

A P P E N D I X : G A M E A I D S

This appendix contains the following:

Player's primer

Game creation sheet

Character sheet

Simple NPC sheet

Detailed NPC sheet

Pre-written game creation sheets

A PLAYER'S PRIMER FOR HOT WAR

The game is set in London, England, during the winter of 1963.

In October of 1962, the Cuban Missile Crisis caused the world to be enveloped in war.

This war was conducted using nuclear weapons and 'twisted technologies' that bordered on the occult.

These technologies were first created in Germany during World War Two and were secretly plundered in the war's aftermath

Since then, Britain, France, the USA and the USSR have all secretly worked to understand and improve on these technologies.

Some examples of the technology are:

Human experimentation, where people are hideously warped and deformed into creatures of nightmare.

Bringing entities through from 'other places', using 'gates' or 'holes' in space and time.

During the Hot War, Britain was subject to nuclear and twisted technology attack.

London was only straddled with nuclear weapons, but was the scene of vicious battles involving Soviet twisted technology invasion forces.

There are now no communications from the North of England, Scotland, Ireland, continental Europe or anywhere else in the world.

The Government still has nominal control, but there is great factionalisation.

The civil authorities, the military, scientific agencies and police authorities are all attempting to gain the upper hand in the re-building and survival process.

There are huge number of refugees from other parts of the UK and Europe held in squalid camps in the Thames Estuary.

Food, fuel, clean water and other vital resources are all heavily rationed and controlled by civil and military authorities.

The people are not gangs of leather-clad, neo-barbarians with crossbows!

Xenophobia, mistrust and outright racism are rife in London.

Characters in the game all work for the Special Situations Group (SSG), an organisation that hunts down monsters, terrorists, spies and saboteurs.

The SSG is riddled with competing factions, all attempting to use and subvert it for their own ends.

SPECIAL SITUATIONS GROUP

Record Document 18/d6

GM:

Players:

Tone:

What are the characters doing?:

Who are the antagonists?

Who else is involved?:

Black & white photos:

How long will the game last?:

SPECIAL SITUATIONS GROUP

Identification Document 21/g

1. Name: _____

Original Current

2.a. Action:

2.b. Influence:

2.c. Insight:

3. Traits: +/-? Locked? 4. Relationships: +/-? Rating

_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

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_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
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