

HOW I LEARNED TO STOP WORRYING AND LOVE THE BOMB

A post-apocalyptic Savage Tale in three parts for use with
Deadlands: Reloaded or as a stand alone adventure.

Written by **Pete Smith**

Art by **Jaryd Wolfsberger**



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A simple job for a junker body-doc explodes into a Combine showdown with the fate of Junkyard at stake! Is your posse up to the challenge?

PART I: TROUBLE JUNKYARD WAY A DATE WITH DOC SIMPSON

Life in the Wasted West is tough. Hell, any brainer will tell you that. It can be a challenge to choke down a decent can of dog food everyday, let alone something more...palatable. Any job that'll put a few extra widgets in a waster's pocket (and a rat on a stick in his belly) is a job worth doing.

Luckily, it just so happens that the heroes have found just that sort of job. "An easy delivery for an old Junker," the message sent to the posse's private junkmail address stated, "just a small, brown box and a day's journey."

Your intrepid adventurers will need a vehicle of some kind for the delivery, Marshal, so set 'em up with one before they get started. (If you're using the pregen characters included at the end of this adventure, they've got a dusty old muscle car to travel around the wastes in.)

The posse soon finds themselves heading downtown to Junker Row (a collection of Junker shops and businesses connecting East and West Junkyard) in order to meet their potential employer and discuss the details of the delivery.

It's an ordinary, gloomy afternoon under the steel sky when they arrive at the body-doc's shop. A sign hangs over the door that reads: "WE CHOP...PRICES!" A success on a Common Knowledge check will tell a sod, that's spent even a little time in Junkyard, that Doc Simpson has a less than desirable reputation in the community.

As the posse exits their vehicle have the characters make Notice checks (at -2 for their adversaries well chosen hiding place) to spy a stone-faced group of

cyber-punk bad-asses in an alleyway across the street.

These guys (there are six of them here and two of them at the back exit of Doc's building) are lookouts for their cyborg buddies inside. With a raise the keen hero notices one of the men speaking into a walkie-talkie (communicating with the men inside). They take interest in the posse, but lay low until they're needed. They won't provoke a fight on their own and play off any questioning or accusations if the posse decides to parlay.

"Buzz off, chump, we're just shooting dice."
They repeat, if pestered.

JUNKER ROW THROWDOWN

The posse walks into a shakedown in progress. The front lobby of Simpson's shop (if that's what you can call the tiny, dusty room) is empty, but the posse can hear an argument coming from deeper inside the building. The door to Simpson's operating room hangs off its hinges. Inside, two big and mean-looking wasters (Combine Infiltrator cyborgs to be precise, Marshal) have the pudgy body-doc against a grimy, blood-stained wall.

And old Doc's sweatin' bullets.



The shorter of the two (cyborg Rend) slaps the Junker in the face with a heavy hand.

"No more run-around, Doc," he says with gravelly voice, "just give us the key and we won't put too many holes in you." He laughs, poking a big pistol in the face of his victim to punctuate his words.

Doc Simpson's eyes shift to the heroes as they enter, then to a small, worn cardboard box, tucked haphazardly behind some oily rags, hand-labeled: T. Ford.

The posse hears the crackle of radio chatter nearby. A smart brainer might realize it's coming from the back door.

However the posse reacts to the situation, the cyborgs' goals remain the same: get the key (this is actually the device that Doc had contacted the characters about delivering for him) and get out of Junkyard without arousing too much attention. They're willing to kill anyone who gets in their way (including Doc Simpson), but aren't necessarily opposed to paying some "hush money" if the right conversations are struck up.

(Doc will definitely counter offer if his skin is on the line, but he's a pretty poor Junker.)

More than likely, though, the players are going to duke it out with these goons.

The package (a small brown box sitting at the end of a nearby workbench) needs to be delivered to "T. Ford" in a small survivor settlement to the Northeast of Junkyard called Turnville.

Doc fights with what little he's got, hacking off limbs with his bone saw if necessary, to get the package into the hero's hands. For Simpson, who wouldn't replace his own mother's hip without a nominal fee, this is quite a revelation. Whoever this "T. Ford" is he must be paying a lot of widgets or the Doc isn't letting on to everything he knows.

Let the posse take control of him as an extra, but have him shout and speak to the players as needed.



Steel sky removed for your convenience.

CYBER-PUNK BAD-ASSES

(6 in front, another 2 out back)

Street scum for hire, complete with wrap-around, 90's sunglasses and patent leather jackets.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d6, Vigor d8

Skills: Driving d4, Fighting d8, Guts d6, Intimidation d6, Notice d6, Shooting d6, Stealth d6, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 8/10 (2/4)

Hindrances: Overconfident

Edges: Dodge

Gear: Kevlar Vest (+2/+4vsBullets, -4 AP); Pistol (12/24/48, 2d6, ROF 1, AP 1); Brass Knuckles (Str+d4); 2 of these guys have a frag grenade each at their disposal (GM, your choice who); Walkie-Talkies

DOC SIMPSON

Everybody knows this guy is a hack, but you can't argue with his rock-bottom prices.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Knowledge:Cybernetics d8, Notice d6, Stealth d6, Weird Science d8

Charisma: 0; **Pace:** 4(d4 running die); **Parry:** 5; **Toughness:** 5

Hindrances: Lame

Edges: AB: Junker (weird science), Mr. Fix It

Gear: Bloody Lab-Coat; "Simpson's Special" Bone Saw (designed to chop limbs, use with the *smite* power, Str+d6)



REND

The shorter of the two. He has slicked-back dark hair and weapon system jack in his arm. Rend gets his orders directly from Denver.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Boost/Lower Trait d8, Driving d6, Fighting d10, Guts d8, Intimidation d6, Notice d8, Shooting d8, Stealth d10

Charisma: -4; **Pace:** 6; **Parry:** 7;

Toughness: 10 (3)

Hindrances: Bloodthirsty, Vow (obedience to the Combine)

Edges: AB: Cyborg (super powers), Marksman

Gear: Sub-dermal armor (+3); Pistol (12/24/48, 2d6+1, ROF 1, AP 2); Large Knife (Str+d6)

Special Abilities:

- **Powers:** The super soldier's cybernetic systems give him access to *boost/lower trait* (self) and 20 power points.
- **Regeneration:** Infiltrator cyborgs may make a healing check every 24 hours.
- **Weakness (head):** Only destroying the brain permanently kills an infiltrator cyborg.

REND'S BROTHER

The taller of the two. He has a short, blond military cut and looks like he's seen more than a bit of action in his day.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Boost/Lower Trait d8, Driving d8, Fighting d8, Guts d8, Notice d8, Shooting d8, Stealth d8, Taunt d6

Charisma: -2; **Pace:** 6; **Parry:** 6;

Toughness: 10 (3)

Hindrances: Mean, Vow (obedience to the Combine)

Edges: AB: Cyborg (super powers), Rock and roll!

Gear: Sub-dermal armor (+3); SMG (12/24/48, 2d6, ROF 3, AP 2); Large Knife (Str+d6); Walkie-Talkie

Special Abilities:

- **Powers:** The super soldier's cybernetic systems give him access to *boost/lower trait* (self) and 20 power points.
- **Regeneration:** Infiltrator cyborgs may make a healing check every 24 hours.
- **Weakness (head):** Only destroying the brain permanently kills an infiltrator cyborg.

Depending on the outcome of the fight, things can go a number of ways.

If the players successfully defeat the cyborgs and gain possession of the key they'll now be able to continue along to make the delivery or ask the questions they want answered (no doubt, cracking a few more skulls along the way).

If Rend or his brother manage to take the box and fight their way out of Doc's shop, they

dash down the block and jump into their getaway vehicle, a red sports car. This would be a good opportunity to use the Savage Worlds chase rules, because it's a bad, bad thing for the posse if the cyborgs get away with the box.

After ten rounds (give or take, Marshal) the chase exits Junkyard and heads out into the wastes.

If the chase goes on long enough in the streets of Junkyard it will come to the attention of the Junkyard Militia. (They'll also take a few pot-shots at any vehicle that crashes through the main gates.) Jammers have the statistics for typical soldiers found in the Savage Worlds rulebook, but carry D-20 rifles with bi-pods that remove the auto-fire penalty when used. They travel in Jeeps in groups of six.

Whatever happens, the story rip-roars right out of Junkyard and onto the savage stretches of broken highway. The posse heads (or rushes, guns blazing) towards Turnville, about 300 miles to the Northeast.

PART II: THE KEY

THE MYSTERIES OF TURNVILLE

Turnville has never been much to write back home about and that hasn't changed much in the last thirteen years. The Northern Alliance thought it would be a good sight for a high-security weapons laboratory, but that just made it a target.

In the mountains, sitting above the desolate town, a black cyclone rages, the wind carrying the cries of the damned. Besides the constant howl from the nearby ghost storm, the landscape is empty, broken, and twisted, a scar left behind where one of countless g-rock bombs fell on judgment day.

A Common Knowledge check by any brainer who's been around the wastes for a while will gather the above.

When the posse arrives they find the small town abandoned. With a Notice check an observant posse member hears a hushed conversation on the other side of the wall

surrounding Turnville. With a raise the waster spies movement far away in the surrounding mountains. People and vehicles move from the East into a ghost storm in the distance. (This is a squad of Black Hats going into the g-storm, Marshal, but the posse isn't quite close enough to make that out.)

"Who there?" Cries out a squeaky voice, bringing the posse's attention back to the settlement in front of them.

The squeaky voice is Ned. He's 15 and he and his teenage friends have been "running things" in Turnville for the last twenty-four hours. He seems jittery when talking to the heroes and spills everything he knows because of it, with or without questioning.

What Ned knows:

- His mother, Pauline Ford, and his aunt Trixie contracted Doc Simpson in Junkyard over two months ago to build "some kinda key for a vault or sumpthin'."
- A couple days ago, aunt Trixie "saw a flyin' machine buzzin' round the ghost storm" and took off to investigate on her motorcycle. She never came back.
- Yesterday, Pauline went looking for her missing sister, telling Ned to stay behind. The rest of the "capable adults" from town went with her.
- He and the boys are "itchin' for a fight."

The posse should take this last bit as an offering of help, not a threat. If the posse accepts, Ned and the boys will follow the posse out of town in a rusty old pickup truck.

Either way, the heroes are sure to be curious about the weapons lab inside the nearby ghost storm. If they have Doc Simpson's device, the posse knows that it could potentially open a vault inside.

If they don't have the device, even a dense scavvie doesn't need the computing power of the Denver AI to figure out that the Combine will be quickly trying to retrieve whatever may lie behind that door.

NED AND THE BOYS

(6 with a vehicle)

They seem nice enough...snot-nosed kids.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Driving d4, Fighting d6, Guts d4, Notice d4, Shooting d6, Stealth d6, Throwing d6

Charisma: 0; **Pace:** 8(d10 running die); **Parry:** 5; **Toughness:** 5

Hindrances: Loyal, Young

Edges: Fleet-footed

Gear: The boys are armed with a variety of hand to hand implements (bats, hatchets, knives, clubs; all do Str+d4); Two of the boys carry Pistols (12/24/48, 2d6, ROF 1, AP 1); Ammo Level: Low

THE GHOST STORM

Circling above the ghost storm, Marshal, is a Combine Raptor (detailed later), one of the Black Hat's most feared flying machines. Let the posse make a Notice check to spy the craft flying this way and that around the black storm.

If the heroes continue closer, give the Raptor a Notice check to spot them as they make their way towards the old weapons laboratories. Prudent players know to keep their heads down when these flying automatons are around. Give the flying zombie brain a -4 if the posse makes their way quickly and quietly. (The Raptor is busy hunting and killing Trixie Ford, at the moment.)

Depending on what happens the players may swap a few blows with the Raptor, but the craft will quickly break off the attack if the players stray too far into or away from the ghost storm. Being under strict command from the ground, the Raptor picks its battles carefully, only making the first move if it can do something particularly nasty.

The posse must go through the swirling maelstrom to get to the laboratory inside. When the players decide to go through, Marshal, wish them luck and have everyone in the posse make an opposed Spirit roll against the surging energy of the storm.

To determine the strength of the particular spirit encountered by each person, draw a card

from the action deck for each Wild Card and one for each group of Extras.

Consult the chart below:

Joker: d12 (gain a random mutation)

Ace: d10

Face Card: d8

Number Card: d6

Deuce: d4

With a success the character suffers no ill effects as they pass through the wall of howling souls.

A failure causes a level of fatigue, two if the spirits manage a raise. A 1 on the natural die causes the character to take 3d6 damage, ignoring armor.

A joker causes a mutation, regardless of success or failure. Marshal, cackle maniacally, roll 1d6, and read on.

- 1: The character grows grotesque boils, or other deformations, all over his skin (-1 Charisma).
- 2: A bad case of "the glows." The sod gains the Ailin': Minor hindrance.
- 3: The poor sap sprouts a useless third appendage (-2 Charisma if exposed, -1 to Agility checks when the new limb would get in the way).
- 4: The brainer sprouts gills and can now breathe underwater.
- 5: The savage's nails grow into long and brittle claws (Str + d4 damage, lose a claw if you roll a 1 on your natural die when Fighting).
- 6: The waster's skin becomes partially translucent (+1 to Stealth rolls).

INTO THE DEADLAND

The Fear Level inside the storm is 6. It's a Deadland, after all, and the very landscape is warped in the extreme.

It's hazy and dim. Canny posse members can barely hear strange noises and shadows writhe and creep at the edge of perception.

Sitting among the rusted rib-cages of countless cars, in the very center of the blast radius, is the geodesic dome that holds the NA weapons laboratory. Its cracked and broken outer

wall makes it into a leering, towering skull.

To get to the lab the heroes will have to make their way through a rather large parking lot in the hills (and deal with any of the nasties lurking nearby).

One such nasty, a Blast Shadow, immediately takes note of the heroes as they enter the area through the storm. In addition to the shadow, which promptly attaches itself to one of the unwitting heroes, there are 2d6 walking corpses among the wrecked automobiles.

As we all know, Zombies love fresh brains and these particular specimens aren't being subtle about it.

BLAST SHADOW

"It's said these rare and deadly abominations are the living shadows of those unfortunate souls caught at ground zero. Now, they haunt the ruins like dark ghosts, longing for a physical form."

Attributes: A blast shadow has no attributes of its own, but gains traits once it's successfully taken over a host.

Skills: Notice d8, Stealth d12+2

Pace: 12; **Parry:** n/a; **Toughness:** n/a

Special Abilities:

- **Fear:** Anyone who recognizes the shadow for what it truly is must make a Guts check.
- **Immunities:** Blast shadows cannot be harmed by physical or magical attacks.
- **Life Drain:** A blast shadow can attach itself to a victim automatically. Once it does, the victim must make a successful Vigor check every 24 hours or gain a level of fatigue that won't go away until the poor sap expires or the shadow is destroyed. When the host becomes Incapacitated from fatigue he dies and his soul is replaced by the abomination for 1d6 days before fading out of existence.
- **Weakness:** The blast shadow cannot survive in environments where no shadows exist. If an area of light where no shadows exist can be created or found (your call how exactly, Marshal), the blast shadow is instantly destroyed.

WALKIN' DEAD

See Zombie in the Savage Worlds core rules.



AMBUSH!

Once the walking dead are dealt with the posse is free to cross the cramped parking lot. From the north end, a service road curves steeply into the mountains and up to the front entrance of the half-buried dome and right into a Combine ambush.

If the players have the package from Doc Simpson the Black Hats are just waiting for the posse to show up so they can grab the device and make their way inside.

On the other hand, if the infiltrator Cyborgs in Junkyard managed to grab "the key" and get away, the Black Hats have been informed of the meddling heroes and the cyborgs join the Black Hats in their ambush.

Either way, the Combine's strategy remains much the same.

Half of these scum-bags approach from the back entrance in the North (yes, there's a back entrance) and work their way inside the geodesic dome. The other half, ten Black Hats and a Lieutenant, stay well hidden just outside the main entrance in the South (crouching in the

overgrowth outside the dome). These guys lay into the heroes, using the scattered remains of cars for cover, and shoot to kill.

If the posse is particularly nasty (and the cyborgs were able to contact or join these baddies) the Combine also bring one or two of their Automatons along, just to make sure the fight goes their way.

From a hilltop nearby, out of sight, Pauline Ford and a small group of survivors from Turnville observe the group as they engage the Black Hats. Three rounds into the fight or if Ned and his boys make fools of themselves in any way, “mom” joins the fight. She helps the heroes as much as she can, but her main concern is the safety of her son and his friends.



PAULINE FORD

Pauline always describes herself as “more like mother” than her rambunctious younger sister, Trixie (RIP). She's just trying to make the best of a bad situation.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Driving d6, Fighting d8, Guts d6, Healing d6, Intimidation d6, Notice d6, Shooting d8, Stealth d8

Charisma: 0; **Pace:** 6; **Parry:** 6;

Toughness: 7/9 (2/4)

Hindrances: Cautious, Loyal, Vow (look after Turnville and her family, heal those she can)

Edges: Common Bond, Dodge, Luck

Gear: Kevlar Vest (+2/+4vsBullets, -4 AP); Assault Rifle (24/48/96, 2d8, ROF 3, AP 2); Machete (Str+d6); 30 bullets



Where the lead flies.

POST-APOCALYPTIC SURVIVORS

(5 traveling with Pauline)

These are the “capable adults” from nearby Turnville.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Driving d4, Fighting d6, Guts d6, Notice d6, Shooting d8, Stealth d6,

Charisma: 0; **Pace:** 6; **Parry:** 5;

Toughness: 8 (2)

Hindrances: Loyal

Gear: Various Scavenged Pieces of Armor (+2); Rifles (24/48/96, 2d8, ROF 1); Various Scavenged Hand Weapons(Str+d4); Ammo Level: Low

PART III: THE VAULT

DELIVERY FOR P. FORD

Once the Combine outside the dome are defeated, the heroes will want to have a few words with Pauline Ford (if she's still tickin' that is). Pauline is an honest and open woman, but she will not tolerate anyone looking to take advantage of her people.

After scolding her son, Ned, for getting himself and his friends into this mess, she tells the posse's spokes-person a few things:

- She's still looking for her sister, Trixie, but fears she may be dead. “Trixie was no match for these Combine scumbags,” she says.
- The Black Hats obviously know something about what's inside the weapons lab. Besides the Raptor flying around the ruins Pauline says she's seen Automatons moving around the lab, “at least two if not more.”
- She ordered the device from Doc Simpson after Combine visited her town, months ago. “They asked about the old weapons lab and a vault.” They took what they wanted and killed some of the adults who resisted them. They left as quickly as they arrived. She had hoped to retrieve what was in the vault before they came back in order to trade it to Junkyard for protection.

If the Combine have Doc's device, she throws herself on the mercy of the posse, nearly weeping. The vault inside the laboratory holds a bomb, and Black Hats with a bomb means trouble for everyone. If the posse has the device, she is relieved, but plays her hand closer to her chest. She attempts to get the heroes to help her, without revealing too much (after all, she still wants to trade with Junkyard for protection, if possible). She goes so far as to promise as much payment as Turnville can muster (your call, Marshal, as to exactly what that is, but she's desperate).

However things are going, the posse needs to get inside the vault. Pauline volunteers to lead the way. “But, stay quiet,” she whispers as the group makes their way towards the front entrance of the dome, “we don't want to bring more Combine on our heels.”

THE OLD WEAPONS LAB

Broken, collapsing equipment and rubble from the blast litter the upper floor of the geodesic dome. The air is thick with the smell of death. Across the dome, on one of the far walls, everyone spots a big, metallic door in the dim light. “That's the way to the vault,” Pauline notes.

Squinting into the shadows, a waster with a successful Notice check can see figures moving around in the debris. A raise tells the brainer that these aren't Combine, but more walking dead.

A sneaky group of scavvies can get by these hungry corpses (there are 2d6 of the abominations) with a successful Stealth vs Notice check. Otherwise, the posse will have to throw down. That shouldn't be too difficult with Pauline and her friends, but it might draw the attention of the Black Hats at the other end of the facility.

Once the zombies are dealt with, it's on to the vault. The door on the upper level leads to a multi-flight stair case (there's also an elevator, currently inoperable) that ends in a smallish underground chamber.

Cobwebs hang from the ceiling and dust covers the floor. The room is strikingly bare, with one exception. On the wall opposite the stairs, there is a circular vault door, sitting beside a small control panel.

THE GHOST-ROCK BOMB

Key in hand, Pauline immediately places the oddly shaped device against the control panel where it sticks and begins to whirl. If the posse has the key, and they don't give it to Pauline, she implores them to open the vault quickly. If they do they'll have time to explore what lies beyond before the Black Hats come knocking.

If the posse lost the key at any point the Combine are here in the chamber, vault open, and their men are already going inside. They deal with the posse as quickly and fiercely as possible. Wish your players good luck, they'll need it. A smart posse will retreat and come up with a plan-B.

After about thirty seconds of whirring and buzzing, the control panel, connected to Doc Simpson's device, lights up. Garbled digits blink on the screen. After a loud click, the vault door groans open and Doc's device sparks and clatters to the floor.

Inside, a long corridor leads into a large,

high-security laboratory (see map below).

There are a few areas of note:

1. In the middle of the giant, warehouse-like lab sits an irradiated ghost rock bomb. It rests on top of a long, open semi bed, covered with a tarp. On one side, near the front, the covering is pulled back and a panel hangs open. A Common Knowledge roll at -2 will tell a waster that this is the arming device and that it's been tampered with. A raise will tell the sod that the bomb seems completely functional but has been temporarily disabled. Temporarily, meaning all it would take is a quick trip to Junkyard, or god forbid Denver, into the hot hands of the right junker to get the weapon working again.
2. Tucked into one corner of the lab is an auxiliary generator. Given a few moments to poke and prod at it, a scavvie can gather that there's still a quarter tank of juice, and that it still seems to be in functioning condition. If the generator is flipped on a few things



Did someone say WMD?

happen. First, backup lights on the walls brighten, filling the room with a red glow (the lighting penalty inside the vault goes to -1 instead of -2). Second, banks of computers on either side of the g-rock bomb whir to life. Likewise, monitors in a small enclosed area to one side flicker on (this is the security monitoring area, detailed below).

3. A separate, small room is connected to the laboratory on one side. This is the security center for the lab. First, it has banks of monitors that can be switched to a number of cameras all around the facility. Enough of these cameras are now functioning (on the backup generator) that anyone taking a moment to check them out can see the Black Hats and their Automatons moving through the dome's upper level. Second, the defensively minded waster will find a number of switches for electronic security doors found in the corridor outside and within the vault area itself. These doors are colored red on the map and can be open and closed from the station.
4. A successful Notice roll (at +2 if the characters have flipped on the generator) will spot a control panel on the far wall. This is the control for the lift, on which the g-rock bomb sits, and the ceiling door, which slides completely away letting sunlight stream in. The lift and overhead bay door are for loading and unloading equipment. A quick brainer will know that it's not wise to leave the bay hanging open with the Combine lurking about.
5. Tucked into another corner of the large facility is a truck (a semi), covered with a tarp. A successful repair roll (or smarts roll at -2) will get the truck rolling and connected to the bed the bomb is on. Use stats in the Savage Worlds rulebook for the truck. The vehicle has half a tank of gas, not enough to get to Junkyard, but (with some luck) enough to get away from the Combine in the area.
6. Lastly, near the generator, off to the side and slumped on the floor, is a skeleton. A smart waster will gather that this poor sucker was probably the scientist who pulled the short straw on judgment day. He stayed behind to disarm the weapon and closed

the vault doors from the inside when the bombs started to fall. Nearby sits a yellowed paperback and a flashlight with dead batteries, both covered in dust.

The posse has about five minutes in the lab before the Combine start their attack. Go ahead and tell the players this, Marshal, and give them time to come up with a plan.

The computers (marked in blue) can be pushed around, with a little muscle, and used for cover or anything else the posse can come up with.

The truck takes about five minutes of work to get up and running, so assume that if someone is working on connecting the semi to the trailer that they get it all connected, on the lift, as the Black Hats start banging on the vault door.

Clever wasters will close all the security doors and the vault door (it'll take the Automatons a round each to blast through with grenade launchers). The banks of computers can also be pushed around (with a little cooperation) in order to provide cover or slow the tide of the Combine.

Once going, the lift will take ten rounds to get to the top of the facility and onto a road the semi can traverse.

After the Automatons blow through the doors and into the main area of the laboratory, a squad of five Black Hats sweeps into the room first, aiming to slow any escape attempts. They're followed by the mechanical men (two of them) and the rest of the Combine.

Outside the Raptor prepares for a chase while the other two Automatons set up a final roadblock for the posse to crash (likely at the top of the lift). Use the Savage Worlds chase rules if the posse gets by the Automatons and onto the highway.

AUTOMATONS

(2 inside, 2 watching perimeter)

These baddies are cranked out by the factories in Denver, a fresh zombie brain snug as a bug in a rug inside a walking death machine.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d12, Vigor d12

Skills: Fighting d8, Shooting d8, Notice d6, Tracking d6

Pace: 4; **Parry:** 6; **Toughness:** 13(4)

Gear: Chain Gun Arm (Heavy Weapon, 24/48/96, 2d8, ROF 3, AP 2); Grenade Launcher (mounted on shoulder, 12/24/36, Medium Burst, 3d6)

Special Abilities:

- **Armor +4:** These mechanical monstrosities are equipped with light, high-tech armor plating from Denver.
- **Claws:** Str+d8
- **Construct:** +2 to recover from Shaken. No additional damage from called shots. Immune to disease and poison.
- **Fearless:** Immune to fear and intimidation.
- **Gyrostabilizer:** The automaton suffers no recoil penalty when firing on full-auto.
- **Hardy:** A second Shaken result does not cause a Wound.
- **Self Destruct:** If an automaton is Incapacitated, it explodes in an area equal to a large Burst Template, inflicting 3d6 damage to anyone within.
- **Size +1:** Automatons are larger than humans.
- **Weakness (Head):** Attacks that target an automaton's head do normal damage.

BLACK HATS

(10 in front, 10 inside)

Scum from every corner of the Wasted West. Oh, and they wear black hats.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Driving d6, Fighting d8, Gambling d6, Guts d6, Intimidation d6, Notice d6, Shooting d8, Stealth d8, Throwing d8, Tracking d6

Pace: 6; **Parry:** 6; **Toughness:** 8/10 (2/4)

Hindrances: Loyal, Vow (serve the Combine)

Edges: Rock and Roll!

Gear: Scavenged Kevlar (+2/+4vsBullets, -4 AP);

HI Damnation Rifle (24/48/96, 2d8+1, ROF 4, AP 3); Large Knife (Str+d6); Frag Grenade (5/10/20, Medium Burst, 3d6)



BLACK HAT LIEUTENANTS

(1 in front, 1 inside)

These guys are scum too, they've just had a bit more training.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Driving d6, Fighting d8, Gambling d6, Guts d6, Intimidation d8, Notice d6, Shooting d10, Stealth d8, Throwing d8, Tracking d6

Pace: 6; **Parry:** 6; **Toughness:** 8/10 (2/4)

Hindrances: Loyal, Vow (serve the Combine)

Edges: Command, Inspire

Gear: Scavenged Kevlar (+2/+4vsBullets, -4 AP); HI Thunderer Pistol (12/24/48, 2d6+1, ROF 1, AP 2); Large Knife (Str+d6); Frag Grenades x3 (5/10/20, Medium Burst, 3d6)

THE RAPTOR

(in the air, watching perimeter)

Just like an Automaton, but this one can fly!

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d10, Vigor d12

Skills: Notice d6, Piloting d8, Shooting d8, Tracking d6

Acc/TS: 20/60; **Toughness:** 14 (4); **Crew:** 0 + 10 men or 5 automatons; **Climb:** 20

Gear: 2x M-120 Machine Guns (Heavy Weapon, 360 degree mount, 24/48/96, 2d8, ROF 4, AP 4); 2x AIM-9S Sidewinder Missile Launchers (48/96/192, Medium Burst, 3d6, 1 shot each before they need to be reloaded in Denver)

Special Abilities:

- **Armor +4:** These mechanical monstrosities are equipped with light, high-tech armor plating from Denver.
- **Construct:** +2 to recover from Shaken. No additional damage from called shots. Immune to disease and poison.
- **Fearless:** Immune to fear and intimidation.
- **Gyrostabilizer:** The automaton suffers no recoil penalty when firing on full-auto.
- **Hardy:** A second Shaken result does not cause a Wound.

- **Self Destruct:** If a Raptor is Incapacitated, it explodes in an area equal to a large Burst Template, inflicting 3d6 damage to anyone within.
- **Size +2:** Raptors are large flying machines.
- **Vehicle:** A Raptor can carry additional personnel and/or automatons.

city on earth. Not to mention, the Combine will be working on recovering, or at least sabotaging, the bomb so that their adversaries don't gain the upper hand.

The Wasted West is a dangerous place, but maybe now the good guys will have the advantage, at least for a little while.

AFTERMATH

If the Combine get away with the bomb it will only be a matter of time before their scientists in Denver have the weapon fully functional. And that means trouble for everyone in the Wasted West.

Hopefully, the posse gets away with the g-rock bomb. If they do, it's a hop skip and jump to Junkyard (after short stop in Turnville for some fuel). Give the posse a little extra experience for getting through the last section, Marshal, this was a tough one.

If the posse doesn't take the bomb to Junkyard they might be able to get the bomb someplace secure, but buyers will be hard to come by without Junkyard's resources and a disabled bomb is only so useful to a brainer trying to get by in the wastes.

In Junkyard, Ike Taylor (the gruff, but fair resident leader) talks to the posse immediately about what happened and rewards them valiantly for their efforts. He gives anyone involved free citizenship in Junkyard (normally this has to be bought) and a reward worth at least ten-thousand widgets (scale this up or down for your group, GM). He then confiscates the bomb, with force from the Junkyard militia if necessary, but is more than willing to listen to anything the new heroes might have to say or suggest.

What Junkyard ultimately decides to do with the bomb is up to you, Marshal, but it will definitely give them an advantage in their ongoing fight against the Black Hats and their machines of war.

This is a great start for a new savage post-apocalyptic campaign. The posse have achieved minor celebrity in Junkyard and might be asked by Ike (after a few weeks rest) to go on any number of special missions for the last



All Arcane Backgrounds use standard Savage Worlds Explorer's Edition rules.



Eddie "Fasthands" Johnson

The only thing Eddie loves more than his mullet is his muscle car, "Sexy."

Rank: Seasoned (25 exp)

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Driving d10, Fighting d6, Guts d6, Notice d4, Repair d6, Shooting d10, Stealth d4, Streetwise d4

Grit: 1; **Pace:** 8; **Parry:** 5; **Toughness:** 8/10 (2/4)

Hindrances: Overconfident, Big Mouth, Loyal

Edges: Ace, Fleet-Footed

Gear: Kevlar Vest (+2/+4vsBullets, -4 AP); Sawed-Off (5/10/20, 3-1d6, ROF 2); Two Switch-blades (one with a knife Str+d4, one with a comb); Armored Muscle Car "Sexy" (Acc/TS: 20/40, Toughness 12(4), Crew 1+4)



Greg Prosciutto

Greg was a gourmet chef before the Last War. Now he just nukes it.

Rank: Seasoned (25 exp)

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d4, Vigor d10

Skills: Faith d10, Fighting d4, Guts d6, Healing d6, Notice d6, Persuasion d8, Shooting d6, Survival d4

Charisma: +2; **Grit:** 1; **Pace:** 5(d4 running); **Parry:** 4; **Toughness:** 10/12 (2/4)

Hindrances: Bad Eyes, Curious, Obese

Edges: AB: Doomsayer (miracles), Charismatic, Healer, New Power, Power Points

Gear: Kevlar Vest (+2/+4vsBullets, -4 AP); SMG (12/24/48, 2d6, ROF 3, AP 1)

Powers: 15 power points; Aegis (*barrier*), Nuke (*blast*),

Touch o' the Doomsayer (*healing*)



Ridley Maria Gomez

Tell her bald ISN'T beautiful. I dare you.

Rank: Seasoned (25 exp)

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d8

Skills: Blastin' d12, Fighting d8, Guts d6, Notice d6, Shooting d6, Stealth d8

Charisma: +2; **Grit:** 1; **Pace:** 6; **Parry:** 6; **Toughness:** 8/10 (2/4)

Hindrances: Bloodthirsty, Quirk (chews a thirteen year old piece of bubblegum), Vow (protect the innocent)

Edges: AB: Syker (psionics), Attractive, Power Points x2

Gear: Kevlar Vest (+2/+4vsBullets, -4 AP); Pistol (12/24/48, 2d6, ROF 1, AP 1);

"David" Bowie Knife (Str+d6)

Powers: 20 power points; Brain Blast (*bolt*), *boost/lower trait*, *teleport*



"Rusty" O'Malley

Yeah, he's Irish, or at least he says he is.

Rank: Seasoned (25 exp)

Attributes: Agility d10, Smarts d12, Spirit d4, Strength d4, Vigor d6

Skills: Fighting d10, Guts d4, Knowledge: Occult d4, Notice d4, Repair d6, Shooting d4, Throwing d4, Weird Science d12

Grit: 1; **Pace:** 6; **Parry:** 7; **Toughness:** 7/9 (2/4)

Hindrances: Overconfident, Quirk (Irish accent), Stubborn

Edges: AB: Junker (weird science), Dodge, Gadgeteer, Power Points

Gear: Kevlar Vest (+2/+4vsBullets, -4 AP); .38 Special (12/24/48, 2d6, ROF 1, AP 1); backpack full of spare parts; toolkit

Devices: 15 power points each; Flame Thrower (*burst*), Blur Belt (*deflection*)

ARMOR

Type	Armor	Weight	Notes
Kevlar Vest	+2/+4	8	Covers torso only, +4 vs bullets, negates 4 AP
Scavenged Armor	+2	5	Covers torso only, various pieces patched together

HAND WEAPONS

Type	Damage	Weight	Notes
Bone Saw	Str+d6	7	A natural 1 on the Fighting die hits the user instead
Brass Knuckles	Str+d4	1	
Large Knife/ Machete	Str+d6	4	
Scavenged Weapons	Str+d4	2	baseball bats, clubs, hatchets, kitchen knives, etc.
Switchblade	Str+d4	1	-2 to be noticed if hidden

RANGED WEAPONS

Type	Range	Damage	RoF	Weight	Shots	Notes
Assault Rifle	24/48/96	2d8	3	8	30	AP 2, Min Str d6
.38 Special HI Damnation Rifle	12/24/48	2d6	1	3	6	AP 1
HI Thunderer/ Rend's Pistol	24/48/96	2d8+1	4	8	30	AP3
Pistol	12/24/48	2d6+1	1	5	6	AP 2, Min Str d6
Rifle	12/24/48	2d6	1	3	17	AP 1
Sawed-Off	24/48/96	2d8	1	10	15	AP 2
SMG	5/10/20	1-3d6	1-2	6	2	*
	12/24/48	2d6	3	9	32	AP 1

*A Sawed-Off Shotgun does 1d6 at Long range, 2d6 at Medium range, and 3d6 at Close range.

SPECIAL WEAPONS

Type	Range	Damage	RoF	Shots	Notes
Chain Gun	24/48/96	2d8	3	200	AP 2, Heavy Weapon
Grenade Launcher	12/24/48	3d6	1	10	Med Burst Template
Frag Grenade M-120	5/10/20	3d6	-	-	Med Burst Template
Machine Guns	24/28/96	2d6	4	300	AP 4, Heavy Weapon
AIM-9S Sidewinders	48/96/192	3d6	1	1	Med Burst Template

