

Diversiönary
Games



AFTERMATH

A Survivor's guide

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YOU'RE A SURVIVOR

Funny how no one really thinks about what comes next.

Something happened, and the world turned upside down. No one really knows what it was - you could go mad speculating, and I know a few people who did. One or two others went looking for answers...we never saw them again. Good people, the kind we couldn't afford to lose...but it ate them up.

What does it matter, here in the aftermath? The Event happened, and maybe one in a thousand survived. What is important? You were one of them, and so were the people around you. Maybe they're friends and family, maybe they're just people that circumstances threw you together with...it doesn't matter what came before.

When you needed them, they were there for you. Together, you did what you had to in order to survive. But before it had even really begun, before anyone knew what was happening, the winter storms hit. Sub-zero temperatures, driving snow...all anyone could do was hunker down and take shelter. There was no time to prepare - but plenty of time to hope and pray. To chew through whatever rations were left, make bitter jokes about global warming, and try to wait it out.

Now it's spring, everyone who's left - yourselves included - has realised they've got their work cut out if they intend to see out the year.

YOUR GROUP

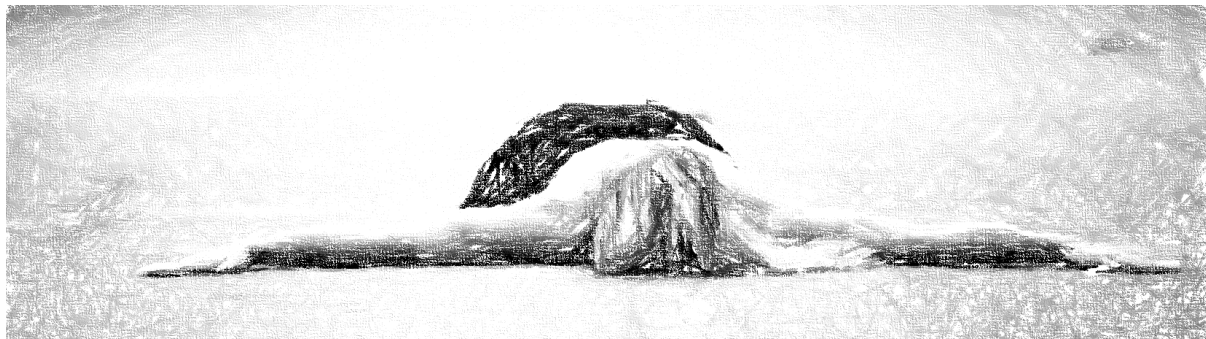
There's about 70 people in your Group (the exact number is in your Group Briefing.) Your people look to you for leadership, and to make sure they live to see another year. They rely on you, and you rely on them - you can think of a dozen times you wouldn't still be here, if not for your group.

Somehow, you made it through winter together.

OTHER SURVIVORS

Rule-of-thumb demographics suggests there might be a couple of thousand survivors scattered across the local region, in total. Some might join you; others might help; the rest might want what little you have. Protect it.

Some of those others might have found safety in groups and collectives a bit like yours, but you think most of the survivors are living in the camps and 'community safe zones' set up by what's left of the government. This Government said they'd offer 'stability and protection'... Yeah, the people you couldn't even count on to fix a pothole now claim they can rebuild society. It's safer to stick with the devils you know - people you can trust, or at least who you understand. Because the rumours you hear about the camps - what people are forced to give up for the Establishment's protection - it doesn't get much darker.



EMERGING IN THE AFTERMATH

At the start of the game, you and your group are hunkered down in your Base Camp as the winter storms finally break. All you have is the people around you, enough supplies for a week or two, and a few useful items that you scavenged or saved.

You've also got a radio, tuned into the government's emergency transmissions, or more likely a civilian broadcast like Lighthouse Radio; plus some road maps or OS maps of the local area, covered with your group's hard-won notes about useful places, known hazards and the last known location of others survivors as well as the government camps.

Now that the storms have passed, you can emerge and start planning... rebuilding civilisation might sound lovely, but the next step for most people will be finding enough food to get through the week. What do you want your people to do? Where should they go? And where will you find supplies?

YOUR ROLE IN IT ALL

As a Leader of your survivor group, you're responsible for your people's safety, security, shelter, wellbeing and overall happiness... or lack thereof. Above all, they expect to survive beyond the next week - it's your job to ensure that they do.

Your people will (usually) do what you ask to the best of their ability - all they need is some direction. Maybe some tools? And a safe place to stay, of course. Food in their bellies. And a little hope for the future.

Simple as that.

LEADING THE PEOPLE

Your actions and decisions as leaders will have an impact on the people in your group, so keeping an eye on the mood of the people will be important. This will be tracked at your Base Camp through a Descriptor showing the group's overall mood: Content, Indifferent, Tolerant, Irritated, Angry, Disillusioned or another similar word.

ORGANISATIONAL STRUCTURE

Most survivor groups will be led by 3 players, and how this leadership is organised will depend on the type of group you are leading. The type of leadership that is employed may change as the game evolves, it may change because you as the leadership wish it to change or it could change because the people demand that it changes.

The typical types of leadership are:

- *Hierarchical*

One player is the leader, with the others taking the role of advisors, deputies, or lieutenants responsible for a particular area of operation. Hierarchical governance can take a wide range of forms: from meritocracy, technocracy or democracy through to feudalism, theocracy or autocracy, depending on the type of group you belong to.

- *Flat*

All players are equal in all decisions. Types of flat organisation can include co-operative, anarchist or mobocracy, but could also include forms of meritocracy, technocracy or democracy. Again this will be further described within your Group Briefing.

COMMUNICATION

The game will run on a Discord server, with a few out-of-game channels, and a special area for each team. You should receive an invitation to the Discord server about a week before the game.

At the start of the game you will not know the whereabouts of the other survivors' home bases - you've all just emerged from your winter shelter, and although you've had limited communications by radio, you don't know where they might be.

YOUR OBJECTIVES

Helping keep your group focused on what really matters are your Objectives - the things that are important to you as an individual, and to your group as a whole. Each survivor group will start with set objectives, but these can change and evolve during the game.

While some of your objectives will be obvious to everyone - to gather and secure the resources you'll need to survive, and

Should you meet with another player group as you go about your business, it is assumed that you will communicate by radio. This does not automatically reveal the location of either group's Base Camp.

If another team has sent someone to your public voice channel, please greet them promptly - it isn't possible for them to see whether you are "in". If you don't want to talk to them, just tell them that you're busy, but don't make them hang about.

prepare for the coming storms - others will be more private to your group. Think carefully before revealing any private objectives to other teams.

You will find your group's objective in your Group Briefing (which you will receive separately). Study them, understand them, and with each action ask yourself: does this get us closer to our goals?

PROVIDING FOR YOUR PEOPLE

As a leader, it's your responsibility to ensure that the people under your care are fed, watered, kept warm and sheltered. Most of this will be done from the relative comfort of your Base Camp.

PLAYING THE NUMBERS

The more people you have, the more supplies you will need. It's a fairly simple concept - more mouths equals more food, more water

- but with more people comes inefficiency, argument, waste and theft.

Each point of Supplies of each type represents the amount needed to sustain a certain number of people for a week (one in-game turn). One Food, for example, will keep ten of your Group fed for a week. The table shows the typical consumption for groups of up to 90 people:

(Unlike the other Supplies, Shelter is not consumed when it is used, although events may

Population	1-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81-90
Food	1	2	3	4	5	6	7	8	9
Water	2	4	6	8	10	12	14	16	18
Fuel	1	1	2	2	3	3	4	4	5
Shelter	1	2	3	4	5	6	7	8	9

cause it to change in quality)

In addition to the above Supplies, you may discover some Medicine. Since the Event, Medicine is worth its weight in gold - think carefully about when you want to use it.

Food and Water will not always be ready for consumption, and may be Safe or Unsafe. Unsafe Supplies should only be consumed as a last resort, and may cause negative effects. It is possible to improve the quality of your Supplies - for example, by cooking raw food, or purifying water.

Food: Safe, Unsafe

Water: Safe, Unsafe

Fuel: Other Fuel, Petrol

If you don't have enough Supplies to go around, you will need to choose who gets fed... or ration it out and weaken everyone in the group. These are just some of the hard choices a leader has to make...

Units who go without food, water or shelter will gain conditions like **Hungry**, **Dehydrated**, **Cold** or even **Starving**.

Go too long without looking after your people, and eventually they'll rebel, desert you... or die.

THE BASE CAMP

Base camp was where you hunkered down during the winter storms, and it's somewhere you know is (relatively) safe. Every Base Camp is different; yours will be described in your Group's briefing pack.

Your Base Camp will be represented by a spreadsheet which you will be given access to shortly before the start of the game - somewhere you and your team will gather to plan your actions and shelter from storms. Even if you move your Base Camp location in-game, this sheet will always represent your Base Camp's current state. The Base Camp sheet features:

- Location and basic Attributes of your Base Camp.
- Trackers for your Group's current population and Mood.
- A list of your Group's equipment.
- Your stocks of your basic Supplies.
- The People who make up your Group.
- On the other tabs, your Order Sheets, where you can assign your People to basic tasks or special projects.

LOCATION

COORDINATES

ATTRIBUTES

BUS DEPOT

OS99 - 99S 99W

Dust storms

CONDITION

SHELTER

SHELTER REQ.

POPULATION

MOOD

Rickety

9

6

56

Hangry



UPGRADES

DESCRIPTION

TYPE

NO.

CONDITION

Maintenance Supplies

Auto Repair Tools

Office Supplies

Tour Buses

Greyhounds

Shotguns

Driver's Uniforms

Spare Parts

Tools

Tools

Tools

Transport

Transport

Arms

Clothes

Components

2

5

3

12

4

2

6

5

Well-oiled

Low ammo

Assorted

SUPPLIES

SUPPLY

TYPE

INCOME

STOCK

UPKEEP

TO SPEND

REMAINING

RESULT

Food

Food

Food

Water

Water

Water

Fuel

Fuel

Fuel

Medicine

Safe

Unsafe

ALL

Safe

Unsafe

ALL

Other Fuel

Petrol

ALL

N/A

0

0

0

0

0

0

0

0

0

0

0

16

16

1

4

5

0

5

5

0

N/A

N/A

6

N/A

N/A

12

N/A

N/A

3

0

0

0

0

0

N/A

N/A

16

N/A

N/A

5

N/A

N/A

5

0

N/A

N/A

Shortfall

N/A

N/A

Shortfall

N/A

N/A

Shortfall

Satisfied

PEOPLE

LETTER

UNIT

TYPE

DETAIL

CONDITION

NO.

A

B

C

D

E

F

G

Commuters

Ticketing Staff

Men-in-Blue

Night Crew

Day Crew

Maintenance

Class 2b

Unskilled

Unskilled

Skilled

Skilled

Skilled

Skilled

Dependent

Rent-a-cops

Drivers

Drivers

Scouts

6-year olds

12

12

6

6

6

6

8

Travelling **IN THE AFTERMATH**

Most people wildly overestimate how far they can travel on foot, expecting that they are going to be able to walk at 6.5kph all day...which might be fine as a one-off in nice weather, on flat terrain, and not carrying anything.

Young fit people with a small load (10kg or less) can do 30km in a day, but add a bit of complexity to the route - or a bit of weight - and this drops substantially. As soon as the group has young or elderly this drops even further!

Day after day, endurance and exhaustion become a factor. If you're trying to avoid being spotted this also greatly reduces the distance that can be covered.

In extreme circumstances people can always push themselves, but this would still only up the distance in a day to about 50km and cannot be sustained for long. Athletic types who are fit and used to running might manage even to go even further...or they might just drop dead from the strain.

ANIMALS AND VEHICLES

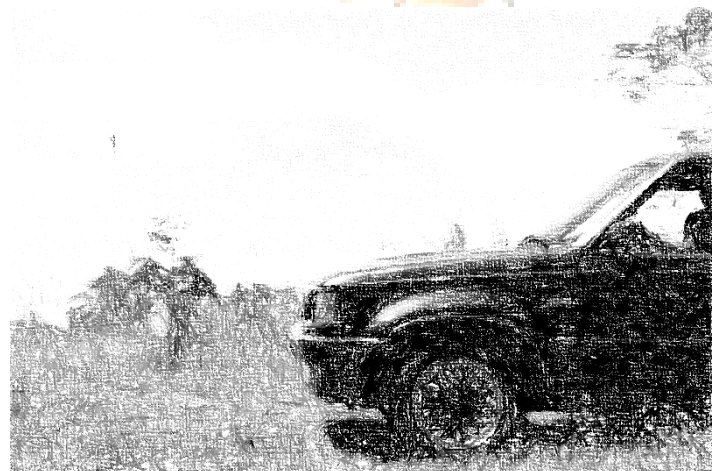
Horses do not increase the speed/distance of travel, but reduce the burden on the traveller and allow more weight to be carried. If pushed a horse can run 160 km in a day, but will need weeks to recover or may die of exhaustion!

Cars, vans, trucks and buses are all-but useless on blocked roads... and given the chaos after the Event, most major roads are well and truly blocked. If a route is cleared and fuel is available, it would not be advisable to travel at more than 50 or

60kph due to road conditions and unknown hazards. Off-road, travelling along un-cleared roads or on unknown routes, vehicles will need to travel at even slower speeds, averaging about 5-10kph depending on terrain.

Bicycles being used by fit people can travel 90-100 km a day on a clear route. Off-road (avoiding hazards) this is reduced to 30-50 km. In extreme (and favourable) circumstances, cyclists might be able to achieve 190 km in a day.

Motorbikes, hell yeah! On un-cleared routes it is possible to filter through and around the broken and abandoned vehicles, but there is still a danger of meeting an impassable section. Off-road scrambles are limited by the fuel tank - you'll be lucky to get more than 60 minutes if it is being driven hard! Although at a speed of 30-50kph that's still better than walking... as long as you have the right fuel mix.



ASSETS

Assets is a catch-all term for the things that will help you survive in this unforgiving Aftermath – people, equipment, places, vehicles, food, livestock, drugs, tools... The yellow pages, the Argos catalogue and a complete inventory of your local B&Q and auto-trader, all rolled into one, wouldn't even come close to covering all possible Assets.

So to make it a bit easier, Assets have been broken down into three broad categories: people, equipment, and locations.

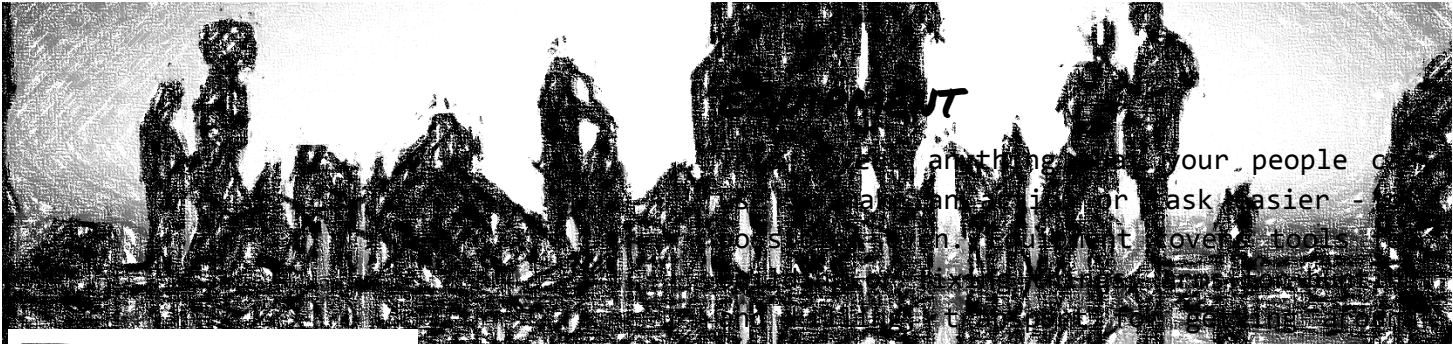
PEOPLE

Without people there is no survival – nobody to do a thing, and no point in doing it.

Many people make up your survivor group. They will be divided into Units of 1-18 individuals according to their basic skills and value to the group – this is known as the Unit Type. Most Units also have some specific Details.

The table below gives a few examples of each Type of Unit. Since each turn represents one week of real time, you are unlikely to be able to upgrade a Unit from one Type to another during the course of a game. True skill takes months, not weeks, to obtain! However, training Units is nonetheless far from pointless, as that Unit may accrue positive Conditions which may prove useful later on.

Type	Details	Notes
Dependent	Children, Elderly, Infirm, Prisoners...	Unable to work for the good of the group, these units nonetheless need others to protect and provide for them.
Unskilled	Labourers, Civilians, Survivors, Refugees	Making up the bulk of any group, Unskilled units are usually made up of 12 or more individuals who are able to undertake basic tasks such as gathering supplies or guarding the camp.
Skilled	Hunters, Scavengers, Scouts, Tinkers, Mechanics, Warband, Infantry, Traders, Negotiators, Nurses, Medics, Farmers, Technicians	Particularly good at tasks in their area of competence, Skilled units can also carry out other tasks as an Unskilled unit would. Usually organised into smaller groups of around 3-12 skilled individuals.
Expert	Scientists, Surgeons, Engineers, Special Forces, Diplomats	Can undertake complex tasks in their field of expertise, or oversee and direct less skilled workers towards a relevant task. Experts are rare and highly valued, and a unit will normally only be made up of an individual or pair.



easier, clothes to keep you dry, and PPE to keep you safer while you work.

Type	Details
Tools	Building, woodworking, mechanical, cooking
Arms	Bow, spear, knife, sword, shotgun, rifle
Clothing	Waterproof, warm, camouflaged
Transport	Bicycle, horse, cart, van, rowing boat, tractor, airship

Components

Bits and bobs for fixing, building and making stuff. There is no list of components here - it is far too vast. Just need to let your people know roughly what you need, and what you need it for...then send them off scavenging, and hope. If you send people out scavenging with no real objective, they will return with things they think the camp needs. Could be useful, could be utter junk. You will need to have the right knowledge in your group before you can send your people out looking for components for a specific job. When giving your unit the order, you just need to write down roughly what they're looking for - components to fix the camp's Wi-Fi network, perhaps, or materials to rebuild the old bridge. Don't worry about the specifics - you'll have asked the advice of your expert (if you have one), or pointed at a book (if you have one of those)

LOCATIONS

The final Assets are locations: you start with one location, your home camp. This is where you survived the winter - it has shelter, but with spring it might no longer be suitable. You'll need to make improvements...or even move elsewhere.

Locations come in three broad categories: Civic, Strategic and Productive.

Civic: Civic locations describe anywhere that people live, or could live: towns, settlements, camps etc.

Strategic: A location that is valuable for its position - it might be well placed for the defence of the area, improve ease of access and movement, or help maintain control.

Productive: Productive locations are rivers, forests, wild farms, anywhere that when worked by people yield reliable supplies such as food and water.



Conditions and Descriptors

Many things within the game – including players – can be affected by the addition of a Condition or Descriptor. These adjectives add detail regarding the state or attributes of an Asset or player, and can affect performance in-game.

Assets might come with a Descriptor or Condition, such as a Unit with a Descriptor **Mechanic** or Location with a Condition **Dilapidated**.

Conditions tend to be temporary, and will change with time. The Condition **Hungry**, placed on a Unit, is a temporary state which will either degrade further to **Starving** or be removed. Descriptors are more permanent effects, like a Unit's skill or physical attribute.

CONDITIONS

- Units have Conditions that describe their current state; they can have multiple conditions as appropriate, such as **Exhausted**, **Enthusiastic**, **Cold** or **Content**...
- Tools could have Conditions like **Rusty** or **Damaged**.
- Your Base Camp will have Conditions attached, some will cover the camp itself, such as **Warm**, **Undefended**, **Leaking** or **Overcrowded**.
- Your Group will also have a Condition that covers the mood and morale of its people. How **Happy**, **Content** or **Miserable** your Group is can affect your Units' behaviour and performance.

DESCRIPTORS

Where Conditions refer to the current state of an Asset, Descriptors refer to the competence, quality or effectiveness of an Asset. As with Conditions, an Asset can have multiple Descriptors.

- A Unit's Details act as its primary Descriptor: for example; **Mechanic**, **Builder**, or **Scientist**, covering its area of competence. Units may also earn or start with other Descriptors which describe attributes such as **Persistent**, **Dangerous** or **Organised**.
- Equipment also has Descriptors; these indicate what the equipment can be used for. Tools will have Descriptors like **Metalworking**, **Automotive** or **Plumbing**. Whereas clothes can have Descriptors like **Warm**, **Waterproof** or **Protective**.

THE EFFECT OF CONDITIONS AND DESCRIPTORS

Conditions and Descriptors allow players and Control to easily track what is happening to Units, Assets, groups, players and the whole game. They also affect the outcome of tasks and actions.

The effects of Conditions and Descriptors will stack, but do not have a direct numerical equivalent. As a player, you know what you need to know – it should be pretty clear that an **Exhausted** Unit isn't going to be as effective as a fresh one... although if you have no choice, you're going to send them out hunting. You know what it feels like to set out exhausted – and you know it will have an impact on the outcome.

Game systems and mechanics

The world in the Aftermath is not one of instant long range communication, satellite mapping and ever-present, always-accurate information. Finding out what's happening

is a central challenge in itself, and your knowledge of the world is limited to what your people have reported back to you... as

well as what you've heard from other Groups.

Your personal map is just part of a larger whole, hidden by fog-of-war. You will not be able to see what other players are doing unless your people see it happening, or someone tells you about it. It will be down to you and your team to keep track of information you receive.

TURN SEQUENCE

The game will be broken into turns, with each turn representing a week of in-game time. Each turn will have two main phases: Planning and Action.

The Planning phase

The start of the Planning phase will be announced by a message in the #announcements text channel. Players should gather in the Radio Broadcasts voice channel for a broadcast from Andover Community, the only reliable non-government broadcaster still operating. It will be followed by a short news and weather transmission from the BBC covering the key points that occurred during the last Action phase.

During the Planning phase all team members will return to their Base Camp where they will, after listening to the news, discuss what has happened, share information and decide what to do during the next Action Phase.

- Listen to the news and weather
- Read action results from last turn's order sheet
- Discuss next actions
- Decide how many Supplies you will distribute to your group, and what quality (for Food and Water)

- Write orders for your Units

The Action phase

The action phase is when your Units carry out the tasks that you have assigned them. **Control will resolve your Supplies - if you have not decided how many you are distributing, you will always meet your Upkeep where possible, taking the best quality rations first.**

All actions will then be resolved by the Control team. During this time, you are free to visit other groups or just stay at your Base Camp and continue planning.

- Pay upkeep for your camp and its people (food, water, shelter)
- Write in your orders
- Visit other groups
- Accept visitors at your Base Camp

ISSUING ORDERS

As a leader of your Group, your main role is issuing instructions to your various Units - what they are aiming to achieve, how much risk they should take to achieve those goals, and what equipment or resources they have to help them.

These instructions are recorded in your order sheet, and will be resolved by Control during the Action phase. An order sheet looks something like this:

UNIT	MAP REF.	ENVIRONMENT	TASK	TASK COMMENT	RISK LEVEL	DIFFICULTY	ASSETS
The Bards	N29 W48	City	Scavenge	Look for more weapons and components	Normal	19	Shotgun, waterproof clothes
The Wiccan	N29 W48	City	Scavenge	Look for more weapons and components	Normal	19	Bows, waterproof clothes
The Hunters	N43 W39	Rural	Hunt		Normal	17	Bows, waterproof clothes
The Treeshapers	N43 W53	Base Camp	Build	Finish water processing (filtration, storage)	Normal	13	Construction Tools, waterproof clothes
The Eden Makers	N43 W39	Rural	Forage		Normal	16	Forestry Tools, waterproof clothes
The Stretching Bran	N44 W35	Village	Scout	Playing cricket, spying??	Pushing It	17	Waterproof clothes, bikes
The Wisdom	N43 W53	Base Camp	Work	housework, gardening	Normal	13	

The Difficulty value will be calculated by Control, and will depend on the circumstances. While you won't normally know it before you decide to take the action, you should be able to estimate the range. If the unit is competent, the area is relatively safe, the action is simple and your people have the right resources...it's a pretty good bet that they're going to succeed. If the task is very hard and the area is dangerous, then make sure they're very well-equipped or you may not see them again.

When filling out the order sheet it is important to be as accurate and simple as possible - remember that people (and Control) have to understand and carry out these orders.

1. Unit: make sure the Unit name matches the name in your Unit list (you can give the Unit your own name, but please make it unique or it will cause confusion on the ground).
2. Map Ref: enter the grid reference of the area the Unit is operating in. If using the road map, give the page

number and grid reference; if using another map, give the region and grid reference.

3. Task: Select a category for your task from the closest-fitting drop-down menu
4. Task Comment: Explain in more detail what your unit is being ordered to
5. Risk: identify the level of risk you are willing to allow a Unit to take. See Risk, below.
6. Assets: note down any equipment that the unit is using/carrying - and make sure not to assign the same Equipment to multiple Units!

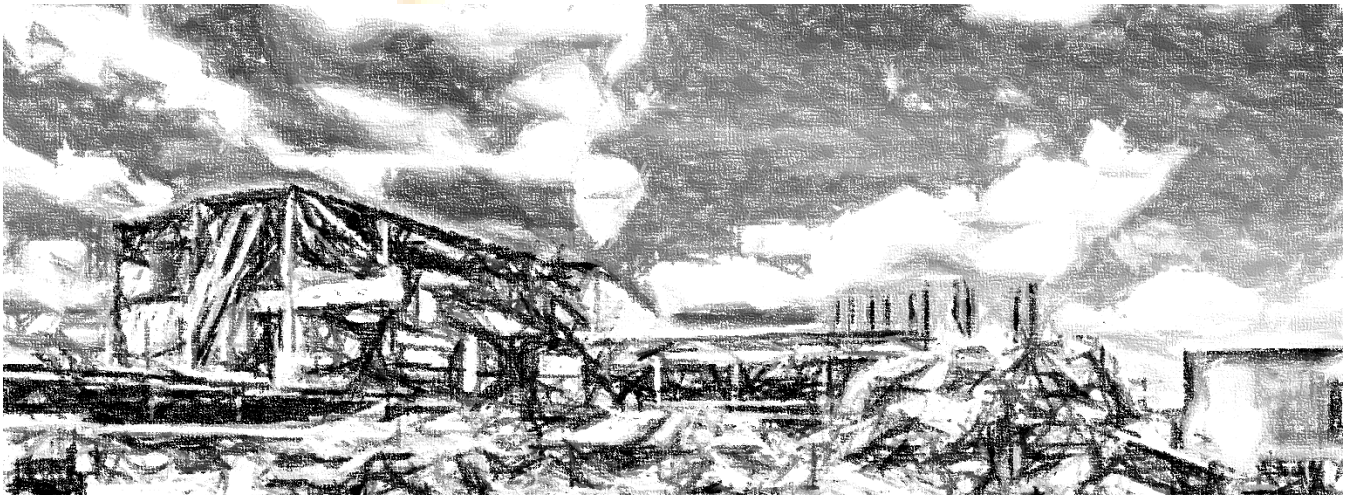
Tasks

Life in the Aftermath is hard, and you need everyone to pull their weight. Every Unit in your Group should ideally be assigned a task each turn, even if that task is something as simple as 'rest and recuperate'.

The kinds of tasks you can ask your Units to undertake is limited only by your ambition; but there are some key activities that come up fairly regularly. Using terms from the list below will help Control understand what it is you are asking your units to achieve:

TASK	Description
Hunt	Hunt for food
Forage	Search a rural area for Supplies, either generally or of a specific type
Raid	Attack a camp or settlement in order to acquire...something. Supplies?
Scout	Search an area with the intent of gathering information
Scavenge	Search for equipment, components or supplies in an urban area
Build	Make something from scratch
Repair	Fix something
Attack	Engage another Unit in combat with the intent of killing, driving off
Defend	Protect a location or Unit
Travel	Move from one location to another
Trade	Buy and sell goods with another group
Negotiate	Engage in diplomacy with another Group - perhaps you want to convince them to join you?

The table above is just a reference guide for ease of communication, however - if you can think of a task, you can try it. Just do your best to make the objective as clear and succinct as possible.



Risk and resolution

Tasks are resolved by Control, using a mechanic similar to blackjack: two or more cards from a (virtual) standard deck are drawn and added together, and if their value meets or exceeds the task's Difficulty (usually ranging from 14 to 20 but no higher than 21), the action is successful.

IT'S JUST LIKE BLACKJACK		
Less than the target number:	Safe Failure	No reward; no significant consequence or complication
Greater than the target number, but less than the break point:	True Success	Reward as stated; no significant consequence or complication
Just over the break point:	Broken Success	Some reward, not necessarily as stated; significant consequence or complication
Significantly over the break point:	Total Failure	Significant consequence or complication

A key part of issuing orders is deciding how much risk you are willing to take in order to achieve your goals - this will affect both the Unit's chance of success, and the severity of the consequences

RISK

When assigning a task you decide whether your Unit should be cautious, approach the task normally, or push their luck; the level of will dictate how the automatic card draw is handled.

Cautious

Cautious Units will withdraw at the first hint of danger, prioritising their own safety over the goal they've been set. It's rare they'll get themselves into trouble, but they're less likely to succeed. Cautious Units will stop drawing cards and retreat once their total reaches 12.

Normal

Normal risk is the middle ground - Units taking this level of risk are fairly likely

to achieve something (unless the task is wildly out of their league), but they're also much more likely to take negative consequences as a result of their actions.

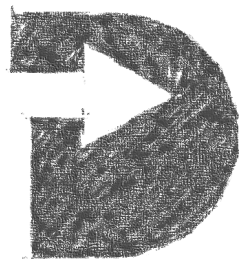
At normal levels of risk, Units will stop drawing cards once they reach 16.

Pushing it

If you tell a Unit to push their luck, it's all or nothing - they'll throw themselves into the pursuit of their goal regardless of the dangers or potential implications. When you win, you'll win big - but the consequences of failure are likely to be drastic.

When Units are pushing it, they will keep drawing until they've beaten the target number...or gone bust.

Original design by:



Diversiónary Games

by

Zane, Martin,

Barry, James and Joe.

Thanks to those that helps us,

Jo for providing snacks and putting up with us

Everyone that has had to listen to us talk endlessly about the Aftermath

Jim Wallman for inspiring us to write and run megagames and listening to our ideas

To Symon Leech for the art on the cards!

To all the control teams everywhere

And the players

Adapted for online play by:



OMEGA

ONLINE MEGAGAME AND EMAIL GAME ASSOCIATION

By

Ed, Dan, Casper and Greg

Special thank you to all our play testers and control!

