks.													

▼ **COMBAT SCREAMERS** – Some *Screamers* seem to have been more paramilitary in nature than the standard Security models while appearing, to the untrained eyes of the locals, to be almost identical.

Physically they seem to have the same humanoid layout and features, but are mostly male form or androgenous rather than femiform.

They are constructed of an overlapping (scale effect) kevlar style armour, but this is constructed with a chameleon ability and, while its base state is often greenish or bluish, it can be changed to rapidly conform to the surrounds (-2d to all sight based detection rolls and -1d to all attacks directed at a camouflaged Combat Screamer).

The chassis and skeleton underneath the external armour is also upgraded, with higher quality (and more expensive) materials providing better damage resistance – and they seem to have a *limited* self-repair capability (being able to cannibalise *other* mechanicals for spares), which means they are more likely to be encountered at levels at or near their full abilities.

Programming and Intelligence is on a par with standard *Screamers* in most areas, but they are not



# ARMAGEDDON

COMBAT SCREAMER					
<b>STRENGTH</b>	12	4d+0	Brawling	4d+2	
<b>Punch</b>	3d+0	<b>Kick</b>	4d+0	Melee Wpn	5d+2
<b>AGILITY</b>	10	3d+1	Missile Wpn	4d+2	
<b>AWARENESS</b>	14	4d+2	Tactics	4d+2	
<b>WILL</b>	16	5d+1	Running x1	3d+0	
<b>HEALTH</b>	16	5d+1	<b>ARMOUR</b>		
<b>Walk</b>	6	<b>Run</b>	12	<b>Body</b>	3d+2
<b>FATE</b>	5	1d+2	<b>Head</b>	4d+2	
<b>1</b>	<b>3</b>	<b>5</b>	<b>7</b>	<b>9</b>	<b>11</b>
<b>13</b>	<b>Arms</b>		2d+2		
<b>ENCUMBRANCE</b>			<b>Legs</b>	3d+0	
<b>-0d/25</b>	<b>-1d/50</b>	<b>-2d/100</b>	<b>-3d/200</b>		
<b>HITS:</b>					
<b>-1d/31</b>	<b>-2d/61</b>	<b>-3d/91</b>	<b>-4d/121</b>	<b>-5d/151</b>	<b>-6d/181</b>
<b>NOTES:</b>					
Punch & Kick = Half Lethal.					
Awareness is not reduced for Low-light conditions.					
<b>Shocking Grasp</b> -- Combat Screammers can shoot electric current through their whole body (the rest of their body is insulated) if they make a successful Brawling attack in combat. They have an internal capacitor that holds 20d worth of power, which they may inflict in <i>light</i> (1d) or <i>heavy</i> (2d) shocks.					
Since metallic armour provides no protection (unless insulated) against <i>Shocking Grasp</i> attacks.					

limited in their use of deadly force, and their initial response to intruders/trespassers may be to shoot to kill, and will be a warning shot at a minimum.

They are able to communicate and, presumably, if the right code words and encryption is known, it may be possible to give them orders or, at least, convince them that you have access to the area or facility they are guarding.

They have the same sensor suite as standard Screammers except that their IR Sensors are upgraded and can detect even small lower temperature sources against larger background sources of a higher temperature out to a range of 100 meters.

They are normally armed with military weapons – often obsolete ones, such as those the characters will be using, or which will be operationally similar and fire the same caliber ammunition.

They normally have at least eight magazines for their main weapon in external pouches and internal bays with 16-24 extra magazines.

Most will also be armed with a machete and/or bayonet and may have a pistol as a sidearm. Grenades may also be carried.

▼ **KEE'LA-SH'AA (Hell Birds)** – Hell Birds are not really birds at all. They are simple, solar powered, helium filled, triangular, kevlar armoured ultra-ultra-light aircraft carrying antipersonnel flechettes and targeting them against man-sized targets or larger.

When encountered they normally have been given a perimeter security role (more rarely, an area denial role) for a specific installation or area.

Their underbodies are coloured sky blue and the topsides in camouflage colours to reduce visibility, but they have wingspans of 10 meters or so, and so can be detected visibly with some difficulty.

They are capable of drifting virtually forever on stored helium and solar power for their electric motors. Their computer brains and related control systems are so simple and multiply redundant that the failure rate is extremely low.

Even so, some automated maintenance and repair facilities for them must exist and still be operational.

The Flechettes are delivered by force of gravity in swooping attacks from considerable heights – the first sign of such an attack being the screeching sound of the flechettes as they drop through the air.

▼ **Antipersonnel Flechette Armament** – Hell Birds mostly carry up to 5 kilos of anti-personnel flechettes on underbody dispensers. It is possible that some may carry poisoned flechettes.

Each attack uses up 250g worth of flechettes when under internal control (for 20 attacks if fully loaded) or 100g if under remote control (for 50 attacks if fully loaded).

**Damage** 3d+2. **Rate of Fire:** 4.

▼ **Antipersonnel Cluster Bomb Armament** – Some Hell Birds may be loaded with 5 kilos of Cluster Bombs instead of flechettes. Each loadout consists of 20 x 250g clusters, each with the following stats.

**Explosion Damage:** 4d+2. **Rate of Fire:** 4.

These are not normally used singly – the onboard computer will attempt to drop ½d + 1 on a given target with Ef 1 for each CBU dropped taken from the scatter roll.

▼ **Movement Sensors** – Targets are identified by movement (with a size discrimination factor so only approximately human sized creatures are attacked) – so standing still is enough to confuse the sensors.

However, if downlinked to a control point (or robot, or robotic vehicle) they are capable of attacking the last plotted movement point of a potential target or of being controlled by the onboard AI of the controlling vehicle or facility.

▼ **Target Designation Sensors** – Some Hell Birds (about 40% of the total) are equipped with target designation sensors that can be used to call in indirect fire from any suitable mechanical or base installation within range (very unlikely).

▼ **Radiolocation** – Some Hell Birds (about 20% of the total) have radio direction finding sensors onboard

and have been programmed to home in on any transmissions that do not use the correct communication protocols or password authentication codes.

There is a (40 + 10d)% chance that encrypted radios from western sources will not attract their attention; Russian encrypted radios have a (10d)% chance of not attracting them, and Japanese sourced encrypted radios have a (5d)% chance of doing the same.

Unencrypted radios used with standard Task Force codeword authentication security are treated as if Task Force encrypted radios – otherwise treat them as Japanese sourced encrypted radios.

Not all Hell Birds equipped with this system have orders to attack – they may simply have orders to monitor and report on the actions and activities of the target.

They are also very stupid – if the transmissions cease they cannot track the source even if visually acquired.

**Size:** 2. **Weight:** 25kg. **Crew:** nil. **Speed:** 14/4/7 (50 kph). **Manoeuvre:** 3d+1.

**Fuel:** nil (solar panels). **Fuel Consumption:** n/a. **Maintenance Interval:** n/a.

**Armour:** 1d+1. **Damage:** 5/7. **Cost:** n/a.

**Armament:** see text.

**Special Equipment:** see text.



## ARMAGEDDON

▼ **LYZHYA-TOH'NYA (Foot Fighters)** – *Foot Fighters* are a special class of combat robots that are commonly encountered (in relative terms) – in or near the important pre-collapse installations. They are also, unlike most other mechanicals, “commonly” encountered in small groups – normally Fireteams of  $\frac{1}{2}d + 1$  – and fight with carefully co-ordinated tactics.

Humanoid in shape, they are heavily camouflaged with a active chameleon system, and are normally equipped with human weapons.

Though they have their own armour they may also be equipped with human combat armour as well – especially the flexible kevlar and pseudo-kevlar types.

Many will have suffered system or structure damage – and the use of human armour may be to enhance damaged areas.

▼ **Power and Power Resupply** – Their power source seems to include broadcast power – but there is some sort of “clean” onboard supply as well that enables them to operate far from base.

Their chameleon skin also seems to include solar cells and some models are known to have flexible solar panels stored internally that can be unrolled and deployed nearby if the unit is on extended operations away from power resupply.

They generally have orders to guard a specific installation, though often they will not be permitted to enter certain areas (even if in hot pursuit). They will only (willingly) allow access (or whatever) to the holders of the correct pass codes or IFF transponder.

▼ **Sensors & Senses** – *Foot Fighters* have state of the art sensors equivalent in all ways to human sight, hearing, touch, smell and taste. They are so constructed as to be able to use human sensors (such as Starlight Scopes, for example) to enhance these basic sense levels. Sensors are concentrated in the head, and its loss reduces the robot to impotence.

▼ **Combat Deployment** – *Foot Fighters* seem to have been a cheap human-supplement combat robot for mass deployment on the battlefield – and they must have been used in considerable numbers for as many to survive to the present as have.

It is not known why they do not have the enhanced sensor suite of *Screamers* or *Combat Screamers*, and the best guess theory is that *Foot Fighters* were a late “war” design while the former were retrofits of existing robots.

▼ **Fireteam Communications & Tactics** – When found deployed as part of a squad (normally four, but they are rarely at full strength here and now), all the constituent *Footfighters* are in contact over encrypted comm links and will act accordingly.

They are also capable of communicating with each other (and with others) verbally in a semi-cryptic combat language that seems to be related to the *Combat Talk* of the *Silent Ones*, and, not in

## ARMAGEDDON

passing, to a cross between English and something like Interlingua or Esperanto. Anyone who can speak English or any Romance language can generally puzzle out what a *Foot Fighter* is saying without much trouble ... as can *Silent Ones* or any local who can communicate in *Combat Talk*.

They also use tactical hand signs to communicate visually when verbal and radio comms are inadvisable because of the tactical situation.

▼ **Armament** – They are normally armed with military weapons – often obsolete ones, such as those the characters will be using, or which will be operationally similar and fire the same caliber ammunition.

Ammunition supply will vary, but they normally have external pouches for at least a dozen (and perhaps double that many) magazines for their main weapon, and internal bays with room for 24-36 extra magazines (of course, just as many FFs may be damaged, many may be short of ammunition for their weapons as well).

Most will also have a bayonet for their main weapon and may also have a pistol as a sidearm. Grenades may also be carried.

While capable of hand-to-hand combat, *Foot Fighters* are not especially skilled at it, preferring to use *Melee Weapons* – either on their main weapon or the retractable fighting blades in their hands and wrist (see the stat block below) for close in, last ditch, combat.

**Weight:** ~175-225kg.

LYZHYA-TOH'NYA (FOOT FIGHTER)											
<b>STRENGTH</b>		13	4d+1	Martial Arts	4d+2						
Blade	5d+1	Kick	4d+1	Melee Wpns	5d+2						
<b>AGILITY</b>		11	3d+2	Missile Wpns	6d+2						
<b>AWARENESS</b>		7	2d+1	Tactics	6d+2						
<b>WILL</b>		16	5d+1	Stalking	4d+2						
<b>HEALTH</b>		16	5d+1	<b>ARMOUR</b>							
Walk	5	Run	10	Body	4d+2						
<b>FATE</b>		9	3d+0	Head	3d+2						
1	3	5	7	9	11	13					
<b>ENCUMBRANCE</b>				Arms	3d+0						
				Legs	3d+1						
-0d/35		-1d/65		-2d/125		-3d/250					
<b>HITS:</b>											
-1d/31		-2d/61		-3d/91		-4d/121		-5d/151		-6d/181	
<b>NOTES:</b>											
Blade = Lethal. Kick = Half Lethal.											



▼ **MA-RO'TSA RANT'RA (Bronze Man)** – *Bronze Men* seem to have been a generic class of light-medium duty robots that have mostly been reprogrammed and re-equipped for combat/security.

Their humanoid chassis is generally of a yellow bronze metallic colour – worn through to bare (stainless steel) metal in spots. Vital controls (except visual sensors) are well protected or decentralised.

The power source is uncertain (perhaps broadcast power) as *Bronze Men* certainly are not normally willing to pursue any opponents for more than a mile or so beyond their point of encounter (of course, this may simply be a result of their orders/programming).

They seem to have orders to guard a specific place, or item, or to bar passage, and will only (willingly) allow passage/access to the holders of the correct "passcodes."

The only other way of disabling them is simply to turn them off – the control switch is normally (but not always) in one of two places, behind a panel in the left shoulder, or behind a similar panel in the left heel (this information is not general knowledge).

▼ **Operational Effectiveness** – Because they are basically reprogrammed civilian robots, they are not optimized for combat operations and the reprogramming is not as effective as it might be.

They are better at hand-to-hand close combat or with the use of melee weapons than they are with missile weapons, even though they are often equipped with obsolete firearms (though these will mostly be 'state of the art' for the player characters!).

Bronze Men are not always encountered in an undamaged and/or intact state – the data provided below applies to those that are intact and undamaged.

MA'RO'TSA RANT'RA (BRONZE MEN)											
<b>STRENGTH</b>	9	3d+0	Brawling	3d+1							
<b>Punch</b>	2d+1	<b>Kick</b>	3d+0	Melee Wpns	3d+0						
<b>AGILITY</b>	7	2d+1	Missile Wpns	2d+1							
<b>AWARENESS</b>	7	2d+1	Tactics	2d+1							
<b>WILL</b>	7	2d+1									
<b>HEALTH</b>	9	3d+0	<b>ARMOUR</b>								
<b>Walk</b>	3	<b>Run</b>	6	<b>Body</b>	2d+2						
<b>FATE</b>	5	1d+2	<b>Head</b>	2d+1							
1	3	5	7	9	11	13	<b>Arms</b>	1d+1			
<b>ENCUMBRANCE</b>							<b>Legs</b>	1d+2			
-0d/12							-1d/25	-2d/50	-3d/100		
<b>HITS:</b>											
-1d/11		-2d/21		-3d/31		-4d/41		-5d/51		-6d/61	
<b>NOTES:</b>											
Punch = Half Lethal. Kick = Half Lethal.											
Sensors are fully low-light capable, allowing normal "vision" even in pitch darkness.											

**YA'EH-TO O'NYS (Dark Killer)** – "Dark Killer" is a generic term for a variety of combat robots that are only rarely encountered – mostly in or near the most powerful and largest (and well hidden) ancient pre-collapse installations.

Humanoid in shape, they resemble heavily armoured medieval knights, and are programmed "expert systems" in combat.

Most have suffered system or structure damage as well – and this shows on their bodies, normally a splash pattern ceramic armour, but often scarred through to the honeycomb and solid alloy beneath.

The power source seems to include broadcast power – but there is some sort of "clean" onboard supply as well that enables them to operate far from their point of initial activation if the circumstances demand it.

▼ **Tactics and Operational Employment** – *Dark Killers* have orders to guard a specific installation, though often they will not be permitted to enter certain areas (even if in hot pursuit). They will only (willingly) allow access to the holders of the correct pass codes or IFF transponder.

Within those limitations they will employ the best tactics available to them to eliminate any threat to the installation they have been assigned to guard. To the point that, once an active threat has been identified, they will *not* simply cease their efforts as many other mechanicals would – they will continue to act to eliminate the identified threat as long as it does not threaten their prime mission (and they may determine that this can only be done by seeking the identified threat out *actively*).

▼ **Sensors & Senses** – They have an enhanced, state of the art, multiple spectrum vision system combined with sonar, heat, and vibration sensors that provide the effect of full daylight level vision under all conditions. Even if the head is destroyed, this only causes a -0d+1 penalty to AWR.

▼ **Flechette Weapons** – Dark Killers all have two 1mm Flechette Guns – one mounted in the left forearm (with a 270° arc of fire), and one mounted on the right shoulder (with a 180°) arc.

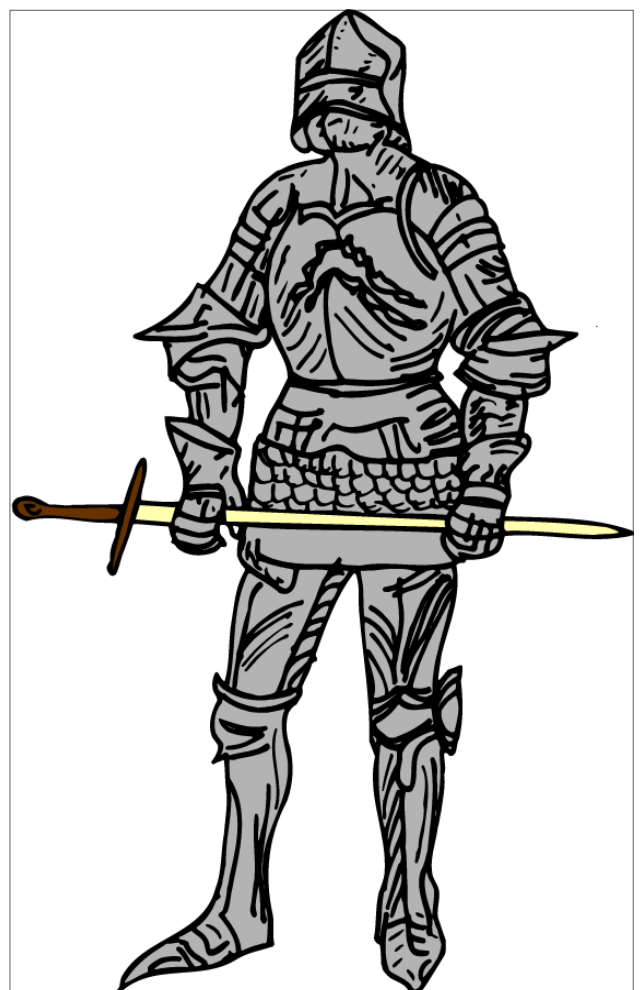
Ammunition is stored in dual magazines in the torso which can be switched to feed either weapon. Total ammunition load is normally 500 rounds.

**Caliber:** 1mm. **Accuracy:** 7. **Damage:** 6d+2. **Rate of Fire:** 20A. **Magazine:** 250c. **Special Notes:** Shotgun rules apply.

▼ **Gauss Weapons** – They are also equipped with a 5mm Gauss Rifle built into the fight forearm (with a 270° arc of fire). The Torso mounted magazine has space for 75 rounds.

**Caliber:** 5mm. **Accuracy:** 12. **Damage:** 7d+2. **Rate of Fire:** 10A. **Magazine:** 75c.

▼ **Ammunition Fabrication Capability** – Some units have the built in capability to fabricate Standard Gauss rounds and Flechette rounds from any scrap metal available.

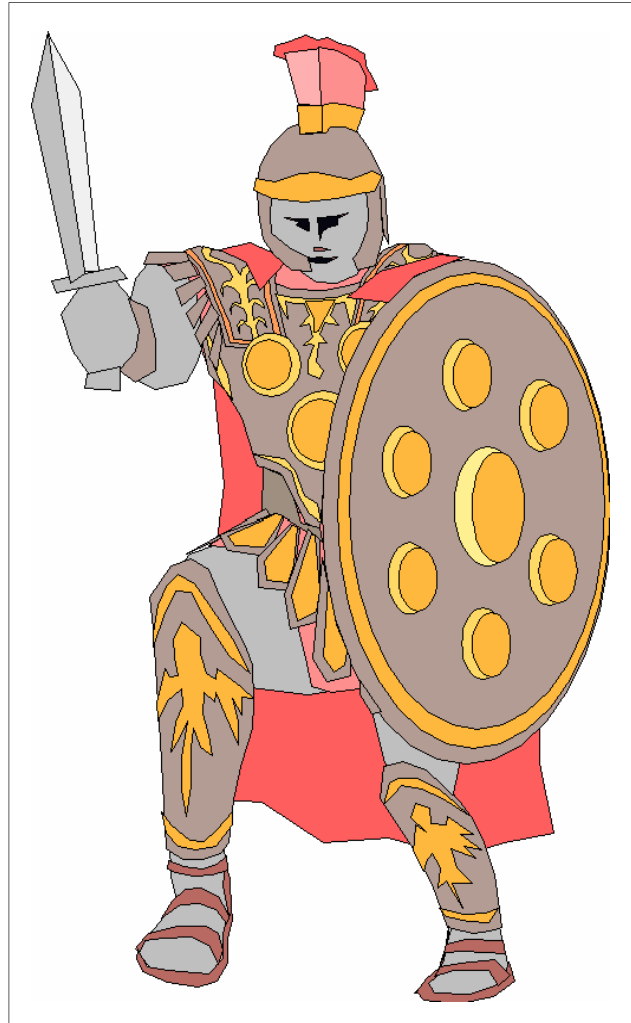


# ARMAGEDDON

About 50% of all ferrous metal they find (by weight) can be converted into ammunition. They are capable of producing around 3000g of finished rounds an hour (Flechette bursts mass 25g, Gauss rounds mass 75g).

▼ **Additional Armament** – *Dark Killers* are often equipped with weaponry and/or ordnance to supplement their inbuilt weaponry. This will typically be a *Post-Atomic Era Ranged Weapon* (EABA Core Rules, pg. #9.3) or a *Post-Atomic Era Other Weapon* (EABA Core Rules, pg. #9.4, typically a *Grenade* or *AT Grenade*).

If additional ranged weapons are carried a minimum of a further dozen magazines will be carried. A similar number of grenades is likely to be carried if any at all are available.



YA-EH'TO O'NYS (DARK KILLER)						
<b>STRENGTH</b>		16	5d+1	Melee Wpns	6d+2	
Blade	6d+1	Kick	5d+1	Missile Wpns	7d+2	
<b>AGILITY</b>		11	3d+2	Tactics	6d+2	
<b>AWARENESS</b>		13	4d+1	Stalking	6d+2	
<b>WILL</b>		12	4d+0	Martial Arts	6d+2	
<b>HEALTH</b>		18	6d+0	<b>ARMOUR</b>		
Walk	6	Run	12	Body	5d+2	
<b>FATE</b>		10	3d+1	Head	4d+2	
1	3	5	7	9	11	13
<b>ENCUMBRANCE</b>				Arms	3d+0	
-0d/65	-1d/125	-2d/250	-3d/500	Legs	3d+2	
<b>HITS:</b>						
-1d/100	-2d/150	-3d/200	-4d/250	-5d/275	300 max	
<b>NOTES:</b>						
Blade = Lethal. Kick = Half Lethal.						
All Missile attacks are at +7 to Accuracy (additional to the base ACC of individual weapons).						
<i>Dark Killers</i> have inbuilt fighting blades that extend from their wrists at need.						
<i>Dark Killers</i> have <i>Larger Than Life</i> , allowing them to take the <i>best of four</i> dice rather than the normal <i>best of three</i> .						
Awareness is not reduced for low-light conditions.						
<b>Shocking Grasp</b> -- <i>Dark Killers</i> can shoot electric current through their entire body <i>selectively</i> if they make a successful <i>Martial Arts</i> attack in combat. They have an internal capacitor that holds 50d worth of power, which they may inflict in <i>light</i> (1d), <i>heavy</i> (2d), or <i>very heavy</i> (3d) shocks.						
Metallic armour provides no protection (unless insulated) against <i>Shocking Grasp</i> attacks.						

## ▼ ABOMINATIONS

▼ **LASH'EH-YA (*Unliving Lords*)** – *Unliving Lords* are the “magically” animated bodies of powerful warriors converted by the Dead Warriors of the Shadow Empire to form a key part of their (to date) almost invincible armies.

Superficially they still look more or less humanoid, but there is a greyish cast to their skin, which is now also cool and clammy to the touch. They seem to lose considerable body mass in conversion, looking almost starved – with outsized, knobby, joints.

They are generally provided with first rate armour and weapons (probably what they possessed in life) and can be cunning and vicious fighters – within their limitations.

▼ **Operational Use** – The main shortcoming of *Unliving Lords* is that they require an Officer to control and direct them effectively – otherwise they are limited to following the last orders that they were given.

They can take orders that are quite complex (perhaps 20-25 words in length) and pursue them single-mindedly, with little thought for self preservation.

However, if they do not have orders, they will defend themselves, only fighting if attacked – and not continuing to fight if the attacker moves out of immediate melee range.

LASH-EH'YA (UNLIVING LORDS)				
<b>STRENGTH</b>	13	4d+1	Brawling	2d+2
<b>Punch</b>	3d+1	<b>Kick</b>	4d+1	Melee Wpn 5d+2
<b>AGILITY</b>	8	2d+2	Missile Wpn	4d+0
<b>AWARENESS</b>	7	2d+1		
<b>WILL</b>	5	1d+2		
<b>HEALTH</b>	15	5d+0	<b>ARMOUR</b>	
<b>Walk</b>	5	<b>Run</b>	10	<b>Body</b> 2d+0
<b>FATE</b>	11	3d+2	<b>Head</b>	1d+2
1	3	5	7	9
11	13		<b>Arms</b>	1d+1
<b>ENCUMBRANCE</b>			<b>Legs</b>	1d+1
-0d/35	-1d/65	-2d/125	-3d/250	
<b>HITS:</b>				
-1d/36	-2d/60	-3d/72	-4d/84	-5d/96
108 max				
<b>NOTES:</b>				
Punch = Lethal (see below). Kick = Half Lethal.				
Awareness is not reduced for Low Light conditions.				
Any Spells or Adept Abilities directed at the <i>Unliving Lord</i> are resisted by <i>Fate</i> .				
<b>Destruction</b> – “Killing” an <i>Unliving Lord</i> is not normally permanent. At the cost of a reduction of <i>Fate</i> by one point, they “rise from the dead” in around 8 hours (this reduction in <i>Fate</i> may not be recovered by normal means).				
<b>Life Drain</b> -- <i>Unliving Lords</i> are capable of draining the “life force” from a “normal” character or NPC. Their “punch” attack actually <i>drains</i> a 1d hit points <i>into</i> their own hit point pool (which may not exceed the original value).				



▼ **M'SHEH-YA (Unliving Warriors)** – Unliving Warriors are reanimated corpses that have been revived, but not turned into *Dead Warriors* (or they may be what *Dead Warriors* become when they have been ‘resurrected’ one time too many).

They look similar to the *Unliving Lords* – still more or less humanoid, but there is a greyish-black cast to their skin, which is rough and pebbly to the touch.

The conversion process seems to have eaten up much of their soft tissue, and their skin is stretched taut over their bones. They have the outsized, knobby, joints of the *Unliving Lords* as well.

▼ **Operational Use** – The main drawback of the *Unliving Warriors* is that their intelligence is even more limited than that of *Unliving Lords*, and that they are more dependent on the direction of their officers.

Even so, they are capable of carrying out orders of no more than 12-18 words independently. If they do not have orders, they will simply defend themselves, only fighting if attacked.

M'SHEH-YA (UNLIVING WARRIORS)				
<b>STRENGTH</b>	15	5d+0	Brawling	2d+1
<b>Punch</b>	4d+0	<b>Kick</b>	5d+0	Melee Wpn 4d+2
<b>AGILITY</b>	7	2d+1	Missile Wpn	3d+0
<b>AWARENESS</b>	6	2d+0		
<b>WILL</b>	4	1d+1		
<b>HEALTH</b>	13	4d+0	<b>ARMOUR</b>	
<b>Walk</b>	4	<b>Run</b>	8	<b>Body</b> 2d+0
<b>FATE</b>	9	3d+0	<b>Head</b>	1d+2
1	3	5	7	9
11	13		<b>Arms</b>	1d+1
<b>ENCUMBRANCE</b>			<b>Legs</b>	1d+1
-0d/50	-1d/100	-2d/200	-3d/400	
<b>HITS:</b>				
-1d/36	-2d/60	-3d/72	-4d/84	-5d/96
108 max				
<b>NOTES:</b>				
Punch & Kick = Half Lethal.				
Awareness is not reduced for Low Light conditions.				
Any Spells or Adept Abilities directed at the <i>Unliving Warrior</i> are resisted by <i>Fate</i> .				
<b>Destruction</b> – “Killing” an <i>Unliving Warrior</i> is not normally permanent. At the cost of a reduction of <i>Fate</i> by one point, they “rise from the dead” in around 8 hours (this reduction in <i>Fate</i> may not be recovered by normal means).				

## ARMAGEDDON

▼ **TS'AA-LO (Bone Men)** – *Bone Men* are believed to be the last stage that the “unliving” go through before they finally “die.”

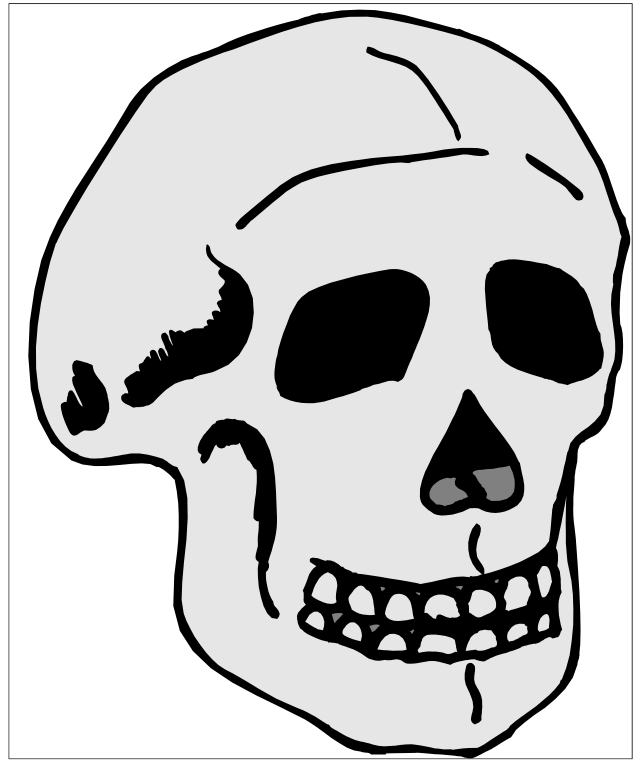
At this stage of their existence, all that is left are stringy bundles of pseudo-muscles covered with tatters of skin.

▼ **Operational Use** – They are quite stupid, and require constant supervision by officers to be useful at all. If control is lost, they may wander around aimlessly, not even protecting themselves from attack, or they may simply attack anyone (or even anything) within range.

They are generally given only the simplest and cheapest of weapons – never missile weapons, because of their clumsiness – and only cast-off helmets and the simplest of shields.

Because of their low combat abilities and high control requirements, *Bone Men* are normally used only in “human wave” attacks.

▼ **Weapon Skill** – Because of their reduced AGL and low hand/eye co-ordination (as well as their reduced AWR), *Bone Men* are not capable of effectively using any form of personal missile weapon.



▼ **TSA'A'LYA (Ghouls)** – *Ghouls* are quite abhorrent creatures – but are to be pitied as well, since they are the victims of a nasty plague that has (it seems) been loosed by the Shadow Empire.

The disease turns normal humans into viciously cunning killing machines with a taste for human flesh (after it has “aged” properly, of course) and for carrion in general.

They are disgusting to look at – with long, yellowed, fangs, scraggly hair all over their bodies, jaundiced complexion (beneath the layers of dirt and filth) and glaring, mad, eyes.

They are completely psychopathic and paranoid – cunning and ferocious, but also rather cowardly, preferring to pick off their victims one at a time or in ambushes.

If cornered, however, they will fight with maniacal ferocity – taking as many of their foes with them as possible, or infecting as many as possible with their loathsome affliction.

Fortunately, the disease makes them quite uncomfortable in direct sunlight, and they suffer from increasingly severe sunburn the longer they are exposed.

The course of the disease does not preclude their breeding – and all children born to Ghouls are born as Ghouls (normal females impregnated by Ghouls are a particular danger, as the onset of the physical aspects of the disease is often delayed till the second or even third trimester of pregnancy, but they are infectious all the while!

▼ **Daylight Sensitivity** – All Ghouls suffer 1 point damage per hour they are exposed directly to bright sunlight.

▼ **Ghoul Plague** – All Ghouls are infectious, and their

TS'AA-LO (BONE MEN)					
<b>STRENGTH</b>		17	6d+0	Brawling	2d+0
Punch	5d+0	Kick	6d+0	Melee Wpn	2d+2
<b>AGILITY</b>		5	1d+2		
<b>AWARENESS</b>		4	1d+1		
<b>WILL</b>		2	0d+2		
<b>HEALTH</b>		9	3d+0	<b>ARMOUR</b>	
Walk	3	Run	6	Body	1d+0
<b>FATE</b>		9	3d+0	Head	0d+2
1	3	5	7	9	11
<b>ENCUMBRANCE</b>				Arms	0d+1
				Legs	0d+1
-0d/75		-1d/150		-2d/300	
				-3d/600	
<b>HITS:</b>					
-1d/48		-2d/72		-3d/90	
				-4d/100	
				-5d/105	
				110 max	
<b>NOTES:</b>					
Punch & Kick = Half Lethal.					
Awareness is not reduced for Low Light conditions.					
Any Spells or Adept Abilities directed at the <i>Bone Man</i> are resisted by Fate.					
<b>Destruction</b> – “Killing” a <i>Bone Man</i> is not normally permanent. At the cost of a reduction of Fate by one point, they “rise from the dead” in around 8 hours (this reduction in Fate may not be recovered by normal means).					

spittle and other bodily fluids are virulent carriers of their loathsome infection.

Any close contact with a Ghoul that results in wound and where the character was in combat requires a character to check if they have been infected.

A HLT (13) roll is required to avoid infection if the character was infected due to combat where they took damage, otherwise a HLT (9) roll is needed.

Once contracted, it proceeds over 1d days, with a roll required every day at HLT (11). Each time the roll is failed, the character loses 1d points of HLT – if HLT is reduced to zero or less during the course of the disease, the character develops into a Ghoul within 24 hours.

If the character survives the infection, they recover HLT as if it were Lethal Damage.

▼ **Night Vision** – All ghouls are able to see at night-time with no penalty to AWR (though they are no better able to see in the absolute absence of light than ordinary humans).

▼ **Antibiotics** may allow treatment of the disease more successfully, and even the treatment of cases where symptoms have already appeared (This may require thousands of units of the drugs to be effective).

Antibiotics may also cure those already afflicted – at the GM's discretion.

▼ **Ghoul Characters** – Are normal Extras of any type, with the following changes – +1d to STR, WIL and HLT; +½d to AWR (these increases apply even if the character's stats would be increased to greater than human levels).

Recalculate all Skills accordingly, and add *Larger Than Life* x1 to all *Combat Skills* only.

+2d is added to each Hit Level over and above normal human levels.



# ARMAGEDDON

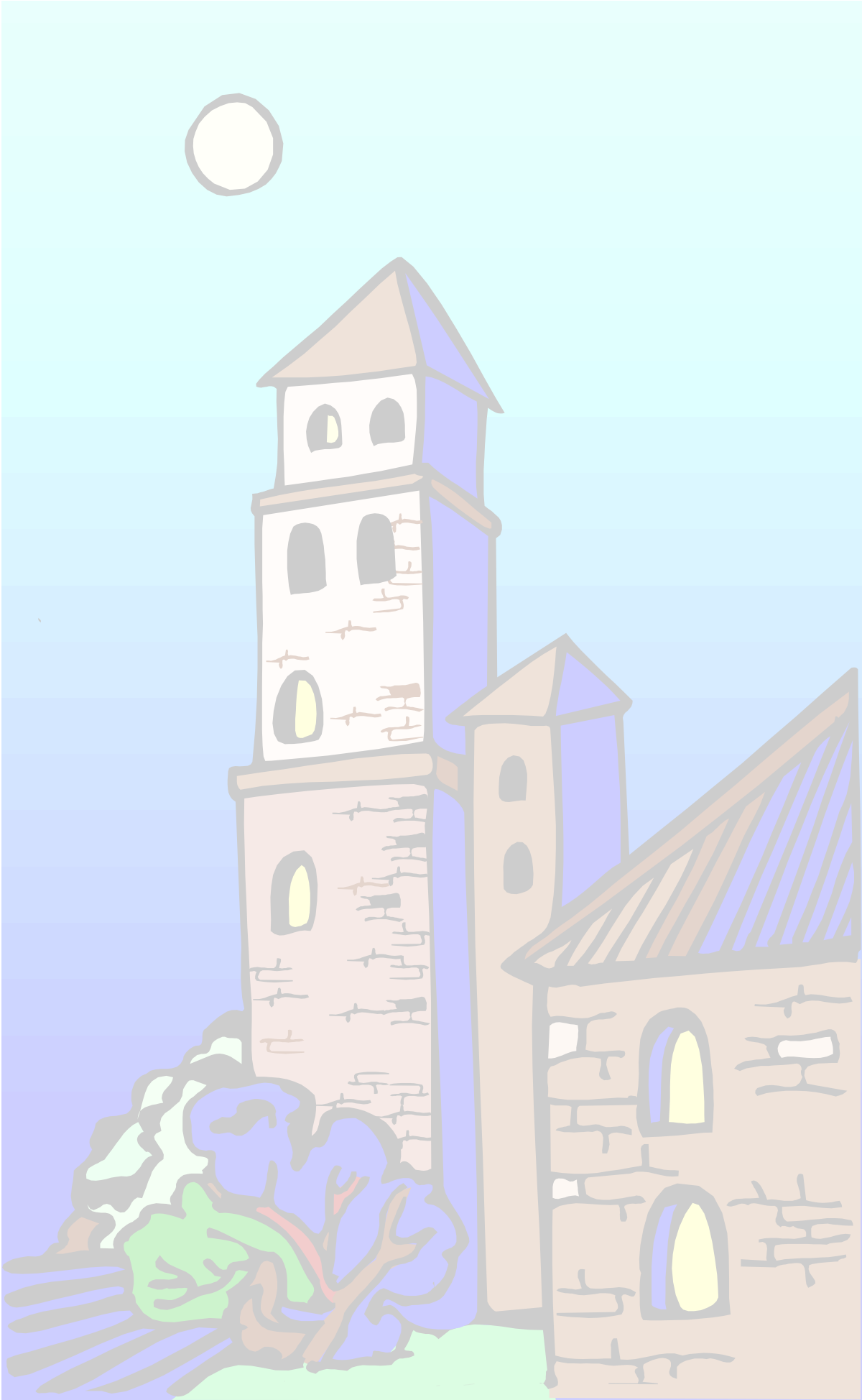
T'ZHO TSHTI'I (WALKING CORPSES)				
<b>STRENGTH</b>	16	5d+2	Brawling	2d+0
<b>Punch</b>	4d+2	<b>Kick</b>	5d+2	Melee Wpn 2d+2
<b>AGILITY</b>	6	2d+0		
<b>AWARENESS</b>	5	1d+2		
<b>WILL</b>	3	1d+0		
<b>HEALTH</b>	10	3d+1	<b>ARMOUR</b>	
<b>Walk</b>	3	<b>Run</b>	6	<b>Body</b> 1d+0
<b>FATE</b>	10	3d+1	<b>Head</b>	0d+2
1	3	5	7	9
11	13		<b>Arms</b>	0d+1
<b>ENCUMBRANCE</b>			<b>Legs</b>	0d+1
-0d/65	-1d/125	-2d/250	-3d/500	
<b>HITS:</b>				
-1d/40	-2d/60	-3d/70	-4d/80	-5d/90 100 max
<b>NOTES:</b>				
Punch & Kick = Half Lethal.				
Awareness is not reduced for Low Light conditions.				
Any Spells or Adept Abilities directed at the <i>Walking Corpse</i> are resisted by <i>Fate</i> .				
<b>Destruction</b> – "Killing" a <i>Walking Corpse</i> is not normally permanent. At the cost of a reduction of <i>Fate</i> by one point, they "rise from the dead" in around 8 hours (this reduction in <i>Fate</i> may not be recovered by normal means).				
<b>Smell</b> -- Because of their advanced state of physical decay, <i>Walking Corpses</i> allow characters to add +1d to their AWR checks to detect them by smell.				

▼ **T'ZHO TSHTI'I (Walking Corpses)** – *Walking Corpses* are the second lowest "grade" of unliving warriors used by the Shadow Empire. They are, physically, in an advanced stage of decay – with smelly, tattered strips of flesh and muscle (?) hanging from all portions of their anatomy.

▼ **Operational Use** – They are very stupid – they can follow very simple orders (of perhaps as many as 4-6 words) and will wander around aimlessly, not even protecting themselves from attack, once they have completed their instruction.

They are generally given only the simplest and cheapest of weapons – never missile weapons, because of their clumsiness – and only cast-off helmets and the simplest of shields.





The maps on the following pages cover the Middle Sea (the old Black Sea), as far west as the Shallow Sea (the old Aegean Sea) and as far east as the Middle Reaches (the waterway connecting the Middle Sea and the Eastern (Caspian) Sea).

▼ **GAZETTEER**

**Scale:** The **Middle Sea (MS)** map (page #9.3) is 80 kilometers (50 miles) per square. The **New Home Island (NHI)** map (page #9.5) is 32 kilometers (20 miles) per square. The **New Home Island Closeup (NHIC)** map (page #9.x) is 16 kilometers (10 miles) per square. The **Lord of Cities Closeup (LOCC)** map (page #9.9) is 8 kilometers (5 miles) per square.

In all cases, some mapping elements may have been distorted for clarity.

▼ **A'athra (MS/F12)** – A large unwallled town on the shores of the narrow straits split by *The Finger of the Dying God* (G12) where the Golden Horn once ran and Istanbul once stood.

When still occupied by the Confederacy of Equals, the town was an important adjunct to the military base on the Finger, as well as being an important commercial port – being on the site of the only break in the ringwall cliffs thrown up at the lip of the crater which was caused by whatever destroyed Istanbul and reshaped the whole area.

Under the Confederacy, the population was around 50000 souls – under the Universal Empire it is thought to be half again as much, as the Imperials have gathered together many of the local rural peoples in the city to keep a closer eye on them. And this does not include the large Imperial garrison, thought to be several thousand Dead Warriors and several times that number of the various sorts of Undead troops they control.

▼ **AEF Camp (NHIC/F12 – LOCC/G16)** – The *Allied Expeditionary Force Base Camp*, details are in the *Here and Now Sourcebook*.

▼ **Ahgra'a's Doom (MS/C9)** – A still active (though intermittently so) Volcano in the uplands between *Er'yo* (C10), *Kha'lu* (C8) and *Kha'shluk* (E9). The PCs will possibly see a plume of smoke during the daytime, and, perhaps, a red glow at night.

The slopes of the volcano have many volcanic vents, and a whole local industry used to exist (before the area's loss to the forces of the Universal Empire) involved in the gathering of sulphur from around these vents for medicinal purposes.

▼ **Autarch's Keep (MS/O12)** – A relatively new autarchic Citadel – constructed as a major military base only fifteen years ago in co-operation with the Confederacy.

## ARMAGEDDON

It serves as a major forward fleet base for operations by the squadrons of the Confederacy's Middle Sea fleet, and as a major Confederate Marine outpost.

The Autarchy also maintains a considerable garrison (pre-sent at all times, whereas Confederate presence tends to be somewhat seasonal) to protect the local area and patrol the Great Shoreline Road.

▼ **Aydash (MS/J5)** – Major forward army and fleet base for the remnants of Confederate forces in the East. The pre-war population was around 50,000, but refugees and the garrison (army and navy) have swelled this to double that number – which caused some problems with overcrowding until the authorities threw up an earthenwork and wood palisade around the refugee camps outside the city.

The refugees (and the military) are gradually building stone fortifications to replace these makeshifts, as well as constructing (slightly) more permanent housing.

There is a small AEF contingent at the Citadel "advising" the local Confederate commanders as to the best way to defend the city – and determining what they can about the nature of the enemy that they will inevitably have to face.

EF and JCF steamships call in here regularly, carrying passengers and cargo under contract to the Confederate authorities as well as on a commercial basis.

▼ **Ayh'ga'ab (Ruins of) (MS/G12-H12)** – *Ayh'ga'ab* was a large, partly subterranean, partly surface, Citadel belonging to the Autarchs of the Iron Chain under a special treaty arrangement with the Confederacy of Equals in the years before the Final War.

It served as an important trading point with the Autarchs – being the centre for the distribution of their cunning mechanical goods and superior metalwork for the whole of the Middle Sea region.

Connected to the main areas of the Autarch's rule by the famous *Iron Highway* (H12-N15), it resisted the forces of the Universal Empire only briefly before being abandoned – and the Imperials have destroyed all the surface structures, and at least some of the subsurface ones.

In its heyday it is thought to have been the home to between 7000 and 10000 of the *Dwellers Below*. There are still rumours that some of the lower level workings are still used by forces belonging to the Autarch in the continued struggle against the Imperials.

▼ **Bah'stra (MS/C2)** – Small trading town on the famous *Sea Road Star Trail* connecting the Lord of Cities with the Adriatic near the site of ancient Trieste – important mainly as a waystation for changing horses and for weary passengers to rest for a few

# ARMAGEDDON

days before continuing their journeys.

The pre-war population was around 3500 – but most of these fled (or were evacuated) before the arrival of Shadow Empire Forces, and none of the current inhabitants are thought to be natives.

Because of its situation it has become a major Imperial logistical nexus and many impressed human slaves, many more “converted” humans and a considerable garrison of Nightmare Legion troops are currently based there – perhaps as many as 8500 all told.

The troops and their human lackeys have the best quarters in the remaining buildings while many of the slaves and converted humans are housed in rough shacks and tattered tents inside a palisade that runs around the shattered walls of the old town.

▼ **Cauldron, The (MS/G12-D13)** – The considerably reshaped Bosphorus. The *Finger of the Dying God* (G12) is at the approximate centre of an impact crater that destroyed Istanbul and reshaped the Golden Horn, while the *Isle of the Crescent Moon* (D13-E13), once the Gallipoli Peninsula, seems to have been separated from the mainland by the same catastrophic events.

There are reefs at the northern entrance, marked

by two Pharos lighthouses (the North and South Pharos), though they are navigable if one has an experienced local pilot (one of the things that makes the Finger so easily defensible).

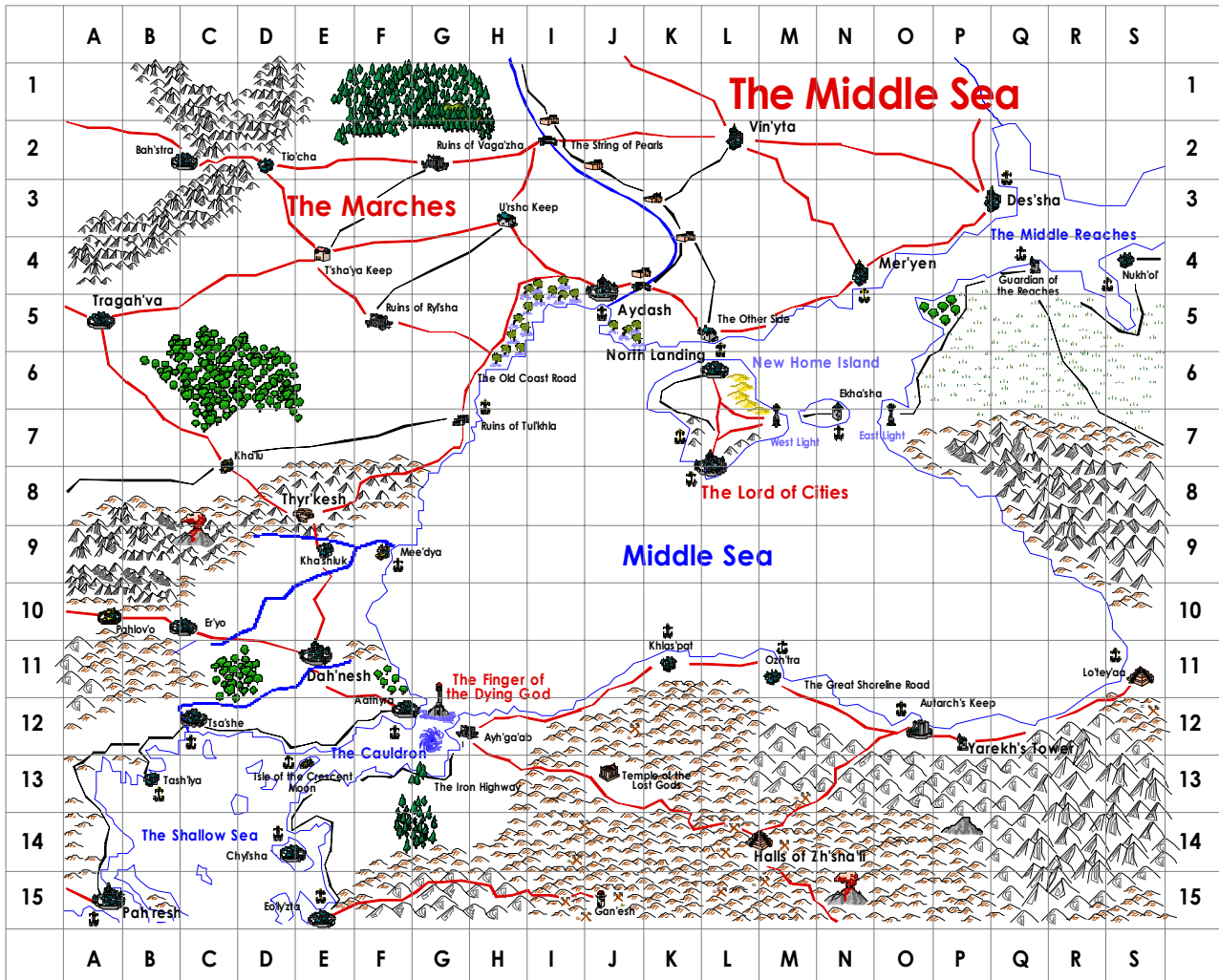
At the southern end of the straits around the Finger, the constriction caused by the narrowness causes a strong current at the best of times and, when conditions are “right”, a very powerful and destructive whirlpool that can substantially block the straits to traffic in the direction against the current for 1d hours at a time.

▼ **Cauldron, Edge of the (MS/C12-F12)** – An all-weather graded gravel road running along the north shore of The Cauldron between *Tsa'she* (C12) and *A'athra* (F12). It is in moderately good condition, and is patrolled regularly by the Imperials.

▼ **Cauldron, Lip of the (MS/E15-G12)** – An all-weather graded gravel road running along the south shore of The Cauldron from *Eo'ly'zta* (E15) to the ruins of *Ayh'ga'ab* (G12-H12). It is in moderately poor condition, as the Imperials do not occupy this area strongly (because of Autarchic raids) and supply what garrisons they do have by sea.

▼ **Chyl'sha (MS/D14)** – Previously an important Fleet Base for the Confederate navy, the town had a pre-war population of around 6500 with a garrison of another 1000.

Evacuated by the Confederacy in their retreat in



the face of the unstoppable forces of the Nightmare Legion, the current population of around half that number are forced human and converted human labour along with a modest Quisling human garrison.

The Fleet Base has been increased in size and the Shadow Empire's fleets guarding the mouth of the Cauldron against Confederate incursions are based out of here on a regular basis, but have their own fortifications outside the city.

There are normally a couple of squadrons of ships and several thousand Dead Warriors based there.

▼ **Circle's Center (NHI/H01 – NHIC/D13 – LOCC/B20)** – Notorious shoal offshore of *The Lord of Cities*, site of many wrecks of unwary vessels. The shoals surround three large rock spires that jut out of the sea, the largest rising some 100 meters above the high water mark.

In earlier times, the caves and anchorages of these rocks were used by Pirates – long since wiped out, of course.

▼ **Crescent Moon, Isle of the (MS/D13-E13)** – The *Isle of the Crescent Moon* was formed from the remnants of what was once the Gallipoli Peninsula during whatever cataclysm befell the earth so many millennia ago. The western shores are still dominated by tall cliffs, with the only flat beaches at the southern end; the eastern shores are less difficult on the whole, though still rather rough.

The two monoliths indicated (at the northern end) are badly weathered, but seem to be the remnants of man-made obelisks — they are at the approximate sites of ANZAC Cove and Suvla Bay, and may be related to those long ago battlefields (or may not).

At the northeast end of the island is an artificial mound raised some 15 meters above the surrounding countryside and topped by a metal column (shattered and burnt by some unimaginable forces – no local tools can do more than lightly scratch it!) projecting through it (and down into it) at a 12° angle.

The column projects some 18 meters above the surface of the mound and, as far as can be told, down into the bedrock beneath, and is around ¼ to ½ a meter thick (and of irregular, but basically ellipsoid, shape).

The ruins of the town of *Saelaeynya* is dealt with in a separate entry.

▼ **Crossroads/Center (NHI/K4 – NHIC/H7 – LOCC/K5)** – Moderate sized town (interchangeably called “Crossroads” or “Center”) at the crossroads between the major roads on *New Home Island* – a peacetime population of around 5000, swollen to around 12500 with refugees.

The town is mainly a center for the island's considerable agricultural and herding operations – as well as something of waystation for travellers on to

## ARMAGEDDON

way to and from *The Lord of Cities* by land.

▼ **Dah'nesh (MS/E11)** – *Dah'nesh* is the major Imperial base in the region – with the largest garrison, perhaps some 10,000 Dead Warriors and around twice that number of their Undead.

Another 20,000 civilians-cum-slaves are quartered in the town to do menial jobs for the military as well as to provide food and other materials.

Since the original town only had a population of around 15,000 under the Confederacy and the walls were old and crumbling, the Imperials have substantially rebuilt and expanded the whole city.

The older buildings have been improved and expanded for the Dead Warriors while crib/barracks have been constructed for the Undead and unfortunate human slaves.

The old city is thus quite comfortable and spacious, but the new city which surrounds it is a filthy, crowded, cesspit (though with straight streets and thoroughfares to allow quick troop movements).

The walls are also substantially improved and are 10-12 meters high around the whole circuit.

▼ **Des'sha (MS/P3-Q3)** – Important river port at the mouth of the *Des'sha* River, dominating trade into the interior of the Great Northern Forest and with the Silent Ones.

Peacetime population was around 15,000 – now swollen to 35,000 with refugees and an influx of Silent One troops and traders passing through.

▼ **East Light (MS/O7 – NHI/R4)** – A major Pharos style lighthouse marking the *East Passage* between *The Key of the Lock* and the caucasus mainland.

▼ **Ekha'sha (MS/N7)** – Major Confederate Fleet Base – in fact, the Headquarters for the Middle Sea fleet, the main fleet remaining under direct command of the government in *The Lord of Cities*.

Population is currently around 50,000 – of which only 10,000 or so are civilians, the rest are sailors, marines, or government employees in the shipyards and arsenal here.

The Shipyards and Arsenal have the capacity to build or refit up to 100 major combatants at a time, and there is a protected anchorage with space for at least double that number of ships.

The whole island is fortified, but the Base is the most heavily fortified area of the island – with three major fortified areas, the HQ Compound, the Arsenal, and the Foreshore Keep.

At present, the AEF and JCF have technical parties stationed here examining the capabilities of local shipwrights and the limitations of local marine technologies.

▼ **Eo'ly'zta (MS/E15)** – An important trading port dealing in the ores and other produce brought down to the coast from the interior of the *Mountains*

# ARMAGEDDON

of Darkness (Dweller Below manufactured items of metals, Human crops and craftworks).

It had a population of 5500 all year, rising to perhaps 9500 during the trading season because of the famous Fair held outside the city.

Currently it is besieged by Nightmare Legion forces and the 12500 Confederates inside are becoming desperate – few blockade runners have made it through the patrols of Shadow Legion warships, and food supplies are running low.

The besieging imperials seem to be happy enough to let the forces inside be starved out – or at least weakened enough to allow an easier assault when they judge the time to be ripe.

▼ **Er'yo (MS/C10)** – A moderate sized walled town garrisoned by forces of the Universal Empire and used as a forward base for their counter-guerrilla campaigns against the populace of the hilly regions to the north and south.

There is a garrison of a 1000 or more Dead Warriors and at least 3-5000 of their Undead servitors, with another 5000 or so civilian slaves.

▼ **Gan'esh (MS/J15)** – Gan'esh is a small autarchic-human walled town with a population of perhaps 5000 – there are no subsurface levels known (perhaps some may be secretly constructed in the oldest Dweller Below sections) – which serves

the mines in the surrounding hills.

Its main trade links are with *Eo'ly'tza* (E15) and the coast of the Shallow Sea to the west and south.

The town is famous for the tall spire of unmarked, slightly rusty, and (possibly) warped black metal in the center of the town square which rises to a silvery iridescent point some 75 meters up (similar to the one on the *Isle of the Crescent Moon*).

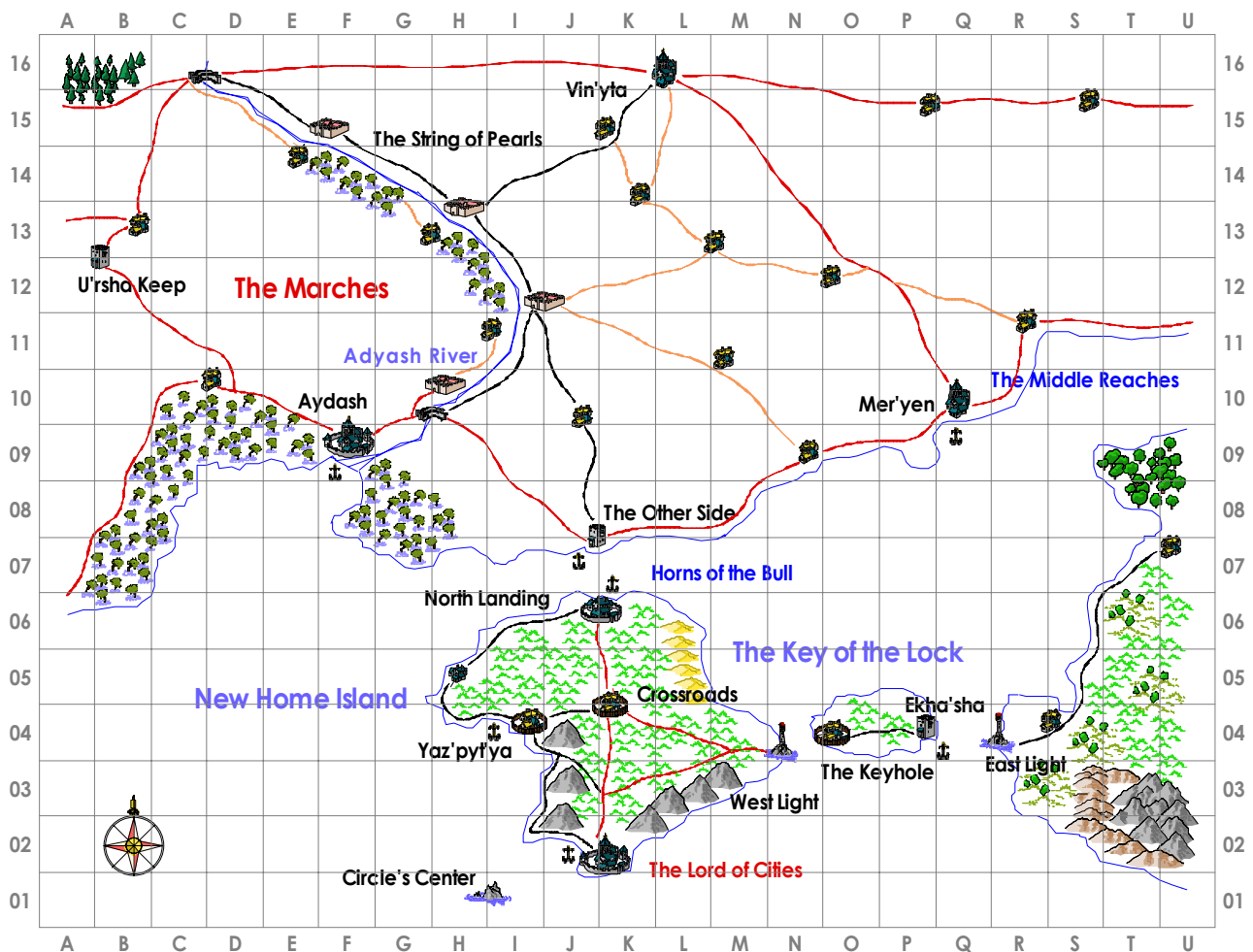
▼ **Great North Road (MS/F12-A5)** – Starting (or ending, depending on your viewpoint) at *A'athra* the *Great North Road* is one of the most famous "Star Trails" of the Confederacy – an all weather, stone paved road which is maintained by government taxes for trade and military purposes.

Even the occupying Imperials make sure it is well maintained, though they only patrol the part shown on the map irregularly as the area is generally regarded as completely pacified.

It runs off the map to the northwest and continues through the Balkan mountains to the Adriatic Sea near *Ashpahla* (ancient Split).

▼ **Great Shoreline Road (MS/G12-S11)** – Starting at the ruins of *Ayhga'ab* (G12-H12), this road is similar in construction to the *Great North Road* and served the whole coastline of the Middle Sea as far as The Middle Reaches between the Middle Sea and the Eastern Sea.

This stretch of the road is not well maintained, though it is far from ruinous, because of the prox-



imity to the areas occupied by the Universal Empire.

▼ **Guardian of the Reaches (MS/Q4)** – The major Confederate fortification guarding the Middle Reaches against a possible resurgence of the Empire of Skulls – it has facilities for a garrison of 5000 within the walls and 50 major combatants in protected slipways.

Because of the current emergency, the garrison has been increased to 7500 and facilities for more troops, as well as a considerable number of possible refugees are under construction.

▼ **Horns of the Bull (NHI/J7-K7 – NHIC/G3-I3)** – The name given to the straits between New Home Island and the mainland.

▼ **Iron Highway (MS/G12-N15)** – The main highway inland from the ruined Dweller Below city of *Ayh'ga'ab* (G12-H12). In more peaceful times it carried the metals and mechanical marvels produced by the manufactories of the Dwellers below in their mountain heartlands for trade with the Confederacy, and carried agricultural produce, textiles, and unique manufactures back.

Because of the current war situation, the road is in only moderate repair from *Ayh'ga'ab* to the vicinity of the *Temple of the Lost Gods* (J13), where it is subject to raids by Imperial Forces – however, once it enters the hills leading to the Anatolian plateau, it is well maintained, serving as a route for Autarchic raiding forces to follow into the occupied lands.

▼ **JCF Base Camp (NHI/H13 – LOCC/K19)** – The site of the *Joint Contingency Force* Base Camp.

▼ **Kampfgruppe Valkyrie (NHI/E11 – LOCC/C16)** – The site of the KgV camp.

▼ **The Keyhole (NHI/O4 – NHIC/O8)** – A small civilian settlement on the western end of *The Key of the Lock* – rather an anomaly on an island that is so heavily fortified and almost completely militarised.

Still, the island has considerable fertile land and, in the case of a possible siege, it would need a reliable internally sourced food supply – so the Confederacy leases out the land (at very attractive rates) to farmers who reside in this village – as far away from the rowdy elements at *Ekha'sha*, the military base at the other end of the island.

Peacetime population is normally only 2500 or so, but it is currently in excess of 8000 because of the refugee situation.

There is a regular ferry service, day and night, between the town and *New Home Island* across the *Western Passage*.

▼ **Kha'lu (MS/C8)** – Built in the ruins of the pre-war Town of the same name, *Kha'lu* is only a small town of a 1000 or so quisling humans with a small garrison of 50 or so Dead Warriors.

▼ **Kha'shluk (MS/E9)** – Also built on the ruins of the pre-war city of that name, *Kha'shluk* is also a

## ARMAGEDDON

settlement of quisling humans, around 2500, with around 100 Dead Warriors in garrison.

▼ **Khlas'pat (MS/K10)** – A moderate sized human coastal port and trading town before the war, with a population of around 12500, it currently has less than half that, most of them military or naval personnel, and acts as a forward patrol base for Confederate forces operating against the Shadow Empire.

▼ **Long Harbour, The (NHIC/F12-G12 – LOCC/F16-G19)** – Long sandy beaches and a sheltered anchorage capable of taking any conceivable overflow from the protected anchorages in the City.

▼ **Lost Gods, Temple of the (MS/J13)** – A famous pilgrimage site for devout Dwellers Below, the ancient building, parts of which are plainly of the translucent stone and ceramic that the gods used in the time before time, is famous for the utterances of its mechanical oracle – also reputed to be a relic of the god age.

All travellers are welcome at the Temple, regardless of race (though the Silent Ones have only been allowed into the temple proper to consult the oracle in the last decade or so), and there is a large monastery cum manufactory that produces large numbers of books and codices using the famous mechanic arts of the Dwellers Below. It is reputed that as many as 100 copies of a single book can be created in less than a week using these arcane machines – and it is certain that books produced by the Monastery cost perhaps 10% of what they would in the Confederacy proper.

▼ **Lost Ones, Mountains of the (NHIC/I11-L9 – LOCC/L16-U12)** – The rugged, though low, mountains (really only tall hills) northwest of *The Lord of Cities* – they are mostly uninhabited and have a rather evil reputation, supposedly being haunted!

▼ **Lo'tey'aa (MS/S11)** – A major Trade Citadel of the Autarchy, with an estimated population of perhaps 30,000.

It serves the mines in the surrounding hills. It is particularly famous for its multiple fire crossbows, which are reputed to be the best and most reliable of all of their type, and which attract a premium price.

The surface portion is actually in the form of a huge artificial mound of earth, roughly circular in shape and some 1000 meters across and 100 meters or so high.

In the center, rising another 150 meters into the air is a spire around 50 meters across used as a watchtower and executive quarters for the rulers of the city.

The main entrance is a huge set of double doors 20 meters wide and 10 meters high facing the Great Shoreline Road.

▼ **Mee'dya (MS/F9)** – A small walled town surrounded by swamps with good access up the wide river estuary to the sea.

# ARMAGEDDON

It is still held by the Confederacy against the forces of the Universal Empire and has a current population of around 7000 people in all.

The only roads across the swamps were destroyed by the defenders, who have used them as their first line of defence against Imperial probes.

However, there are signs that the Imperials are preparing engineering equipment to try and negate these advantages – perhaps by building a canal or road of their own or, more decisively, by draining the swamps.

▼ **Mer'yen (MS/N4 – NHI/Q10)** - Important city along the shore of the *Middle Reaches* – a major stopover for traders heading into (or coming back from) the Eastern Sea, with a deep and protected anchorage.

The peacetime population was normally around 20,000, now swollen to perhaps 50,000 by refugees fleeing the advance of the Shadow Empire.

▼ **North Landing (MS/L6 – NHI/K6 – NHIC/H3)** – An important city on New Home Island – the main crossing point for travellers to *The Lord of Cities* from the mainland.

The city had a pre-war population of around 50,000, now swollen to perhaps 100,000 with refu-

gees and the increased garrison.

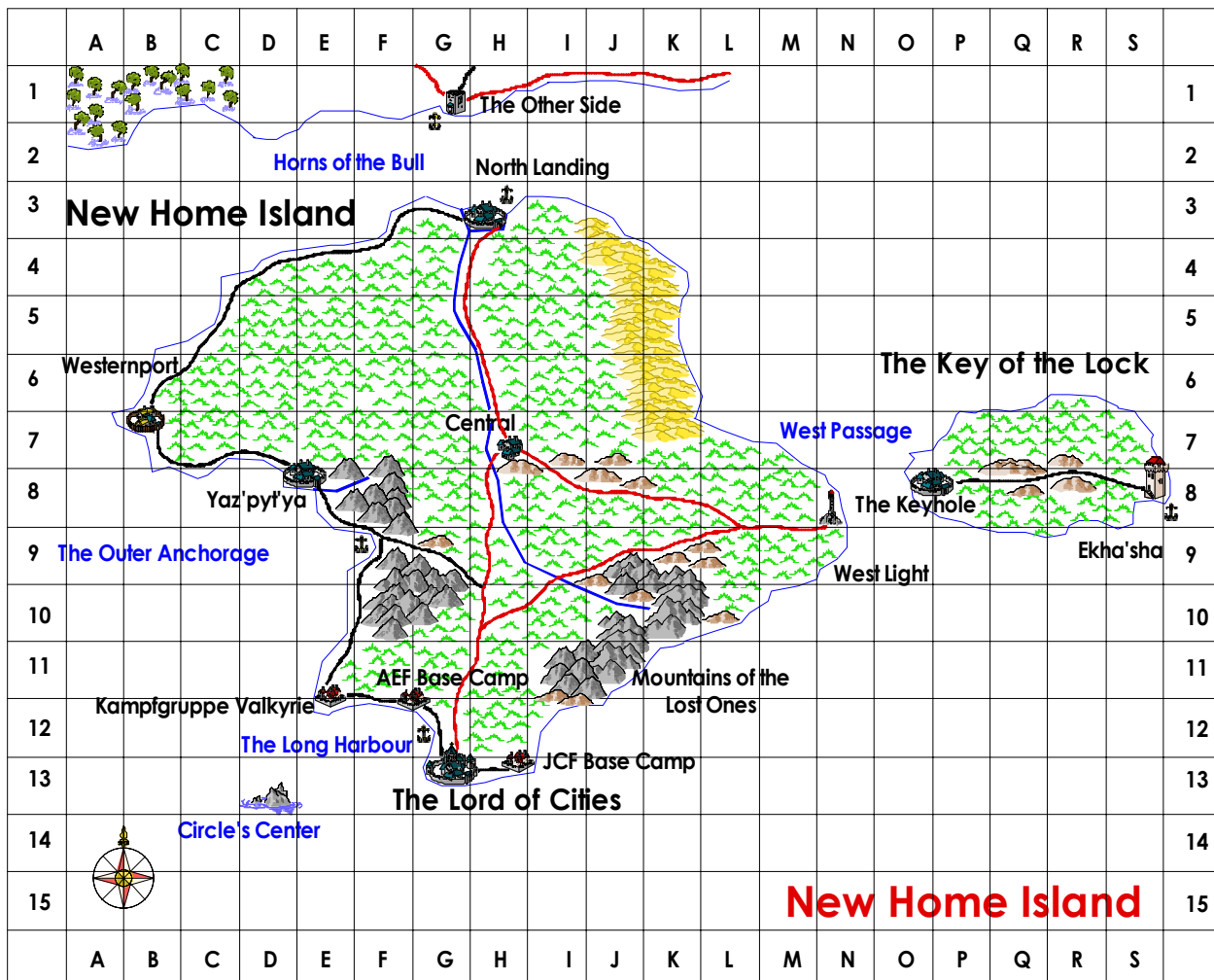
Kampfgruppe Valkyrie has a small presence here, a company of men and several locally constructed steam vessels (some armed), which it uses under contract to the Confederacy as part of the island's garrison.

▼ **North Pharos (MS/G12; not shown)** – A multi-storey lighthouse with a great oil-fed fire magnified by a huge cast glass globe at the top, the light could be seen for twenty miles at night – but the Imperials have cast down the globe and torn the great oil tanks asunder, rendering it useless.

▼ **Nukhol' (MS/S4)** – The civilian counterpart to *Guardian of the Reaches* – a trading port serving the route into the Autarchy of the Iron Chain (as well as providing entertainment for the garrison of the *Guardian of the Reaches*).

▼ **Old Coast Road (MS/G7-J5)** – An all weather graded gravel road running from the *Great North Road* along the coast of the Middle Sea as far north as the *Lord of Cities*. This stretch is moderately well maintained and patrolled by Imperial forces opposing Confederate raiding parties.

▼ **Outer Anchorage, The (NHIC/C8-E11 – LOCC/A7-B16)** – The long sheltered beach here is also used occasionally as an anchorage for naval vessels that cannot be quartered in TLOC's harbours and anchorages.



▼ **Ozh'tra (MS/M10)** – Small coastal port and farming town with a pre-war population of around 3500. It now serves as a forward fleet and army base for Confederate forces much as does *Khlas'pat* (K11) to the west, with around the same population.

▼ **Pahlov'o (MS/A10)** – Small market town on the famous *Road to the Stars* running west through to the Adriatic through the northern greek mountains. The pre-war population was around 2500, and is now a skeleton of that under the Imperials, perhaps 500 at most.

▼ **Pah'resh (MS/A15)** – A major Confederate city on the shores of the old Saronic gulf, more or less at the site of ancient Athens – the population was around 30,000 before its conquest by the Shadow Empire, though many of those had fled as they advanced.

The current populace is uncertain, but, including the troops of the human puppet rulers and a small Dead Warrior garrison it is thought to be around 7500.

Nothing recognisable of the ancient city (or the more modern one that surrounded it) is obviously left – and much of the remnants of the Confederate city that supplants it are in disrepair or complete ruins because of neglect.

▼ **Ryl'sha, Ruins of (MS/F5)** – The ruins of a once prosperous Confedate Town, destroyed in the battles that have raged across the Marches for the last five years or more – but not before all of the non-combatants could be evacuated, along with most of the garrison.

Little remains of the town, few walls are standing, and the citadel has been completely levelled.

▼ **Saelaeynya (MS/E13)** – The ruins of the small town of *Saelaeynya* on the *Isle of the Crescent Moon*. The town, and the surrounding stone quarries, were abandoned in the face of the advancing forces of the Universal Empire.

The great stone cisterns cut into the rock beneath the town, reputedly in the time of the godwar are still reputed to hide a few diehards – as the warren of tunnels that connect them have never been mapped.

The Imperials have blocked up all of the entrances they have been able to find, but there are thought to be many more that were constructed at the heyday of the island as a smuggler's haven in its pre-Confederacy days.

▼ **South Pharos (MS/G12; not shown)** – Originally identical to the North Pharos, the South Pharos was burnt down in the final siege when the defenders burnt themselves and their families alive rather than surrender to Imperial forces.

▼ **String of Pearls, The (MS/H1-J5 – NHI/D16-H10)** – The name given to the line of fortifications stretching along the *Aydash River* from the city of *Aydash* (J5) to the *Great Northern Forest*.

## ARMAGEDDON

This is the current front line of the remaining free territories held by the Confederacy in the east and is heavily patrolled and fortified – both on land and on the river.

▼ **Tash'lya (MS/B13)** – A moderate sized Confederate town on the Chalcidice peninsula in what was northern Greece, the pre-war population was around 7500, boosted considerably by the presence of a major Confederate Fleet Base – perhaps by as much again for short periods.

The current "human" population is thought to be less than 2000 and, though there is a garrison of Dead Warrior and allied human forces still occupying the more intact remnants of the old Fleet Base.

▼ **Telaysha Ster'ya (MS/F12-A10)** – The main highway connecting *A'athra* and *Dah'nesh* with the cities of the hellenic peninsula. It is an all weather, stone surfaced, road (one of the famous "Star Trails") and is well maintained by the Imperials to maintain communications through the rebel held areas of the Balkan Mountains.

▼ **The Other Side (MS/L5 – NHI/J7 – NHIC/G1)** – The counterpart of North Landing on the mainland shore – much smaller (perhaps 10,000 even in the present circumstances), but much more heavily fortified (most of the populace is the garrison) and with facilities under the walls for the protected launching of 30 major combatants to protect the straits between New Home and the mainland.

▼ **Tio'cha (MS/D2)** – This was an old, mainly abandoned, fortress dating back to one of the Confederacy's wars of expansion – but was pressed back into service briefly to oppose the advance of the Shadow Empire forces.

It served as a major forward logistical and support base until it had to be abandoned in the face of continued defeats and is currently a forward Imperial Base used by forces raiding the Confederacy through the Marches.

There is normally a minimum of 500 Undead Warrior garrisoning the place at all times.

▼ **Tragah'va (MS/A5)** – A major Shadow Empire military base on the border of the marches between the Shadow Empire occupied portions of the Confederacy and those that are still (for the moment) free.

Pre-war population was around 30,000 and the current population is very much the same – but perhaps b of that number are Dead Warriors or other forces belonging to the Empire's Nightmare Legion.

The unconverted humans live under even more squalid and crowded conditions than they do in the city of *Dah'nesh* – crowded into perhaps 15% of the area inside the walls.

Large forces of Shadow Legion troops are continually cycled through here to operate against the



# ARMAGEDDON

Confederacy in the no-man's land of The Marches, so the number of troops present is sometimes as much as double that of the normal garrison.

▼ **Tsa'she (MS/C12)** – A small town on the northern greek coast, with a pre-war population of around 2500 and an important shipyard using timber from the forests to the north for major naval and merchant marine construction.

Under the Shadow Empire the population has at least doubled (much of this being "converted" humans) and the shipbuilding facilities are undergoing a massive expansion program to fuel Shadow Empire naval ambitions.

The town and shipyards have been raided on numerous occasions by forces loyal to the Confederacy, and severe damage has been repeatedly done to the slipways and naval stores depot there — but the Imperials keep rebuilding.

▼ **T'sha'ya Keep (MS/E4)** – The ruins of a major Confederate military installation besieged and destroyed by the Imperials in the last five years as they push the Confederates back slowly but surely.

▼ **U'rsha Keep, Ruins of (MS/H3 – NHI/B12)** – Another old military outpost of the early days of the

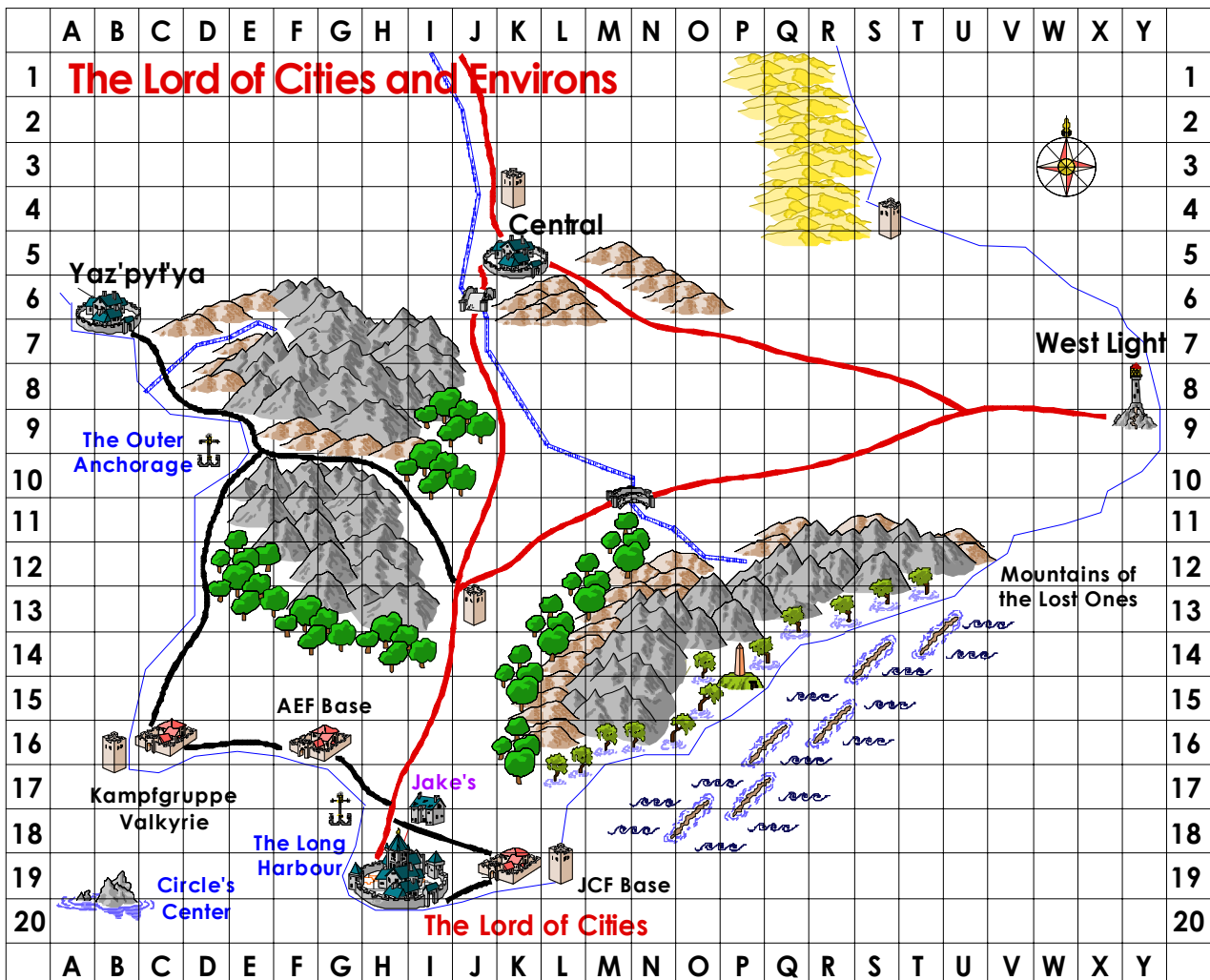
Confederacy – parts allegedly dating back to the war against the Empire of Skulls – it, too, was briefly reactivated for use as a forward base for operations against the Shadow Empire but, eventually, it became too exposed. The walls were slighted and the interior structures burnt and collapsed, the wells stopped up or poisoned.

▼ **Vaga'zha, Ruins of (MS/G2)** – A large city of around 15000 souls before the war, it was deliberately destroyed by the Confederates as they retreated to the *String of Pearls* (H1-J5) to prevent anything of any military value falling into the hands of the advancing Imperial forces. The populace had previously fled or been evacuated, and only a handful of crazies remain in the ruins.

▼ **Vent'ya-Tul'khla, Ruins of (MS/H7)** – An old coastal fortress destroyed in the pre-confederacy wars, some of the walls offer shelter from the rain, but nothing of use remains.

▼ **Vin'ya (MS/L2 – NHI/L16)** – Major pre-war city with a population of around 27500, now swollen to perhaps 35000 with refugees and an increased garrison.

The city is a major backstop to the String of Pearls as well as being a major trade and logistic route connecting the remaining Confederate heartlands with their Silent One allies in the *Great Northern Forest*.



▼ **Westernport (NHI/H5 – NHIC/B7)** – This was once the main crossing point between the mainland and the island, until the port silted up centuries ago – now it is only a small farming village.

▼ **West Light (MS/M7 – NHI/N4 – NHIC/N8 – LOCC/Y8-9)** – Major Pharos style lighthouse guiding ships through the west passage between the *Key of the Lock* and *New Home*.

▼ **Yarekh's Tower (MS/P12-13)** – A major autarchic Trade Citadel located to take advantage of the rich mine workings in the surrounding hills as well as the expansive and hugely productive beds of important varieties of bioengineered kelp (and their products) that lay off its beaches.

It is a major industrial center as well, famous for the quality and variety of its metalwork (including some famous clockwork artificers) as well as for the production of a variety of bulk chemicals used in the important tanning and cloth industries elsewhere (including tanning and softening agents for leather, dyes and waterproofing agents for cloth and the like).

The surface entryway is a huge tower some 15 meters square at the base and 80 meters tall – with only one known entrance, the huge double gates in the north face, and with no windows below the 20 meter level.

▼ **Yaz'pyt'ya (NHI/I4 – NHIC/E8 – LOCC/B6)** – Moderate sized coastal town on the west coast of New Home Island – mainly a fishing port, with an important processing facilities for the varieties of useful bio-engineered seaweeds that form the basis of much local metallurgical capacity.

▼ **Zh'sha'li, Halls of (MS/L14-M14)** – A major autarchic Trade Citadel, with a population thought to be around 20,000 souls, located centrally to the mines surrounding the great (and still active) volcanic peak of the same name to the south-east (N15), and along the once bustling major trade route of the *Iron Highway*.

It was the closest major Citadel to the Confederate cities of the Cauldron, tapping the rich trade in metals and manufactured goods to and from that area – but has, in recent years, become a major forward military base in the struggle against the Shadow Empire.

The ground levels of the Citadel are in the form of a single huge ziggurat (step pyramid) several hundred feet on a side at the base, with no windows or other openings (apart from the huge gates in the center of the western and eastern faces) on the lowest level; the steps of the upper levels are carefully tended gardens and parklands, with that of the second topmost and topmost steps being private and reserved for the richer merchants and government officials.

The faces of the upper steppes have arrow slits and narrow postern type doorways for the most part, and only the very upper levels have wide windows and doorways.

# ARMAGEDDON

1st Hammarskold Div 3.7  
3rd (Gds) Para ..... 3.10  
3rd (Arctic) Brigade 3.10

## -- A --

Abominations ..... 8.35  
AEF, The ..... 3.7, 4.2, 5.14  
An Alliance is formed 1.2  
Animal Encounters.. 7.19  
Armour ..... 6.23  
Arrival of Task Force 6.19

## -- B --

Base Gov't Type ..... 7.7  
Beginning of Time .. 6.16  
Beginnings ..... 2.3  
Betrayal, The ..... 6.14  
Bioconstructs ..... 8.12  
Build Local Industry .. 5.4

## -- C --

Chaos Theory ..... 1.4  
Civil Engin'g Survival 6.11  
Climate ..... 6.2  
Comrades in Arms . 3.11  
Confederacy..... 6.17  
Confed'te Military... 6.20  
Confed'te Gods .... 6.15  
Cosmology ..... 6.14  
Creatures ..... 8.23

## -- D --

Departure Prime ..... 2.2  
Design Process ..... 5.4  
Die KaiserTreuen .... 3.14  
Domestic Animals .... 8.2

## -- E --

Ecological Factors . 6.12  
Elite/Special Groups 7.18  
Encounters ..... 7.2  
End of the Beginning 1.3  
Eurasia: 27000 ..... 6.8  
Everywhere Else .... 5.15  
Extras ..... 7.21

## -- F --

Food Animals ..... 8.5  
Fuel Sources ..... 5.15

## -- G --

Gazetteer ..... 9.2  
Geophysicals ..... 6.5  
Germans ..... 3.13  
Global Warming ..... 6.2

Going Nuclear ..... 1.3  
Group Encounters . 7.15

## -- H --

Hatikvah & Eilat ..... 3.6  
Hearthguard ..... 6.20  
Hell on Earth ..... 6.18  
Human Factor ..... 6.6  
Human Structures .. 6.10

## -- I --

Impact of Logistics ... 5.2  
Imported Spares .... 5.15  
Infrastructure ... 5.7, 5.14  
Item Encounters .... 7.19

## -- J --

Japan and Russia .... 1.2  
JCF, The ... 3.12, 4.7, 5.14

## -- K --

Kaiser's Own ..... 4.12  
KG Valkyrie .... 3.13, 4.10  
Kinetic Kill weapons . 6.7

## -- L --

Legion, The ..... 3.6  
Levied Militia, The .. 6.20  
Local Spares ..... 5.15

## -- M --

Mass Production ..... 5.5  
Mechanicals ..... 8.29  
Melee Weapons .... 6.26  
Middle East and Islam 1.2  
Military Organis'n ... 6.21  
Missile Weapons ..... 6.27  
MAD ..... 1.4

## -- N --

NPCs ..... 7.21  
Nuclear Weapons ... 6.6

## -- O --

Other Stragglers .... 3.11

## -- P --

Physical Plant ..... 5.8  
Plant Kingdom ..... 6.12  
Plate Tectonics ..... 6.5  
PCs ..... 7.21  
Prehistory ..... 6.14  
Problem Spreads ..... 1.3

Product'n Stats 5.16-5.28

## -- R --

Raiders, The ..... 3.6  
Rank Insignia ..... 6.21  
Records of Survival ... 6.9  
Regions ..... 7.2  
Reserve Militia ..... 6.20  
Return of the Ice ..... 6.3  
Revenge ..... 1.3  
Russians & Japs ..... 3.10

## -- S --

Sample Industries ... 5.10  
Saudi Coup ..... 1.3  
Seven Domains ..... 6.14  
Shakota Theyana'a (The Dark Death) ..... 6.18  
Spread of Islamist Fundamentalism ..... 1.2  
Standard Extras ..... 7.21

## -- T --

Task Force NYB-29 .... 3.2  
Terrain Types ..... 7.7  
Time for Reflection . 6.13  
Transition ..... 2.2  
Transition Theories .... 2.7

## -- U --

Unexpected Allies .... 3.5  
Unexpected Arrivals 3.13  
Uniforms ..... 6.21  
Using High Level Tools & Machines ..... 5.5

## -- V --

Vehicle Operations in the Seven Domains ..... 5.14  
Vladivostok Connection, The ..... 3.11

## -- W --

War Begins ..... 1.3  
War Spreads ..... 1.4  
Western Alliance ..... 1.3  
What's Available Locally ..... 5.9  
Wild Animals ..... 8.6  
Women in Military ... 6.20

INDEX



INDEX



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