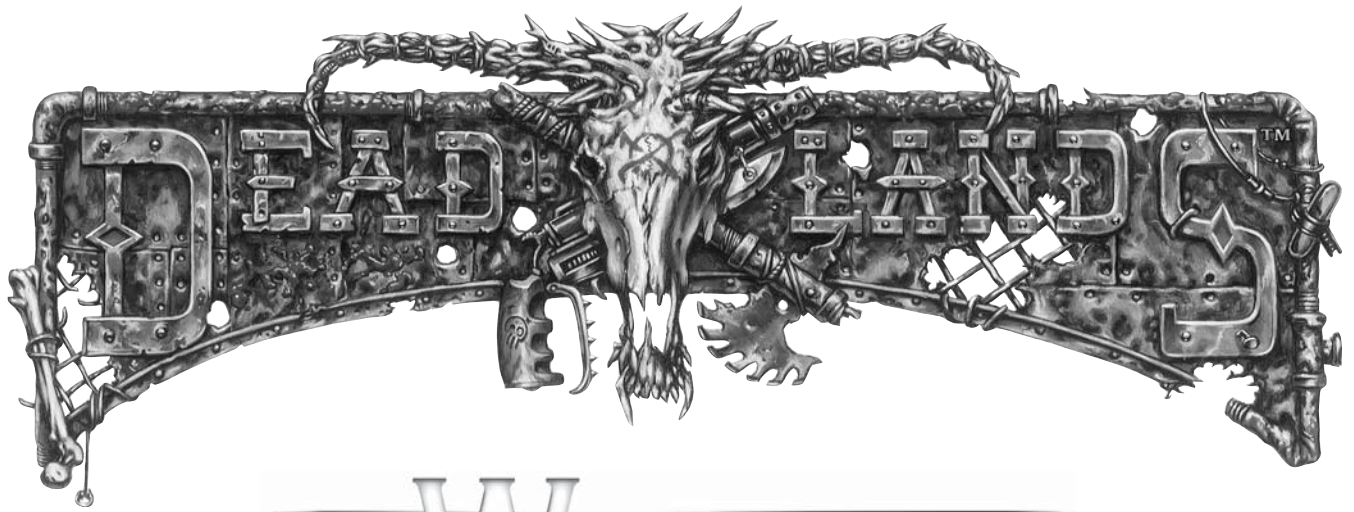


WASTE WARRIORS





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& Jason Nichols**



Waste Warriors

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Dedicated to: The veterans of Normandy.

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Welcome to the Wastes!

Waste Warriors takes a look at the soldiers that served during the Last War and their training, weapons, and equipment. It also follows the ones lucky enough to survive Judgment Day and the thirteen years of chaos that followed and shows what they are up to now.

Chapter One is an interview with Colonel Greene, a veteran of the shadow conflicts that preceded the big rumble and the Last war itself. The Colonel discusses some of the major events leading up to the war, as well as some of the big goings on during the war, and the Reckoner's role in everything. He also gives a whirlwind tour of the rest of the world in which he talks about what happened on other fronts and the foreign troops that served and were stranded in North America.

Chapter Two is chock full of goodies. It's got a rules update that brings the *Hell on Earth* rules in line with the *Deadlands* 2nd edition rules, as well as rules for artillery, demolitions, mine sweeping, and suppressive fire.

There's also a whole armory's worth of new weapons, armor, and other equipment. Ever wonder what the soldiers called their SA assault rifles? It's in here. There's also a handful of new military vehicles and a magazine's worth of new Edges, Hindrances, and Aptitudes. The chapter is rounded out with a pair of extremely interesting relics.

Chapter Three presents the rules for making martial artists—both the mundane and the supernatural-fly-through-the-air-kick-through-walls variety. This chapter includes all of the ch'i powers that were available in the *Weird West*, plus some all new ones. It also has a few updates and clarifications to the standard hand-to-hand combat rules.

Chapter Four, as usual, is the Marshal's domain. It contains all of the dirty little secrets of the various soldier groups in the Wasted West and a nifty background table for players who want to create a hero who is a veteran trooper.

So, why are you still looking at this page? The book isn't going to read itself. Move out, soldier!

Posse Territory





Veterans of the Apocalypse

Librarian's Note: This transcript is the first of a series of Librarian recruit Lasseter's accounts of his training with Colonel Steele Greene, formerly a Special Operations officer for the CSA.

C'mere, Misery.

They didn't send you to me just so's you can die your first week out in the Wastes. If you wanna live, you better listen up, and, by God, if I say jump, I expect to see a hoppin' Librarian, or I'm gonna save some Black Hat the trouble of poppin' a cap in ya.

If there's only one lesson you're gonna learn, it's gonna be to use your brain. You might be tough, you might be the strongest brainer in the wastes, but if you don't think and plan first, you'll end up surprised, and then dead.

What's the first step in usin' your noggin'?

You've gotta know the history. No matter what situation you're in, you've gotta know the history. Say you're fightin' some Class 3A Abomination that's been eatin' some poor townsfolks' spleens? You better know the full situation, or the first time you fight that thing, you're gonna be minus one spleen.

Since you're gonna be headin' into the Wastes (if you survive the next several months, that is!), you better know the history of what went down out there. So, how did the world end up this way? Yep, that's right, we can

thank the Reckoners for this sorry state of affairs. That's important lesson #1, but we'll come back to that in a bit.

Pop quiz time. Who were the tools of the Reckoners?

Hellstromme?

Are you kidding? I know those kooky doomsayers go on and on about Hellstromme this and Hellstromme that, but he wasn't the cause of the end any more than all the gun manufacturers were to blame every time some ganger blew away some other ganger. No way, Misery, it was the governments that were the tools of the Reckoners—and by extension, their armed forces. Even I did my bit to help bring about the Apocalypse.

Now, quit lookin' at me like I all of a sudden grew horns. I'm not sayin' we all did it on purpose. But, maybe, if we'd used our brains a bit first, we wouldn't be in the fix we find ourselves in today. So, if you wanna understand our position today, you better understand how the Last War came about, who fought it, and how.

What? Don't give me any of that crap about readin' about the war in some book. What I'm going to tell you can't be found in no book. I'm gonna be givin' you the **real** story. That idiot Poe wasn't near as close to what was goin' on as I was.

The Buildup

At the beginning of my career with the CSA SpecOps, back in '74, things were quiet between the North and South. We'd even work together on common interest ops.

However, that Hauptmann report changed all that. You've read about that, right? That's where that geologist claimed we were gonna run out of ghost rock in another few years? Well, once that report hit the fan, all the governments started scramblin' to get their fair share—and then some.

The Maze

Of course, the first place to heat up was the Maze, same as it was during the Second War for Independence. I got my first independent command there, running quick ops to sabotage miners that were sympathetic to the North. At first, things were pretty gentleman-like. You know, we'd blow a mine when nobody was in it, or sink a bunch of ships in the middle of the night. One thing led to another, though, and after the first couple months, conflicts started escalating. My team managed to track a US SEAL team to its base, ambushed them on their way back from some op, and wiped them out. That was one of my first lessons: If you're gonna take something down, you better know if it's gonna be replaced, and with what. And then be prepared.

Knocked Down a Peg

We had a month of paradise, messing with miners, and just generally feeling like the biggest, baddest guys on the block. I made Lieutenant Colonel quicker than anyone had since the War Between the States—I was 23. Then I lost most of my team to a pack of Maze dragons.

Yes, a pack. No, that's not normal. I found out a week later a new SEAL team had been dispatched, and they had some Agency help. Seems like some zoologist had figured out some way to control the dragons for a short time, had corralled a bunch, and let 'em loose when we were on our way back from some R&R.

So, I requested a syker platoon, and got 'em. I put the team to infiltrating an underwater Croaker settlement. After a week of preparation, we managed to get them riled up and pointed in the general direction of the new US area of operations. Then we pulled the trigger. The Croakers and Shraks ran amok in the base and also took out a nearby civilian settlement. During the confusion of their attack, we managed to capture the zoologist, and split pretty quickly before the Croakers turned on us, too. All told, 273 civilians died that day.

Spiking the Fear

Of course, that op was a little too high profile and some of my superiors got their panties all in a bunch. I turned over the zoologist to the Rangers, and agreed to be their "muscle" instead of operating more or less on my own like I had been.

Things were pretty quiet for a while, but it wasn't too long before the game started again: They'd let a bunch of faminites loose among our miners, so we'd sneak a couple skinwalkers into their local government. They'd spike some poor town's food shipment with some LSD and then we'd frame the Agency for an attack on the officials of Lost Angels—an eye for an eye, and all that. Except, we weren't just getting some payback. Every new op we planned had to go one up on the one that preceded it.

Pretty soon, civilians were jumping at their shadows. The Epitaph got involved with its crazy stories, and it got so it was tough to find miners who would work, even at double what they used to get paid. In spite of the ghost rock coming back from Faraway, the temporary slump in ghost rock production caused the price to go through the roof and triggered a worldwide recession just before the war began.

Me and the boys used to laugh at the Epitaph. The reporter assigned to the Maze had latched onto some fake psychic who said that all of these attacks (though they were all "unsubstantiated") were the work of some Eevil force, that was out to cause the end of the world. It's pretty ironic, though, when I think back; that psychic was more right than he could have possibly known.

The War

So, there we were, havin' a good ol' time shootin' and lootin', causin' as much trouble as we could for the North. Then the Mexicans invaded. Who'd have thought it? The Mexicans! Sheesh. They pulled off the surprise attack of all time, and showed more skill and organization than they ever had before.

At first, CINCARMWEST (that's Commander-in-Chief Army West) thought the Mexicans would break and run pretty quickly, so he didn't send in overwhelming force. (Another important lesson!)

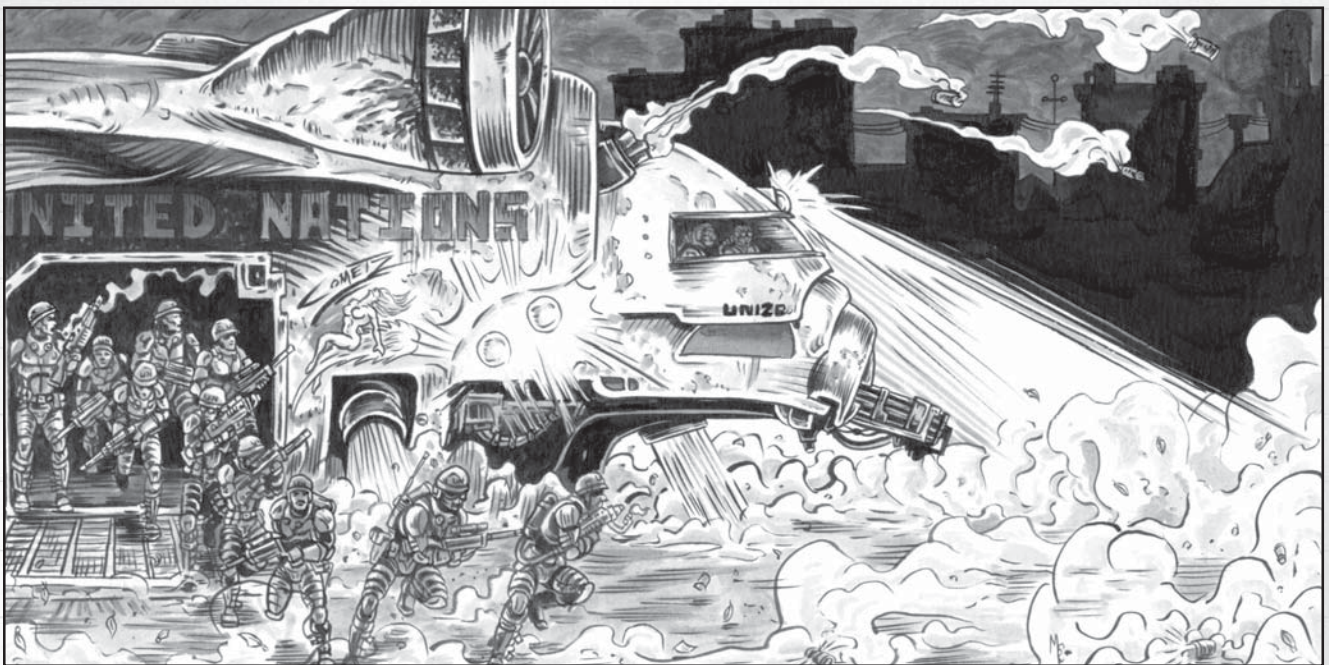
Remember Phoenix!

The Mexicans hung in there, though, showing more spine than ever before. Before we could stop them, they proceeded to sack Phoenix. That caused some changes. General Harlowe was put in charge and drove 'em into the sea. We even captured their Officer-in-Charge, General Ramirez. Of course, we knew the whole time that the North was helping the Mexicans some, but once we interrogated Ramirez, we found out they were into the Mexicans up to their elbows.

So, the CSA thought it would only be fair if the North ceded control of its part of the Maze to make reparations for their involvement. Unfortunately, the North didn't see it that way. One thing led to another, and pretty soon, it was World War III.

The CSA suffered about 12,000 casualties during the Mexican invasion, in addition to around 58,000 civilian deaths. That was enough to get us riled up, and get some of our best troops some valuable combat experience. When we invaded the North, it was like a knife through butter, and it looked like they would capitulate.

Unfortunately, they could afford to lose the men they lost in the first battles, and were happy to settle into a war of attrition. Those first six months of the war were the worst. Everybody was pretty fresh, and it seemed like both sides were eager to let loose all their secret weapons and tactics. Divisions of hovertanks would clash outside major cities, and orbital drop pods would drop entire airborne brigades anywhere some pencil-pushin' analyst decided it do some good. It was almost like the whole world had been dying to use all its weapons of war, and most governments did, flinging their best around with abandon.



Confederate armor rushes to counterattack the Mexican spearhead.

Mayhem

And then reality began to set in.

Probably something like 5% of the world's population died in those first six months.

If you were a front line unit, you could count yourself extremely lucky if you lived past those first few months. Can you imagine being on a battlefield in your tank, APC, or whatever, and looking out and seeing thousands of enemy tanks, all Hell-bent on blowin' you up? Throw into that the war-walkers, the thousands of missiles and artillery shells landing all around, the orbital laser shots hitting any exposed troop concentrations, and even your panicked friends just shooting at anything that moves, and you might get something of an idea of what it was like there at the beginning.

I ran some ops on the flanks of a couple of those battles, and, man, I'm surprised anyone lived through it. I expect that's true for both sides: if you were tough and smart enough to be in the Special Forces, you had more control over your destiny than you would if you were one of the million faceless grunts slugging it out in Kansas. If you were good enough to be in one of the elite units, you could at least be sure to have the supplies you needed. Due to break downs in logistics, some of the front line divisions were reduced to scavenging for parts, weapons and ammunition. Once that happened, those poor troopers could just kiss their butts goodbye.

Raw Meat

As the war dragged on, most of the good units had been decimated several times over. New recruits were thrown in with minimal training. The USA had a three year limit on its mandatory service, but that got extended to 3 years and six months, then 4 years, and then it was changed to the duration of the conflict (both US and CSA troopers are still technically on duty and required to report to the nearest HQ for orders). We had it just as bad, too, not to mention the Mexicans, the Germans, the British, the French, and pretty much everyone else. Resupply became more and more of an issue as stores were used up and the cities that produced them were pounded into rubble.

And that's when units like the Special Forces, CEAL Teams, and other veteran and well-trained units, really came into their own. A small syker unit could, with a little imagination, render a brigade ineffective. For that matter, anyone who had been in the armed forces since the beginning of the war was one smart, tough and lucky S.O.B. There were just darn few of 'em.

On Leave

After a year of fighting, I think all of us were ready for a break. There wasn't a family in the world that hadn't lost somebody in some war or battle someplace. Those were the lucky ones. The unlucky families didn't exist any more.

I had made full bird Colonel during that mess. I was still committed to the Southern cause, but even I had gotten pretty tired of the whole thing. All of our dirty tricks continued during the war—I even ran a series of ops up to Washington, D.C., where I let loose a bunch of skinwalkers the Rangers had convinced to go after the Pentagon.

Shortly my promotion, I took a few week's leave during a lull in the fighting. During my time off, I began to realize that messing around with that kind of Evil was probably a mistake. So I took my leave of the family and headed back to Richmond to try to convince my superiors that there had to be a better way to fight the war.

Air Force Done

Then Air Force One disappeared.

Just to set the record straight, here: if anyone would have gotten that op, it would of been me—I didn't. So the CSA had nothing to do with it.

Tremane had been fairly reasonable—for a Yankee—but A-Bomb Andy was a nutcase. It wasn't even in our interests to kill her. In any case, her disappearance shot the chances of peace all to Hell, and things just degenerated from there. I swear, I think Andy *wanted* the end of the world. It became pretty clear that that was where he was headed, so I did get the nod to force him to take a very long dirt nap.

Yeah, the Confederacy had never targeted an enemy head of state before, but I convinced the guys in charge that that was the only way. So, anyway, the team and I get up to D.C., start to make our moves, and then A-Bomb gets his itchy button finger and the world goes up in flames. Quit starin'! Yep! I was near D.C. when the bombs fell. There was a small gap of coverage between a couple good ol' CSA nukes, and I happened to be between 'em. I got a bad case of the glows, but I survived.

Of course, after the bombs fell, the Four Horsemen appeared, and you know about as much about those guys as I do.

So, does that fill in the gaps around the news accounts for ya? Now that you know the what and the where, let's talk about the who.

The main difference between the USA and CSA armed forces was one of emphasis. The North emphasized the role of technology, and believed that any problem could be solved by coming up with some new weapon. The CSA, on the other hand, found much better results by focusing on the individual. It was our soldiers that did the fighting, not our tanks. And that was reflected in our basic training times: the North spent only about 12 weeks to train a recruit, while the CSA would spend nearly six months.

The USA

At the end of the Second War for Independence, the remnants of the United States were pervaded with a siege mentality. They were surrounded by enemies to the north and south, an uncertain border to the west and an ocean to the east strongly contested by its enemies.

The US was a nation whose future looked bleak. Wracked by draft riots and under a state of martial law, the country little resembled the once great nation envisioned by the Founding Fathers. Only the strong leadership of the President brought the country back from the brink of disaster and defeat. Under the strong (some would say totalitarian) hand of the government, the US pulled itself up by its bootstraps by concentrating on a strong military and an accompanying military-industrial complex.

By the time of the Last War, the US was a country that seemed to many outsiders drab in comparison to Dixie. The military, and military service, became a way of life in the north. The US military had a strength of nearly 3 million out of a population of slightly less than 150 million.



A-Bomb Andy expounds on the need to destroy the Confederacy.

The Northern Army was divided into large divisions—infantry, armor, air assault, airborne—numbered from time of organization and filled with faceless masses of conscripts drawn from across the US, serving their obligatory three years of military service. Thus, the 44th Infantry Division's cantonment area would be a true melting pot of US culture, where one could hear the sounds of a New York accent next to a recruit with a rustic accent from Wisconsin or Montana.

Special Forces

Mind you, not all of the US Army was composed of draftees in regular divisions. The US Army boasted some pretty good elite units. Foremost of these was their Special Forces.

The US Special Forces can trace its roots back to Roger's Rangers, a colonial unit that fought in the French and Indian War. These were followed by the brave Ranger and UDTs (Underwater Demolition Teams) that fought in World War II. (Hey, just because they were the enemy doesn't mean I don't respect them as fellow warriors.)

However, the Special Forces, Seal Teams, and other unconventional warfare units that are all the rage in action vids didn't really come into

their own until the Vietnam Conflict way back in the 1960s. They were formed to act as a counter-insurgency force working in conjunction with the military of a host country. Some pretty weird stuff went down in the jungles of Southeast Asia, however, and when the US finally pulled out, their "Snake-eaters" had gained valuable experience in "unconventional" operations that seemed more at home in the pages of a rag like the *Tombstone Epitaph*.

After Vietnam, their primary mission remained to focus on the peoples and cultures of a particular region of the world, and to be able to conduct sustained operations in that region by living within the local cultures. A secondary mission evolved during the worldwide rise of cults in the late 1900's of providing military expertise into occult activity suppression. Let me think for a sec. I think I can remember how the Special Forces groups were broken down. (**Librarian's Note:** This information has been placed in a sidebar for easy access.)

In addition, the North had a number of elite infantry and armor units that got the best equipment. Their 10th mountain, the 82nd airborne, and the Big Red One are all examples of some of their best equipped and trained units.



A Special Forces trooper reconns his target.

The American Legion

Last but not least was the American Legion. Taking a cue from France's Foreign Legion, the US during World War II began to accept foreigners into a special Army unit. While the US was officially neutral to Nazi Germany until late in the war, there were some in the military and government who needed things done, and these foreign mercenaries provided what would later be called "plausible deniability" for US actions.

After the War the government decided to keep this ragtag group around, and the unit evolved into a first-rate organization. No US citizens were allowed to join the ranks, although all the officers were Americans. This force saw a lot of action in the numerous brushfire wars fought between client states of the US and the CSA throughout the 2000s. Besides great pay and the prospect for action, surviving 20 years got the lucky vet American citizenship and a parcel of federal land out West.

The CSA

The military of the Confederacy was lumped into a single entity, the Confederate States Armed Forces, or CSAF. The CSAF was subdivided into the Army, the Navy (including Marine Corps), and the Air Corps. Since the Navy sits on the bottom of the Maze these days, and the Air Corps looks to be permanently grounded due to lack of fuel and spare parts, I'll focus on the Army for now (especially since that's what I know best, the flyboys and sailors were simply around to give my boys a ride to where they were going).

Since the Confederacy was just that, a confederacy of individual states, each state provided units of its own to the common defense. The CSAF provided equipment, weapons, battle dress, and vehicles for the sake of uniformity, but during a parade ground inspection the ranked states' troops would provide a vibrant array of uniform colors and styles in total contrast to the uniformity of the North. Only the elite units that I'll get to in a second provided anything like the melting pot found in the units of the US Army.

US Special Forces

- First:** US (Agency support and suppression of dissident/cult activity)
- Second:** Canada and the Arctic
- Third:** Pacific Rim and Asia
- Fourth:** Middle East
- Fifth:** Sub-Saharan Africa
- Sixth:** Russian Federation and territories
- Seventh:** CSA and Mexico
- Eighth:** Central and South America
- Ninth:** Europe
- Tenth:** Unknown, formed just before Judgment Day



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The states generally provided battalion-sized units, which were then grouped three per division. Divisions were named for their commanding general. Thus, the 116th Virginia Infantry, the New Orleans Greys, and the 75th Texas Foot used to make up Throckmorton's Division in the late 60's. That gave the North's analysts headaches, I'm sure!

Southern Gentlemen

One last thing about the CSA's regular Army units. The officers universally saw themselves as elite, cavalier types, father or mother figures to the troops under them. This was especially true in the armored cavalry or airmobile units, and was taken to excess in the Air Corps. They worked to provide an image of genteelness and civility that seemed to be to be more appropriate on a plantation ballroom floor in the 1850's.

They always followed the Rules of War and the Geneva Conventions, even in some cesspool like Vietnam or the Congo. (Well, that's true of the line officers. Spec ops commanders like myself sometimes got their hands a little dirty—okay, a lot dirty). If you meet someone who was a Southern officer before the End, they are someone who you can trust to be a straight arrow—mostly. Of course, there are always bad apples (look at Throckmorton), but all in all we're a great bunch of guys and gals to have on your side.

Penitent Battalions

The Confederacy also used a clever idea borrowed from the Soviets to deal with their military hardcases and incorrigibles. Late in the war the US also copied this concept in much smaller numbers. In the CSA, each state had a penitent battalion where they put their trash like murderers and rapists. The idea was that a certain number of acts of bravery would get the trooper a pardon, or at the least a transfer to a civilian prison. As can be

imagined, these troopers drew the worst assignments, like getting the enemy to burn up his machinegun barrels or drawing artillery fire away from the real point of attack. The deep raid on Denver by the 1st Arizona Penitent Battalion is a good example of this type of use.

The penitent battalions also provided a pool of "volunteers" for military medical experiments, such as the super soldier program. If you ever meet one of these nutjobs in a social setting, excuse yourself and go out the bathroom window. Their time in the penal battalions probably didn't do much to improve their people skills.

Military Organization

For those who aren't too familiar with the way in which the Northern and Southern armies were organized, here's a quick breakdown. Most of the other armies which fought in North America used similar organizations. The exact size of these formations (and the rank of the commander) can vary greatly depending on the nationality, type, and reinforcement rate of the unit in question.

Section: 2 to 5 individuals or 2 vehicles.

Usually commanded by a corporal (sergeant in the case of vehicular units).

Squad: 8 to 12 soldiers commanded by a sergeant.

Platoon: 4 to 5 squads or vehicles commanded by a lieutenant.

Company: 3 to 5 platoons commanded by a captain.

Battalion: 3 to 5 companies commanded by a Lt., colonel or colonel.

Brigade: 3 to 4 battalions commanded by a colonel or brigadier general.

Division: 3 to 4 brigades commanded by a major general.

Corps: A collection of divisions grouped as needed. Usually commanded by a lieutenant general or higher.

Special Forces

Like the United States' Special Forces, the CSA Special Forces (officially called Military Assistance Groups) were formed as a result of the war in Vietnam. Back in those days, relations between the North and South were much better, and the two countries jointly tried to stop the spread of Stalin's brand of Communism from enveloping Southeast Asia and the Pacific Rim.

We were the toughest of the tough, and pretty damn smart, too. The MAG ran the Phoenix Program in North Vietnam, trying to topple the government by assassinating top officials and their Soviet "advisors." Rumor has it that it was a MAG unit that sent that old fearmonger Stalin himself to Hell in the early 1970's (Okay, so we did do *one* head of state).

We also trained for regional, low-intensity conflicts, but despite run-ins with some of the same weird stuff that the US Spec Ops ran into, we never evolved into the same role that they had in the North. The Rangers kept all the freaky stuff in their territory, but they would often call on us if they needed some extra muscle. A platoon of sykers, or CEALS, can help a lot!

Hunley's Devils

For really tough missions requiring brawn and daring, the South could call on Hunley's Devils, also known as the Red Devils from the berets they wore and the flamers they used. This unit had its origins way back in the original War of Rebellion. This was the unit

that spearheaded the attack during the First Battle of Washington back in 1871, driving the Union out of the capital with the judicious use of flamethrowers. The unit fought in all the major campaigns in the East, pioneering the tactics that would later be called "blitzkrieg" in the next century. These stormtroopers have always been in the thick of any fighting the Confederacy has been engaged in since the War of Rebellion. They only took the toughest recruits from the various states' militaries, and their esprit de corps is the highest in a military of high morale. They were always equipped with the best weapons the world could supply

1st Armored Infantry

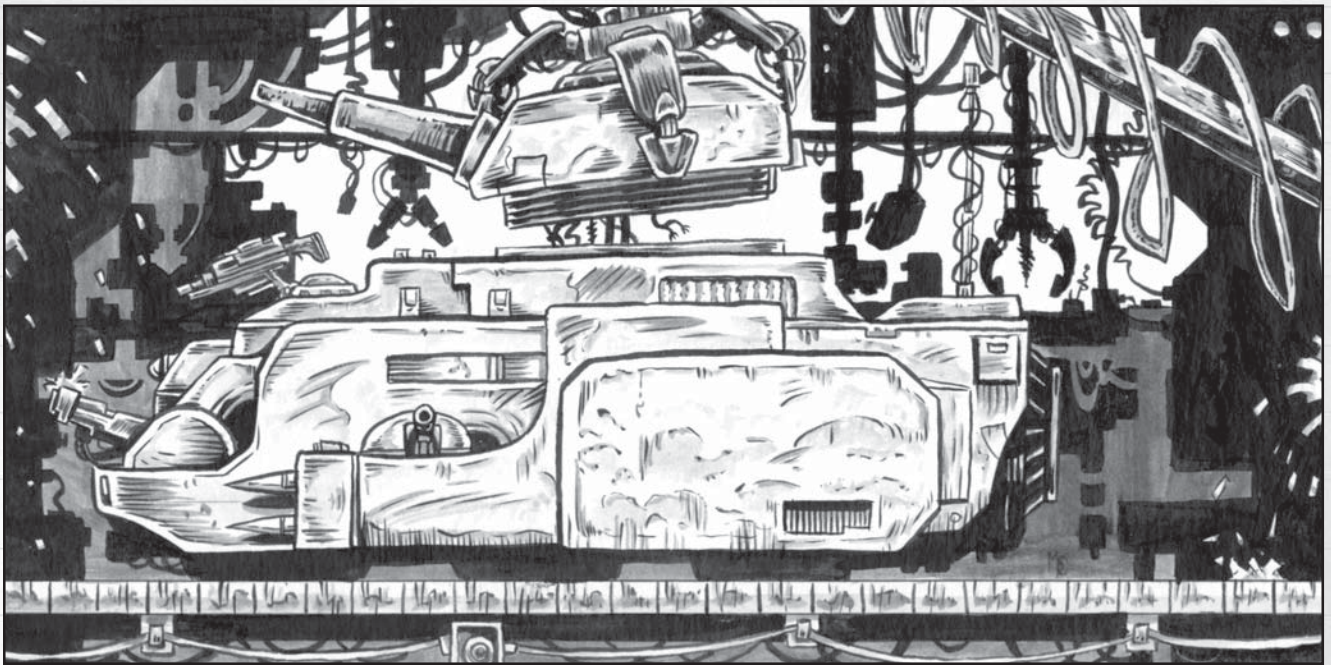
For missions that required the fine application of brawn (think killing an ant with a sledgehammer) the CSAF could call on the 1st Armored Infantry. This unit was composed exclusively of troops equipped in armored power suits. Due to the cost of such a unit, individual states sent their best soldiers to this unit, while the CSA footed the bill. As can be imagined, only the highest quality troopers made the cut, and these were further whittled down in "training accidents" at the 1st AI's training grounds in the Devil's Playground.

Weekend Warriors

By the end of the first year of the war both of the North and South had called up nearly all of their reserve forces. In the North, this was the National Guard; in the South these troops were called the State Defense Forces. The only real difference between them (other than being on opposite sides), was that in the South, the governors had more direct control over the troops from their states.

The soldiers in these organizations drilled with their local units one weekend a month and spent two to three weeks each summer in some sort of joint training with other portions of their formations. The quality of these units ran from excellent (nearly as good as a regular Army unit) to piss poor (a bunch of rednecks with guns). It all depended on the dedication of the local officers and how hard they were willing to train their men.

The reason I mention these troops separately is because the majority of the soldiers who were still breathing after Judgment Day belonged to these militias. In most places these units have disintegrated, but there are many survivor settlements out there that are defended/ruled by these units.



Inside a US tank factory.



A member of a penitent battalion storms the hill.

Why were National Guard and SDF units more likely to survive? That's an easy one. Due to their lack of training and outdated weaponry, even once fully mobilized, these units couldn't be thrown straight into battle. They needed to be retrained and reequipped before they saw front line service. Many of these units were used to garrison military facilities and to guard vital manufacturing centers, freeing "real" troops up for the front.

Many were also used for crowd control in areas where war protests and draft riots were likely. As a result, many of these militia troops were stationed in remote areas that weren't bombed, unlike the poor sods in the front line.

This wasn't the case for all of the militia troops, however. Near the end of the war, as manpower shortages became worse, some of these troops were used by both sides to plug holes in the line. As is typical of most unblooded troops, some of these units folded like a house of cards, while others performed incredible acts of courage as veteran units around them broke and ran.

Either way, the militia who are still kicking can be considered veterans. I think if they could be organized, they might represent one of the best chances humanity has to restore peace to the Wasted West.

Foreign Militaries

If you were old enough to watch the evening news before Judgment Day, you know that the Last War was fought around the world on every continent. Both the US and CSA had allies in the war, and to show solidarity with them, both countries sent small units to fight alongside their friends in their home countries. In return, many of their allies sent troops to fight (or at least keep an eye on things) in North America. Many of these foreign troops bought the farm, but there are still enough of them wandering the Wastes that I should say a few words about them.

China

Even though they were busy invading Siberia, China sent a few battalions of infantry (evidently they had some to spare) to fight with US forces in NorCal. They called themselves the Prowling Tigers, and they were some tough SOBs. As gung-ho as they were, though, they weren't the nastiest gift that the Chinese sent.

The People's Republic also sent a few of their best kung fu masters and a handful of martial artists (that's Martial Artist with a capital "M," you know, the kind that catch bullets and leap small buildings in a single bound). The masters instructed US sykers and Special Forces in the mystic aspects of kung fu, while the other martial artists acted as spies by infiltrating Chinese communities in both NorCal and SoCal.

If you ask me, the US got the shaft in this deal (not that that breaks my heart). The Chinese spies generated some good intel, but they didn't share much of it with their allies. In fact, I know for certain that in a few cases, they knowingly passed bad information on to their US counterparts. I don't know what sort of game they were playing, but I'd say from the way things turned out, they lost.

Most of the Chinese infantry battalion was wiped out during a Confederate offensive shortly before the bombs fell. They were fighting a rearguard action outside of Fresno when the two Nasty Guard units fighting on either side of them heard their mommas calling and went home. The Prowling Tigers kept on fighting and knocked out over two companies of heavy CSA tanks with nothing but improvised antitank weapons and harsh language.

The survivors of this battle have stuck together and still operate as a unit today, although there is only about a little more than a platoon of these hard-bitten veterans left. They've taken the town of Platina—a small survivor community of

Asian refugees from Shan Fan in the eastern foothills of Dubakella Mountain—under their wing. The unit is commanded by Lt. Colonel Weng Li, a short, dapper man who's uniform is always immaculate—even in the middle of a firefight.

The Prowling Tigers have had a few skirmishes with the Road Orcs. So far the score is Tigers 50, Road Orcs 0. Red Fang has given his grunts orders to give Platina a wide berth.

It's rumored that when they're not taking target practice on bikers with dreams of evolutionary grandeur, the Tigers hire themselves out as mercs. I've heard that they've gotten into the spirit of the pan-Asian community in California and they've done more than one job for the Daimyo of Portland.

Military Ranks

For those wasters who aren't of a particularly military bent, here's a quick rundown on military ranks. This structure was used by the US and CSA Armies. Allied armies had similar structures, but the names of the ranks may be different.

Enlisted Ranks

Private
Private, First Class
Corporal
Sergeant
Staff Sergeant
Sergeant, First Class
Master Sergeant
First Sergeant
Sergeant Major
Command Sergeant Major
Sergeant Major of the Army

Warrant Officers

Officers

Second Lieutenant
First Lieutenant
Captain
Major
Lieutenant Colonel
Colonel
Brigadier General
Major General
Lieutenant General
General

A few of the king fu masters survived the war, as well. As kung fu masters tend to do, they've set up schools. These are tucked away in remote, inhospitable mountain valleys throughout NorCal. Some of the masters are willing to teach round eyes, but most of them take on only Asian students and some only teach Chinese. Regardless of their enrollment policies, all of these schools guard their locations jealously, so don't think you can just stroll up and ring the doorbell.



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Deseret artillery pounds Confederate positions.

Deseret

Deseret tried to remain neutral in the war, but seeing as how they were located smack dab on the border between the US and the Confederacy, this was a bit problematical. The Mormon government lodged official protests whenever aircraft violated Deseret airspace or the occasional rocket bombardment went astray and leveled a small border town, but since the US and CSA were busy trying to get at each other's jugulars these protests usually ended up in a circular filing cabinet.

Eventually, though, the Mormons were pushed too far. A reinforced company of the Confederate 2nd Armored Infantry (formed after the 1st Armored was wiped out by a Mojave rattler attack on its base) infiltrated north through the mountains of western Deseret and launched a surprise raid against a US supply depot in northern Nevada. CSA aircraft had been trying to hit the place for weeks but they had been unable to penetrate the air defenses around the base.

The Yank troops guarding the place—mostly National Guard and some MPs—had gotten lax with their security because they felt they were far enough behind the lines to be safe from a

ground attack and any orbital drops would get ripped up by the air defenses. (You paying attention? There's a lesson to be learned here.)

When the boys from the 2nd showed up, the US troops were too busy playing grab-ass to notice them until they were inside the perimeter and popping rockets into the ammo bunkers. The armored infantry went through that place like crap through a goose. When they were finished the depot was nothing but a smoldering ruin. The attack was so vicious, and caused so much destruction, that the thermal flares from the exploding stores actually set off alarms on the few recon satellites the CSA still had in orbit and caused the bunker-dwellers at Fort Longstreet to think the US had launched a nuclear strike for a few tense minutes.

Unfortunately, things started to go bad for the 2nd after that. The troopers had retreated back across the Deseret border without taking a single casualty and were beginning to work their way south, when a pair of US VTOLs flying nap of the earth surprised them in a narrow valley. The attack aircraft managed to wound a few of the ground pounders with rockets before they were downed by the armored troopers' nearly overwhelming firepower.

Now in order for the Confederate government to be able to say, "Who? Us?" when Deseret fired off another protest, the raiders had to leave no trace of their presence behind (you know, that plausible deniability thing). That meant that all of their wounded, as well as their damaged Wolverine battlesuits, had to be removed from Mormon territory.

This is where the raider's commander, Captain Bill Macy, made a big mistake (sorry Bill, but I call them as I see 'em). He decided that his boys would hump the dead suits and the wounded out with them. You know, that whole gung-ho attitude of never leaving a man behind and all that. It's an admirable notion—great for unit integrity—but sometimes you have to weigh that ideal against the survival of the larger force and operational security. By deciding to carry all his dead weight with him, Macy sacrificed one of the armored infantry's biggest assets: mobility. (Okay, since I'm playing Monday morning quarterback, what I would have done is sent a small detachment back across the border to dump the suits and then split up and start raiding as they worked their way south. This would draw off pursuit and allow the main force to quietly slip away with the wounded.)

All of the extra weight made for slow going in the rugged terrain of western Utah and the column was hit a second time by VTOLs slipping across the border. Of course, all of this air activity along the edge of Deseret territory attracted the interest of the Nauvoo Legion, and Mormon troops headed out to see what was up. The troopers were spotted by a Nauvoo scout chopper and it was able to get off a message before being shot down.

The next evening, the 2nd ran straight into a blocking force of Nauvoo armored cavalry that had been vectored into their path. This normally wouldn't have been much of a fight, but the troopers had expended most of their heavy munitions against the supply depot. After a sharp engagement with casualties on both sides, the raiders withdrew into mountainous terrain impassable to the Mormon armor.

Macy knew that the longer he remained in Deseret territory, the stronger the forces deployed against his weary troops would be. To make matters worse, his scouts reported that

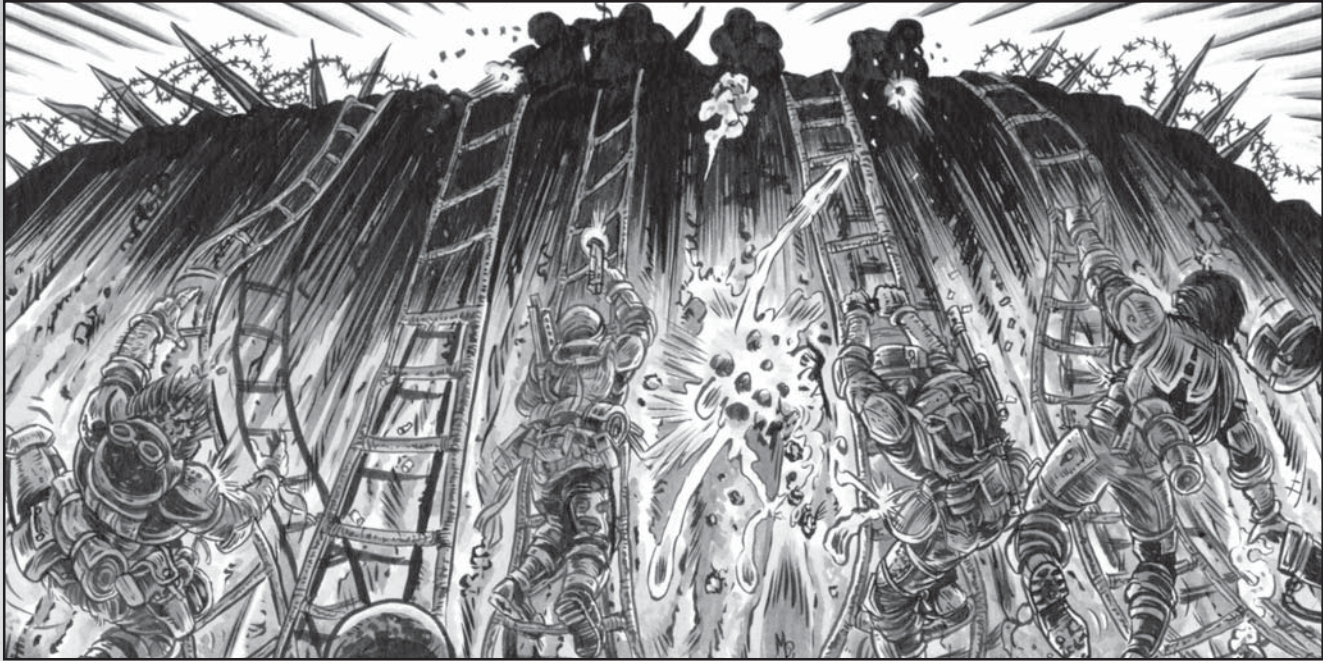
US armored forces, attracted by the fighting, were gathering along the Deseret border—ruling out a dash to the west back into Union territory.

Macy wasn't about to surrender, so he took the only other option open to him: He called for a dust-off. Just before dawn, a small armada of VTOL transports, escorted by F-32 Condors, entered Deseret airspace. The fighters brushed aside the few Nauvoo jets that scrambled to intercept them and the transports were able to lift the 2nd Armored out of their defensive positions. The fighter jocks got a little excited when the Deseret troops popped off some AA missiles at them, and they shot the Mormon armor up pretty well once the VTOLs were clear.

Needless to say, this blatant violation of Deseret territory didn't fly well with the Mormon government. Less than a week later, Deseret officially joined the Northern Alliance. The Nauvoo Legion mobilized more quickly than the CSA thought possible and launched an offensive into northern Arizona that penetrated a few hundred miles before grinding to a halt. Confederate forces were spread pretty thin in this area and only the use of Southern sykers to infiltrate the Nauvoo command structure prevented this attack from turning into a complete disaster for the Southern Alliance.

Things stalemated in this area once the Nauvoo offensive sputtered out. Both sides were content to skirmish along a fairly static front for the rest of the war. After Judgment Day, the surviving Legionnaires were recalled and traveled north along with the rest of the migrating Mormons.

Not all of them followed their brethren to greener pastures. The most famous to remain behind was General George Douglas, the architect of Deseret's offensive and now the commander of the Junkyard Militia, but many of his most loyal troops remained with him. Most of these now serve in Junkyard, but many can be found scattered throughout former Deseret territory. Some have renounced violence and are simply trying to make the best life they can in the current situation, but the majority of them can be found as the nucleus of various survivor communities defense forces.



LatAm troopers assault a Confederate position.

France

There's not a whole lot to say about France. The French government sent a few officers to North America to act as observers and liaisons, but that was all. They simply couldn't spare any troops from the home front. Despite the fact that the British invasion failed, the French had their backs to the wall attempting to hold off a combined German/Russian onslaught in the east (I guess the Germans finally learned their lesson about fighting a two-front war).

By the time the world went kaboom, most of eastern France, as well as all of the Netherlands, Belgium, and Luxembourg were firmly under German control, and the French forces were fighting a desperate holding action just east of Paris. The only thing which prevented the Northern Alliance troops from breaking through to the English Channel was the fact that the Germans and Russians were uneasy allies at best. The two sides never actually fought each other, but the high commands of both sides could never agree on strategy and the actions of their troops in the field were often uncoordinated as a result. If the bombs hadn't fallen, France probably would have.

LatAm Alliance

The LatAm Alliance is considered part of the Northern Alliance, but only in the sense of "the enemy of my enemy is my friend." No LatAm troops served north of the Mason-Dixon line and no attempts were made to coordinate strategy with the US or any other members of the Alliance.

Mexican troops formed the bulk of the LatAm forces in battle against the CSA. Like most soldiers from Latin America, they ranged in quality from armed rabble to well-trained professionals. All of them, though, from new conscripts to elite special forces were determined to show the "anglos" that they were worthy of respect—that they did, and then some!

For many years after the French finally left Mexico, the Confederacy had sadly underestimated both the capabilities and fighting spirit of the Mexican armed forces. After a sweeping change of government philosophy in the late 20th century, Mexico began to recover from the crushing poverty that had characterized much of the country's existence. The new prosperity transformed the Mexican Army from an organized rabble into a professional fighting force.

In my opinion, Southern strategists should have caught on to this fact during the border confrontation between the CSA and Mexico way back in 2055. Yeah, the Confederacy “won” that little pissing match, but the fact that Mexico was willing to butt heads with one of the world’s “super powers” should have set off some warning bells.

I’m told that the Grand Library already has extensive accounts of Ramirez’s campaign in Arizona, so I’ll spare you the gory details. At the end of the war, there were significant numbers of Mexican and LatAm troops (primarily Argentinian and Brazilian soldiers) on Confederate soil in southern Arizona and SoCal. Many of these decided to go home after the bombs fell, but as is the case with many foreign troops, some of them stayed behind and carved out a home where they were.

In many portions of SoCal and Arizona, these soldiers were hailed as liberating heroes by some members of the Hispanic community, so they had no lack of places to stay. Some have set themselves up as protectors of the people, while others have carved out their own little fiefdoms in the area and are as oppressive to the people under their “care” as the early conquistadors. In either case, when traveling in this area, some knowledge of Spanish (or Portuguese near the Brazilian enclaves) is a good idea.

South Africa

As with France, only a few South African soldiers served in North America as observers. The South Africans had their hands full at home from two threats.

Back in the 2060s, South Africa established a number of permanent installations in Antarctica to drill for oil and mine rare minerals. Once the war got under way, these bases came under repeated attack by elite Russian troops trained in the harsh winters of northern Siberia. The South Africans were able to hold their own against these assaults as long as Russia was preoccupied with its campaigns against France and Japan, but the government feared the day when France would fall and the Russian campaign at the bottom of the world would become a primary focus for the European Bear. To guard against this day,

the government kept large troop reserves on standby along South Africa’s rocky southern coast.

The other danger threatening South Africa was the newly-formed African Confederation. This was a conglomeration of southern African states united under a leader who called himself “Shaka” (he claimed to be a direct descendant of the famed Zulu warlord). The Confederation had a number of axes to grind over wrongs committed by South Africa (both real and imagined) and it was committed to destroying the nation in the name of African unity.

The Confederation’s troops were not particularly well-equipped or trained, but they made up for that with numbers and zeal. The South African army was hard-pressed to hold its borders and lost a number of its northern territories to Shaka’s troops. The situation was made even more dire by the fact that many members of the South African military were sympathetic to the Confederation. These sympathizers often performed acts of sabotage or espionage.

Warsaw Pact

At the time the Last War started, the Warsaw Pact was composed of Poland and Czechoslovakia. Both of these countries remembered what happened the last time Germany and Russia were on friendly terms and they regarded the Pact as a mutual defense treaty.

Some Polish and Czech troops served in France with their German and Russian “allies,” but most remained home to guard against the day when France fell and the German/Russo troops began looking for other conquests. In the hopes of gaining some friends overseas, however, both countries sent small contingents of troops—about two battalions each—to North America to fight alongside CSA troops.

The Pact troops fought in southern Canada against the US forces raiding along the Minnesota border. When the war ended, those that survived had no way back to Europe, so they simply fit in where they could. A few joined Canadian survivor communities, while others claimed some deserted ruins as their own or moved south into the US.

Great Britain

Of all the European combatants involved in the Last War, Great Britain had the largest presence in North America. A British Expeditionary Force composed of the 1st Armored, 7th Armored, and 51st Infantry (including the Black Watch) Divisions arrived in Canada shortly after the war began. This force helped stop a US drive on Montreal in '79 and was then transferred west, where it served for the rest of the war.

Elements of the 51st Infantry and 1st Armored operated as raiders along the US border, primarily in the Minnesota/Wisconsin/Michigan area. The 7th Armored and the rest of the 51st were sent to northwestern Canada and participated in the Canuck push to take the Alaskan oilfields. This offensive made some serious headway in late '79, but then winter set in and it stalled. The Canadian troops continued to slog on, but the Brits were sent south when their hover tanks developed problems in the extreme cold (the turbine blades had a bad icing problem that could unbalance them and literally rip the tank apart from the inside).

These units spent most of early '80 refitting and then were transferred to the border just above Washington state. The rest of the year was spent in inconclusive skirmishes with US troops in the area.

In the spring of '81 the 7th and 51st formed the spearhead of a Canadian offensive into Washington. This attack was supported by fire and air support from ships of both the Royal and Japanese Navies. The US defenses in the region had been weakened by the need for troops to stop a Confederate attack in SoCal, allowing the combined arms juggernaut to cut quickly down the coast like a hot knife through butter. It took the advancing troops less than two weeks to reach Portland. The assault continued down I-5, but began to slow when US troops from NorCal moved north to block their path. Despite this, the combined British/Canadian force continued to push south.

The combined pressure of the Canadian offensive from the north and the Rebs pushing up from the south allowed the northern pincer to continue to advance. By late June, the battered tanks of the 7th Armored had entered Redding in NorCal.

This was the farthest the attack penetrated. US troops transferred from the east were putting increased pressure on the Brits tenuous supply line running down the coast and increasingly large numbers of troops had to be diverted to prevent the Northern forces from breaking through the Cascade Range and cutting the lead elements off. By the time the 7th called a halt in Redding, nearly half of the frontline troops' supplies had to be ferried down the coast by ship.

The British troops were eventually forced back into southern Oregon and this is where they were when the bombs fell. Many of them abandoned their equipment, boarded the Royal Navy ships which survived the bombing, and headed for home, but quite a few missed the boat. Some of these journeyed north back into Canada, but scattered groups remained behind in US territory.

I've personally encountered one of these groups. There's a small group of Black Watch that has set up shop in Culp Creek, Oregon. I don't want to reveal anything concerning their strength. Let's just say if you come in peace you'll be welcome to trade there, if not, you had better make sure your life insurance is paid up. The leader of this group, Sergeant Major Ian McDonald, is a gruff, no-nonsense guy, but I can't think of anyone I'd rather have at my side when the crap hits the fan. He loves to talk shop with other vets (Northern or Southern), and if you can earn his respect, you've got an ally for life (don't try to B.S. him though, he can spot a pretender from 100 yards).



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Ghurkas

One last thing about the British troops in North America. When the 51st deployed to Canada, they brought along a battalion of Gurkhas that had been training with them in England. Man-for-man, the Gurkhas are some of the toughest hombres in the world.

The Gurkha regiments of the British Army date back to Victorian times when India was a British colony. They are recruited from the Gurkha tribes that live in the mountainous areas near the border with Nepal. Boys from these tribes go through a grueling "audition"

process. Only the toughest complete the tryouts and gain the honor of being inducted into the regiment.

The Ghurkas participated in the Canadian offensive through Washington and Oregon. Due to their extensive mountain training, they were used to defend the advance's eastern flank by ambushing US troops attempting to push through the Cascades. Although few in number, these tough warriors accounted for the bulk of Northern troops lost in the mountain passes.

Because of their position on the eastern flank, most of these troops who survived Judgment Day missed the last boat home (well, to England). Scattered groups of these soldiers can be encountered throughout Washington and Oregon, and a goodly number have joined up with Sergeant Major McDonald's Highlanders.

Kali Cult

The Ghurkas brought with them a small number of Indian support troops. Unknown to anyone at the time, a few members of this support contingent were members of a sinister Kali cult. Kali is a Hindu goddess widely worshipped as the bringer of both life and

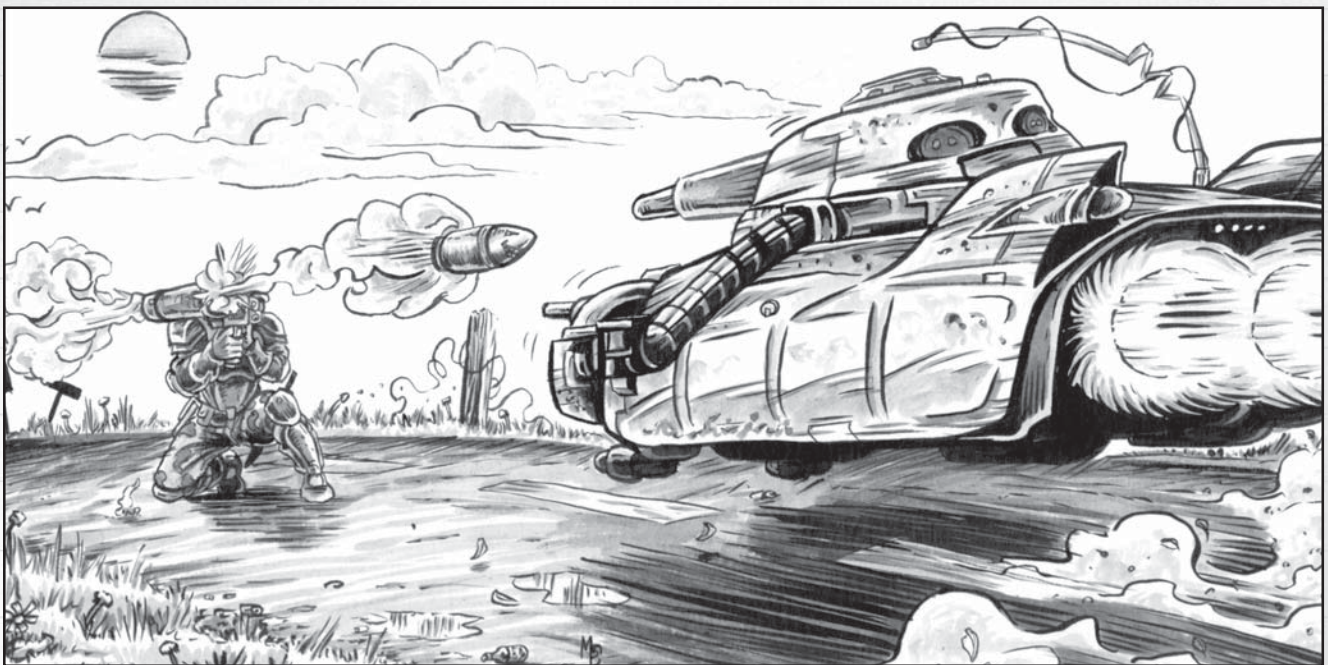
death; she represents the cycle of life. Well, as most cultist wackjobs tend to do, these zipperheads embraced only the "bringer of death" part of her persona and formed a bizarre cult of assassins.

After things went to Hell and the Reckoners appeared, this bunch of bananas started recruiting. To their surprise, they found a receptive audience among many of the newly-created mutants, who adopted the six-armed goddess as a mutie avatar of sorts. The beliefs of the cult have spread quickly in the Oregon/NorCal region and in many places they have won out over the teachings of Silas and his Cult o' Doom. In other areas, the two faiths have combined to form some really bizarre beliefs.

Despite the rapid spread of their beliefs, the core cultists still operate in secrecy, spreading fear and terror through assassination. These brainers gain prestige within their group through the taking of life. We're not talking about random massacres. The cultists pick individual victims and often stalk and terrorize them for days before finally moving in for the kill. They're masters of stealth and deception and there is some evidence to suggest that some of them may possess supernatural powers.



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A Cromwell from the 7th Armored is about to have a bad day.

By all reports, Silas is none too pleased about having another group competing with him for the loyalty of his mutie legions. He has sent numerous doomsayers into the area to combat this "heresy." If we're lucky, the two groups will off each other.

Canada

I've already outlined what the Canucks were up to in the West, so I'll say a few words about the East.

The majority of the Canadian Armed Forces were deployed in the East to defend the country's more heavily-populated areas. As I mentioned earlier, they stopped a US assault on Montreal just short of the city, but they were unable to prevent the Northern forces from taking possession of all the territory south of the St. Lawrence River.

Once the front in this area stabilized, both sides started digging in, turning both banks of the river into modern-day Maginot Lines. Montreal itself was transformed into a fortress city bristling with guns, anti-air defences, and all manner of tank traps, pillboxes, and razor wire. Canadian and US artillery units played cat-and-mouse games with each other on a daily basis.

Most of the war in this area was fought by the brown-water navies of both sides; the waters of the St. Lawrence and the Great Lakes were their battlefields. Small flotillas of attack craft sparred with each other frequently. Most of this war was fought at night with each side attempting to slip past enemy patrols to land spies and raiding parties on the far shore.

Japan

Early in the war, Japan had its hands full dealing with the Chinese. In '79 the Chinese attempted a full-scale invasion of the Japanese islands. A sudden, violent storm appeared from seemingly out of nowhere and scattered the invasion fleet as it crossed the Sea of Japan. When the storm subsided, the Japanese Air Force and Navy completed the destruction and sent a large portion of the Chinese fleet to the bottom. This effectively ended the threat of invasion for the foreseeable future and allowed Japan to send troops to the aid of South Korea.

The fighting in Korea soaked up most of Japan's manpower reserves, so no Japanese troops served in North America. Late in the war they did send a small fleet to support the Canadian and Brit offensive against the US.



An assault on the fortifications around Montreal.

Germany

I've already described what the Germans were up to in France, so I'll say a few words here about their activities here in North America.

At the request of the Confederate government, Germany sent a few companies of their elite Fallschirmjaegers (that means "paratrooper" for you non-German speakers) over here to train our boys in the use of a new device they had developed.

The Confederate Army called them AICs (Airborne Insertion Capsules). We grunts called them "Aches" because that's what you had after you used one. I don't recall what the Germans called them, I just remember that it was one of those 30-syllable things formed by mashing a bunch of multi-syllable words end-to-end into a single one.

The Aches were a fine example of German engineering and addressed the problem of how to drop an airborne force behind enemy lines. The large, massed airdrops of past wars were not possible during the Last War. For starters, in North America at least, neither side could gain air supremacy—an absolute necessity for an airdrop.

The other problems facing airborne troopers were increasingly sensitive radars and energy weapons. The spiraling arms race between stealth technology and radar led to the creation of search radars capable of picking up the metal fillings in a soldier's teeth. When these radars were coupled with the fusion reactors and point-defense lasers of a modern hover tank, jumping out of an airplane with a parachute became about as safe, statistically speaking, as jumping without one. A single tank near the drop zone could easily ventilate an entire infantry battalion before it reached the ground.

The Aches got around this by not letting the enemy know that an airborne drop was underway. From the outside, each capsule was identical in appearance to a standard 2000 lb. bomb—right down to the laser-ablative coating. Inside was another story. The first few feet of the "bomb" was a crumple zone intended to absorb some of the impact of the capsule's landing. Just above this was a small storage bin for the soldier's gear. In the middle to rear of

the capsule was a rail-mounted acceleration couch. The couch was suspended in place between powerful springs that absorbed much of the force of the capsule's chute deployment and landing.

In practice, a soldier was strapped into the capsule and then it was sealed and mounted beneath the wing of an aircraft—the Confederate A-24 Havoc could carry eight of these capsules. The soldier-carrying planes flew in formation with other aircraft carrying real bombs and penetrated enemy airspace. While the bomb-carrying planes carried out a low-level bombing run—usually against the paratrooper's objective—the troop carriers "bombed" the drop zone with airborne soldiers.

Once released, the capsules fell on a trajectory similar to that of a standard retarded bomb. (This has nothing to do with IQ. Retarded bombs were used in low-level attacks. They had parachutes or air-brakes to slow their fall and give the attacking aircraft time to haul butt out of the blast radius.) A series of small parachutes slowed the capsules as they fell, reducing their speed to a survivable impact velocity. The crumple zone in the capsule's nose and the spring-mounted couch absorbed much of the impact, but the soldier inside usually pulled 9 Gs on landing and often blacked out momentarily. Even if the poor brainer didn't black out, he was guaranteed to have bruises everywhere that the couch straps touched his body.

Landing popped the capsule's seal. All the soldier had to do then was hit the quick release button on his straps and recover his gear. Experienced troopers could hit the ground and be on top of their objective before the soldier's in the target zone had recovered from the bombing raid that preceded their arrival.

The downside of this method of insertion was that the violence of the troopers' return to earth meant a 5-10% casualty rate just from the drop. Broken legs were the most common wounds, but the occasional back or neck fracture was not unheard of. Also, because each aircraft could only carry six to eight troopers, divisional size drops were not possible; at most, only a few companies could be dropped at a time. I personally deployed this way twice, and I can't say I'm in any sort of rush to do it again.

Imagine being locked inside an unlighted tube for about an hour with nothing to listen to but the howl of a jet engine. Follow this with a few minutes of pulling high G-loads as the plane yanks and banks through enemy defenses, a few seconds of freefall, and a series of hard jerks as the chutes deploy. Your ride then ends by smashing into a brick wall—lots o' fun. One of my leg straps rode up a little too high on my second drop and I talked an octave higher than usual for about a week.

I've heard that the Germans actually experimented with launching capsules into enemy territory from large, multicelled rocket launchers. No, thank you!

The Fallschirmjaegers made a few joint drops with our boys in '80 and '81. Those who survived were stranded here after Judgment Day. Some struck off on their own (I hear one has set himself up as a baron, or duke, or something in one of those medieval-themed restaurants north of Dallas), but most of them stuck together and carved out a home for themselves along the shores of Lake Conroe just north of Houston. This group is led by Hauptmann (Captain) Johann Kleiber, a true operator. I worked with him on a number of occasions during the war and was very impressed. Unlike many German officers, he's more than willing to throw out the book if it stands between him and achieving victory. As a result, his men worship him and would follow him to the gates of Hell if necessary.

Russia

Russia was hit hard at the beginning of the war by a titanic Chinese invasion. Hordes of Chinese infantry and tanks poured into eastern Russia in the opening days of the war.

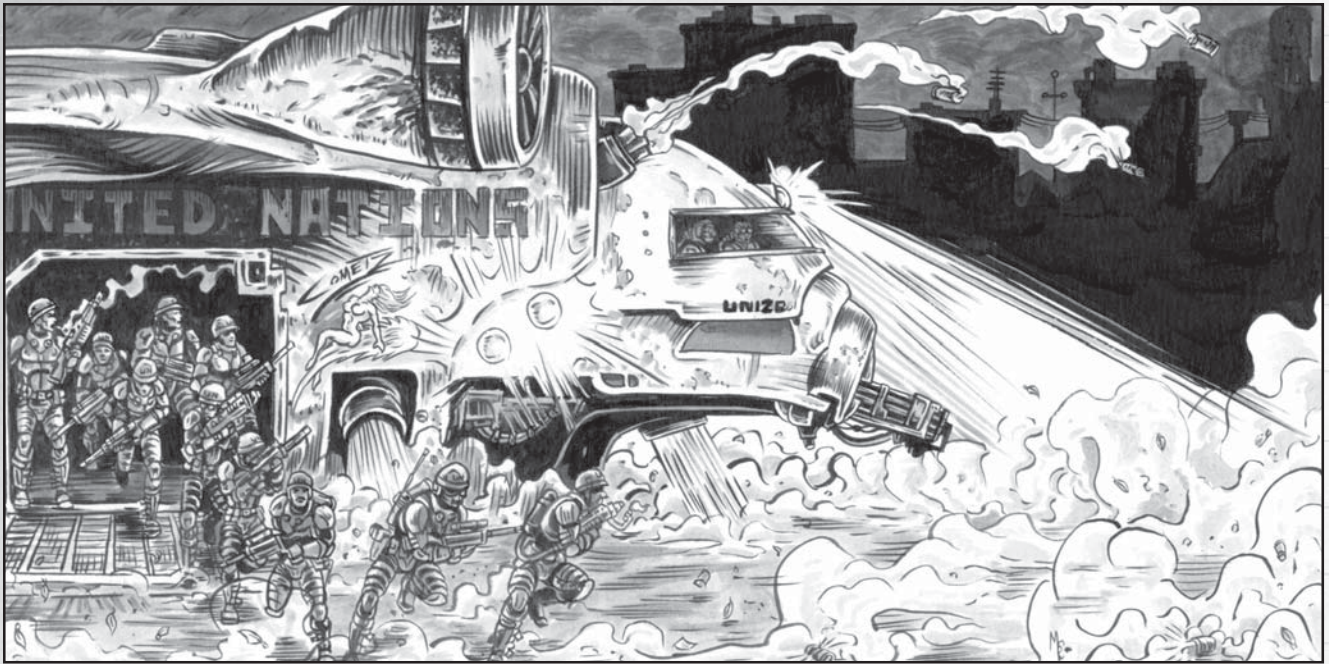
The Russian generals applied the proven strategy of trading land for time and it didn't take long for the massive Chinese army to strain its logistic capabilities to the breaking point. The harsh Siberian winter set in just as the Chinese offensive began to falter. The PRC troops were better prepared for the cold than most armies that had invaded Russia in the past, but the severe conditions halted their advance and gave the beleaguered Russians time to dig in and rush reserves to the threatened front.

When the fighting resumed in the spring, the Chinese advance continued, but only at the cost of heavy casualties. This meatgrinder rolled forward for a few months, but then ran into more supply problems. China had not been fully prepared for war when it came and the country's industry was not up to keeping its war machine fully supplied. The army got through its first year of fighting by burning through the country's impressive stockpiles of ammo and fuel. Once these were gone, the Chinese high command was forced to scale back its operations.

The Russians took advantage of this by launching a counteroffensive that sent the Chinese reeling. They regained much of the territory they had lost but then this attack also sputtered out. This wasn't due so much to lack of supply as an inability to get those supplies to the front. The earlier fighting had ripped up most of the roads and rails in the area, making it difficult to move large quantities of material. The Chinese had gotten around this by using labor battalions to form human supply trains, but the Russians lacked the manpower for this approach.

Once the front stabilized somewhat, the Russians sent some troops to North America in exchange for some Confederate Special Forces. We sent three A Teams over there to work behind the lines training anticommunist rebels in China and in exchange we received two "stomach" companies. These units were composed entirely of men with stomach problems that made them unfit for frontline duty—they spent more time on sick call than on duty. These units were stationed in Norfolk, so the poor babies didn't have to walk too far to get to a Confederate naval hospital.

Later in the war, some of the Russians elite Spetsnaz soldiers came over to serve as observers, but they didn't actually participate in any operations. I met a few of these yahoos just before starting my op in D.C. They seemed competent enough, but I think their rep is a bit overblown. I said as much to one of them and he didn't take it very well. We got into it and he somehow ended up with some broken ribs. This caused something of an international incident, and I came damn close to getting busted back down to private, but Piotr and I became close friends after that.



UN troops deploying for battle.

The UN



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One last thing concerning foreign troops in North America. I've heard of a group out there composed of ex-soldiers—Americans, Confederates, Hell, even some Mexicans and other nationalities all working together.

They call themselves the UN, which would be good for a laugh if they weren't so all-fired set on organizing and bringing towns into their New World Order. Heck, I've even heard that they got themselves a fleet of black VTOLs that they travel around the countryside in on secret missions. People have taken to calling them the Blue Hats after the sky-blue baseball caps and helmets that they wear.

I haven't seen any of these multinational do-gooders myself, but a syker friend of mine had a nasty run-in with them down Arizona way. Seems they had a problem with her being bald. Maybe they're not the nice guys they make themselves out to be. I intend to check this group out because North America already has more than enough tinpot dictators--we don't need any more.

The Martial Artists

One other group that's worth mentioning is the martial artists employed by many of the countries involved in the war. Different groups were members of both militaries, and many militaries ran their own martial arts programs as part of their syker programs, or even as stand-alone training for some of their other elite troops.

When most people think of sykers, they think of some guy walking around the battlefield, blowing stuff up with his mind. What they don't realize is that most syker programs got their start from knowledge that was gained from the Chinese martial artists that immigrated to the West in the late 1800s. Learning to be a syker takes great mental and physical discipline, and that discipline is the same that it takes to be a martial artist. It's even the same discipline it takes to make it in the Special Forces.

Anyway, there were three main types of martial artists: The sykers that learned martial arts as part of their training, the elite units that learned martial arts as part of their Daily PT routine, and the wide variety of nonmilitary dojos that weren't really affiliated with any military unit.

Sykers and the Martial Arts

Syker training frequently began the same as martial arts training. One of the academies would get in some teenager who had been smacking his parents and teachers with telekinetically thrown books, or setting the neighborhood bully on fire, and they'd have to teach them control.

They'd usually start by using meditation and working them to muscle exhaustion. The benefits of that were twofold: The recruits would be in pretty darn good shape and capable of whipping the behind of any regular army troop in hand-to-hand. They would also start to learn the discipline and control they needed to learn and control their syker abilities. Some sykers continued this physical training throughout their careers and learned how to catch bullets with their hands, leap across building tops, and other really cool vid-slug stuff.

Other elite units used a variety of martial arts training as part of their everyday training, and some became pretty formidable opponents in their own right. Generally, they would not have the focus required to do some of the "way out" maneuvers, but you could occasionally see some sensei's protégé back-flipping across the battlefield, kicking butt.

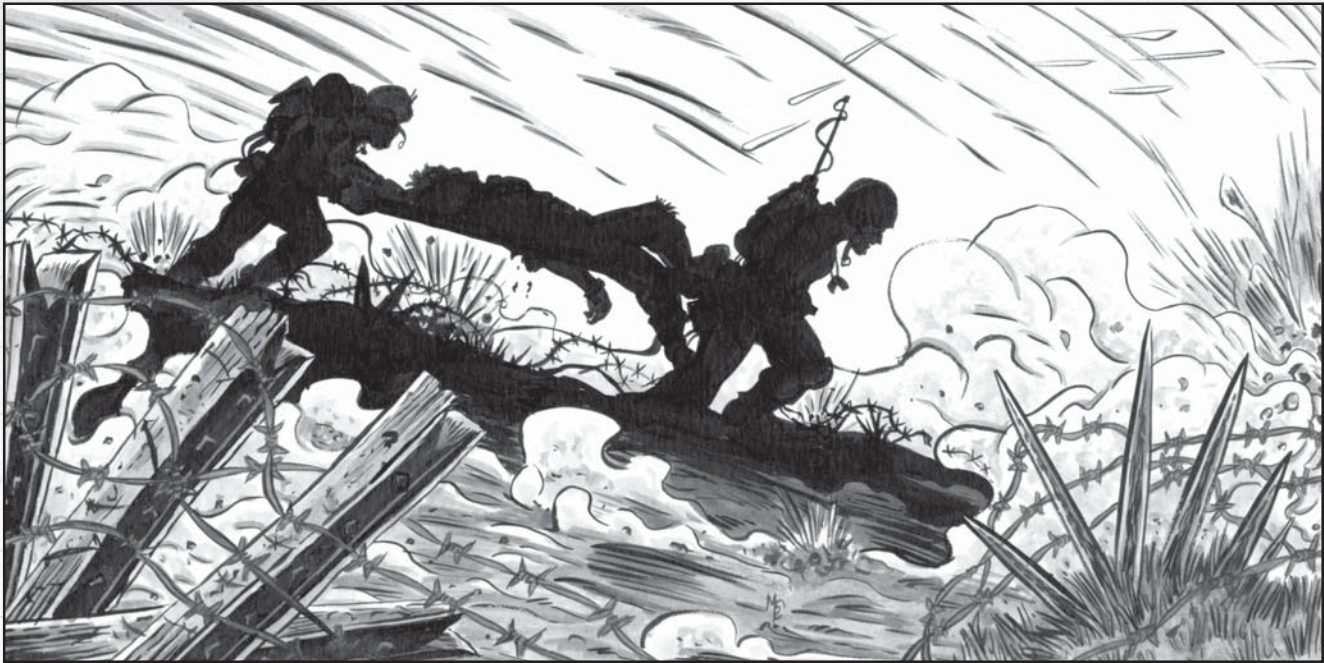
The Rest

Most accomplished martial artists joined (or were drafted into) his or her respective military by the end of the war's first year, but there some small groups of martial artists that trained in secret to avoid service. The Rangers, and probably the Agency as well, kept tabs on groups like these. (Remember that I'm talking about martial artists with supernatural abilities—the Rangers weren't watching little Billy's karate class for 8-year-olds. Unless, that is, Billy starts spin-kicking the instructor through walls.)

Back before the action in the Maze heated up, I was part of an operation to nullify a wacko cult of martial artists. It seems the head sensei believed he was some sort of god who had already conquered his own dimension, and was out to conquer us, too. He convinced a couple hundred followers to buy into his world domination plan. They were all about lining up in rows and practicing the butt-kicking they were going to give the rest of us. I reckon they didn't expect the Rangers and Special Forces to interfere with their plans, because, man, were they surprised when we landed and clapped the lot of 'em in chains. At least, the ones that went



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Another soldier is carried from the field.

quietly got put in chains. I about got my head kicked clean off, but after I finished the second or third clip, one dude quit catching bullets and started catching bullets, if you catch my drift. I never did hear what happened to the head loony tune, though.

The Reckoners + the War

Okay, Misery, pop quiz. Did you notice anything unusual while I was talking about the War?

No? You should have.

Stalemate

The Last War was the most technologically advanced war ever fought. We had rail guns, stealth fighters, hover tanks, rocket artillery, killer satellites, nerve gas, and nuclear and ghost rock bombs. The capacity for the human race to off itself was never greater.

What did all of this firepower achieve?

Three years of stalemate—despite the fact that military theorists were all in agreement that the rapid pace of modern combat should see any non-nuclear war fought to a conclusion within a matter of weeks.

Three years of people living in constant fear.

Three years of death, disease, famine, and war.

All of the Confederate battle plans against the US projected a victory within the first three weeks of the war. The US plans did likewise (I know, I've seen 'em). Everywhere around the world, one side would gain the upper hand only to lose momentum and get pushed back (okay, France is an exception, but who knows, maybe the Frogs would have rallied somehow). No one was ever able to deliver that knockout blow that would have ended the war.

Coincidence? I think not. I think the Reckoners manipulated events through their abominations and human followers to prolong things and generate even more fear to feed on, and, even more importantly, make nuclear war appear like a reasonable way to end the standoff. Humanity did for the Reckoners what they couldn't do for themselves. In my book, that means it's up to us to set things right again.

The War Between the States

Quite a few Southern patriots are going to be unhappy about what I'm about to say, but I don't care—because I'm right. I don't think the Confederacy was supposed to win the War of Northern Aggression. The North had everything stacked in its favor: more manpower, more heavy industry, and control of the seas. All the Union was lacking was some competent leadership. Grant's Vicksburg campaign showed that that was about to change.

So how'd we win our independence? The Reckoners' influence gummed up the works and prevented the North from pressing its advantage. As much as it pains me to say it, the Reckoners won that war for the South. Why? Because I think a truly united United States would have been able to nip the Reckoning in the bud. We Confederates have been the bad guys' unwitting dupes.

Use Your Head

That brings us back full circle to important lesson number one. Like I said, we have The Reckoners to thank for our current situation. They've salted the wastes with abominations, and if you're gonna be wandering the wastes, you're going to run into some of them. In addition to abominations, you can expect to run into freaky green-robed doomsayers, anti-templars, cultists, random gangers, the Combine, toxic shamans, and wacked out junkers.

All of those guys are tough, so if you think you're gonna walk down the middle of some street like they did in the vids, save everyone the trouble and off yourself now. Everyone, and everything, has a weakness. Use your brain to figure it out, and then exploit it. You'd think a lot of that would be obvious, but it never ceases to amaze me when some wet-behind-the-ears rookie templar decides that the right way to take down that ten-foot-tall, ton of muscle mutie is to box him. I mean, think for a second before you get in a fight!

Well, Misery, I reckon that's enough of an introduction right now. Go ahead and get some sleep tonight, 'cause it's gonna be the last you get for quite a while.

Tactics 101

Up and at 'em, Misery. Now, before we get into anything advanced, we need to go over some of the basics. Have you read that card I gave you with Roger's Rules on it. Why the Hell not? Read it now. I'll expect you to have memorized it by tomorrow.

Geez, I thought you Librarians were supposed to be quick readers. Although they were written over 300 years ago, those rules are as applicable now as they were then. I got a stack of those cards out of an office near the Houston Spaceport. They used to pass them out to all of the UN troops shipping out for Banshee.

One Shot, One Kill

Okay, here's your weapon. It is a weapon, or, if you prefer, a rifle. It is not a gun. Guns are something you find on tanks and battleships. If I hear you call your weapon a gun, you will be doing wind sprints up and down that pile of rubble over there until you are running on bloody stumps. Do I make myself clear?

Do you see that selector switch on the side of the weapon? Do you see the position that says "auto"? No, you don't, because it doesn't exist until I say it does. Your rifle has two settings: safe and semi-auto.

A rifle is a precision instrument; in the right hands, it is also a deadly instrument. Forget all of that crap you've seen in the vid-slugs where the hero runs around blazing away on full auto and all of the bad guys go down like bowling pins. If you try that out in the Wastes, all you're going to do is waste a bunch of ammo and some brainer taking a slow, aimed shot is going to put a bullet in you. Auto fire has its uses, but in general, if you want to turn a live enemy into a dead enemy, deliberate, aimed fire is the way to go.

Rock + Roll

What are those uses? Well, I'll tell you, as long as you remember that your weapon is not capable of them. Hell, until we train some more I'm not sure you're even capable of wiping your own rear.

The first and foremost use of automatic fire is suppression of the enemy. You throw a whole lot of lead in the enemy's general direction and force him to keep his head down.



Another victim of the Last War.

If a brainer from the shallow end of the gene pool happens to stand up and catch a round, that's great, but the primary purpose of suppressive fire is to prevent the enemy from maneuvering or returning fire. That lets your buddies safely maneuver to a spot where they can put a bullet in the bad guys with a slow, aimed shot.

The second place where auto fire is handy is in CQB. Huh? Oh, that's Close Quarters Battle, room-to-room fighting and that sort of thing. At the short ranges you engage targets in this sort of fighting you can't help but put multiple rounds of a burst into a tango. Of course, if you know that you're going to be in such a situation you'll want to have something a little more maneuverable than a rifle, like a submachinegun. Always pick the right tool for the job.

Even in CQB, though, single, aimed shots are often superior to rocking and rolling. Unless you're really good—which you ain't—you can't guarantee that all of your rounds are going to go into your target. The ones that miss have to go somewhere, and they have an annoying tendency to fly into hostages and your buddies. This is especially true if you don't know where all the friendly forces in a building are. A rifle round will punch through an interior wall like its tissue paper, and even a 9mm can penetrate drywall with more than enough energy to kill someone.

That opens an important sidetrack. When you're looking for cover, get your butt behind something substantial: a thick tree or log, a large rock, a vehicle, things like that. Obviously any cover is better than no cover, but a lot of the things you see stop bullets in the vids won't in real life. And just because you get your scrawny butt behind cover, don't stop and think your safe. A 7.62mm or .50 cal round from a machinegun can punch through a foot-thick tree and still kill you dead.

There's one last reason for that full auto switch. I don't like to acknowledge it, because I think it's a crutch for the weak. Studies have shown that soldiers with automatic weapons are more likely to act aggressively in combat because when firing full auto, they feel shielded by the wall of lead they're spraying. The reason I say that's a crutch is because I don't believe that any properly trained and

Roger's Rules

1. Don't forget nothing.
2. Have your musket clean as a whistle, hatchet scoured, sixty rounds powder and ball, and be ready to march at a minute's warning.
3. When you're on the march, act the way you would if you was sneaking up on a deer. See the enemy first.
4. Tell the truth about what you see and do. There is an army depending on us for correct information. You can lie all you please when you tell other folks about the Rangers, but don't never lie to a Ranger or officer.
5. Don't never take a chance you don't have to.
6. When we're on the march we march single file, far enough apart so one shot can't go through two men.
7. If we strike swamps, or soft ground, we spread out abreast, so it's hard to track us.
8. When we march, we keep moving 'til dark, so as to give the enemy the least possible chance at us.
9. When we camp, half the party stays awake while the other half sleeps.
10. If we take prisoners, we keep 'em separate 'til we have had time to examine them, so they can't cook up a story between 'em.
11. Don't ever march home the same way. Take a different route so you won't be ambushed.
12. No matter whether we travel in big parties or little ones, each party has to keep a scout 20 yards ahead, twenty yards on each flank and twenty yards in the rear, so the main body can't be surprised and wiped out.
13. Every night you'll be told where to meet if surrounded by a superior force.
14. Don't sit down to eat without posting sentries.
15. Don't sleep beyond dawn. Dawn's when the French and Indians attack.
16. Don't cross a river by a regular ford.
17. If somebody's trailing you, make a circle, come back onto your own tracks, and ambush the folks that aim to ambush you.
18. Don't stand up when the enemy's coming against you. Kneel down. Hide behind a tree.
19. Let the enemy come 'till he's almost close enough to touch. Then let him have it and jump out and finish him up with your hatchet.
20. Don't use your musket if you can kill 'em with your hatchet.

motivated infantryman *needs* an automatic weapon to perform aggressively. Sure, everyone gets scared occasionally in combat, but it shouldn't take more than a kick in the rear from a squad leader to get a soldier up and moving again. At least that used to be the case



A Northern Alliance tunnel rat.

before the namby-pamby liberals started making drill sergeants consider the poor recruit's *feelings*, and making sure they weren't stressing the poor dears too hard. Well, let me tell you, combat is all about stress. If you can't handle the stress of a DI screaming in your face and calling you names, you're going to fold like an accordion when the bullets fly.

I can see you're not buying it. Well consider this: Our great-great-great-great? grandfathers didn't have automatic weapons during the War Between the States. Yet, they lined up shoulder to shoulder and marched upright across a field straight at a line of riflemen and cannons. Do you think the men involved in Pickett's Charge were scared? Hell, yes! But they did it because it was what they were trained to do and because it was their sacred duty both to their country and to their buddies around them.

Okay, enough preachin'. Let's talk about some of the skills you are going to need if you're to survive out there: Guarding, patrolling, and ambushing. If you can master these skills, it will give you a huge advantage over about 80% of the brainers out there. The other 20%? Well, they're ex-military and the few talented amateurs who've actually learned the hard way—until you get some field experience, you're still toast if you go up against them.

Guarding

The first thing drilled into a new recruit in boot camp is "Stay alert, stay alive!" When you're standing guard, be it on the walls of a survivor settlement, in camp at night, or outside the door of some big Librarian powwow, staying alert is your absolute, number one priority. Nothing will turn you into a dead sentry faster than not paying attention.

I know this seems obvious, but I'm stressing it because it can be hard to do. Standing a post for hours at a time is boring and, more often than not, nothing happens; there is a strong tendency to let your mind wander or to play grab-ass with the other guards. During the war, I made it quite clear to the soldiers under my command that anyone I found sleeping on guard duty would not wake up—if the enemy didn't slit their throats, I would. I know that sounds harsh, but if you goof off on guard, you're betraying your comrades' trust in you; they're depending on you to keep them safe while they eat, sleep, whatever—that's a pretty awesome responsibility.

Besides simply making the mental effort to stay sharp, there are a few things you can do to stay frosty. Discomfort can help. Comfortable

guards tend to be lazy guards. You don't want to be in pain, because that's distracting in a completely different way, but a certain level of discomfort can keep you focused. Don't sit in the comfy chair or watch from near a fire. (For lots of reasons. You'll be sleepy, silhouetted, and your night vision will be shot.) Put a rock in your shoe or pinch yourself on the leg occasionally.

If there are multiple sentry positions, switch off with the other guards occasionally. This keeps you from staring at the same patch of ground forever. Likewise, if you're a roving guard, vary your route. This not only allows you to cover new ground, but it prevents the enemy from predicting your movements.

Who Goes There?

Last, but not least, if you're on sentry duty after dark without any sort of night vision gear, and you think you see something, don't stare straight at it—look off to one side. This has two advantages. If your enemy can see better than you can, he'll believe he's still undetected. Also, the rods and cones in your eyes are arranged so that you see better at night through your peripheral vision. Your peripheral vision is also better suited for detecting movement.

Patrolling

When your humping your way through the Wastes pay special attention to Roger's rules #3 and #12: Be quiet, and numbers permitting, have a point man and some flankers. I've lost track of how many zipperhead gangers I've been able to take out because they were boppin' along yakkin' about their old lady or whatever. If you see the enemy first, you've got all the cards—you can engage them, lay a hasty ambush, or just simply avoid them.

Play Leapfrog

When you're moving across open terrain, use a leapfrog advance. One portion of your formation should take up firing positions where they can cover the area being crossed. The other portion then crosses the area

quickly. Once the advancing element is across, they provide overwatch for the first element as it crosses the area. What this does, is it allows the stationary element to immediately return fire if the moving formation is engaged by the enemy. If your entire group is moving at once and the enemy opens up, everyone is going to be too busy trying to grab some cover to shoot back. That gives total control of the situation to the enemy; they can continue to light you up or they can simply fade away and ambush you again later.

Ambushes

That brings us to a subject near and dear to my heart: the ambush. A well-executed ambush can allow a small force to put a hurting on a much larger one or even destroy it. In textbook terms, a successful ambush engages the enemy force with overwhelming firepower that shatters unit cohesion and prevents the target from responding in a coordinated manner. In real life terms, it means knocking the bad guys on their butts and then kicking them while they're down.

There are two types of ambushes: hasty and prepared.

Hasty Ambushes

Hasty ambushes occur when you're following Roger's rule #3 and see the enemy first.

The most important thing in a hasty ambush is to get everyone in position and behind cover before the enemy wanders into your kill zone. A pretty formation and perfectly overlapping fields of fire don't mean squat if the bad guys see you before you yell, "Boo!" Remember that the first lesson in not being seen is not standing up. Heh, heh. That's a joke, son. Oh, never mind.

Speaking of formations, the best way to arrange your forces, terrain and time permitting, is in a V or L-shape. If you have enough people this formation should be slightly longer than the enemy formation. This allows you to swing some people behind the enemy once the trap is sprung and cut off his retreat.

The second most important thing is patience. I've seen more than one ambush become FUBAR because someone opened up too soon. Think of your ambush as an open mouth; you want the enemy to be about to step down your throat before you pull the trigger. In some cases, you might have to let the opposition's point man to pass safely through the kill zone to accomplish this. When this happens, make sure you have someone detailed to take him down when the shooting starts or you might get an unpleasant surprise.

Lastly, don't become fixated on the enemy entering the ambush. Ideally, you should have a few flankers out to either side just in case the enemy isn't as dumb as you think he is. If you're spotted, the opposition may try to flank your position and turn the tables.

Prepared Ambushes

The main difference between a hasty ambush and a prepared one is that you've got more time to set up. This time should be spent adjusting the positioning of your troops to maximize firepower and camouflaging the ambush to avoid detection.

You should also try to script out the ambush. By that I mean, try to anticipate the enemy's reaction to the ambush and plan accordingly. For instance, say you're laying an ambush along a road that is bordered by trees on one side and a drainage ditch and an overgrown wheat field on the other. You set up in an "L" formation with a blocking force across the road and the long side of the "L" in the tree line, since this provides the best cover.

Now, what's going to happen when the shooting starts? Well, if the blocking force engages first and the guys and gals in the trees hold their fire, some of the bad guys are going to sprint for the trees and some will dive for the ditch. The troops heading for the trees are then cut down by the ambushers there. Those who survive have to head back across the road while under fire from the blocking force.

Meanwhile, those who dived into the ditch find the mines and trip-wired grenades you thoughtfully placed there. Those that aren't blown up then try to escape into the wheatfield, along with the few surviving tree

lovers who made it back across the road. That's when the detachment you hid in the tall wheat pops up and guns them down. At this point, the ambush is probably over. If there are any bad guys still breathing, they're probably too demoralized to continue the fight.

Ambushing Vehicles

The same general principles apply when ambushing a column of vehicles. The main difference is that you want to deploy your heavy weapons where they can hit the front and rear vehicles of the convoy. This effectively traps the rest of the column between them.

Barricades are also useful. They can be formed from mines, felled trees, derelict vehicles—whatever's handy. A barricade is a surefire tip-off to an ambush, so if you use one, your ambush should be set up on a curve, with the barricade just out of sight around the bend. This way even once the barricade is spotted, the enemy doesn't have time to react to it.

Surviving an Ambush

If you spend enough time in the Wastes, it's going to happen eventually—you're going to walk into an ambush. It could be because you're off your game or because the bad guys are as skilled as you are. The important question is not, "why?"; it's, "what do you do now?"

If you have to stop to answer that question during the ambush, you're probably going to die. That question needs to be addressed before the shooting starts. Most special forces throughout the world have adopted instant action drills that they execute when ambushed. They practice these drills over and over until they become second nature and can be executed without a single order being given.

The basis of these drills is that each member of the formation is given an assigned sector of responsibility. When contact is made, each team member lights up his sector with everything he's got—full auto fire, grenades, everything. The idea is not to kill the enemy—although if that happens, no one is going to cry about it—but to lay down such an overwhelming blanket of fire that the ambushers are thrown off balance and forced to keep their heads down.

The team then begins to fall back in pairs. One member of each pair keeps up fire at the enemy while the other falls back. Once the retreating troop is in position, he begins firing, and his buddy falls back past him. This process continues until the team has successfully disengaged.

A column of vehicles that is ambushed has three basic options: Smash through, stop and fight, or back up. Of these, smashing through is probably the best option—provided the lead vehicle is capable of clearing any obstacles out of the way. Simply bulling your way through without stopping means the column loses the least amount of speed and this translates into getting clear of the enemy's kill zone that much faster. Backing up is probably the next best option. Now, when I say back up, I mean back up, not turn around; every vehicle in the group should haul butt in reverse until it can put some cover between it and the ambushers. Taking the time to actually turn the vehicle around while under fire is a surefire way to catch an antitank missile.

With either of these two options, every weapon in the column should be laying down as much lead as humanly possible. If you have any smoke, pop it to cover your exit. The decision to try either of these strategies needs

to be made within the first few seconds of the start of the ambush (or beforehand, if possible), and this order needs to be quickly and clearly passed along. Nothing will get you in a world of hurt more quickly than having half of your column gun it while the other half backs up. Especially if the front of the column backs up while the rear half decides to go for it.

Stopping to fight is really only a good option when the ambushers have bit off more than they can chew and you have overwhelming force. For instance, a six man team waiting for some supply trucks that accidentally ambushes a platoon of hoverniks. In an ambush, by definition, you're fighting the battle on the enemy's terms and on ground of his choosing. That's something to be avoided whenever possible.

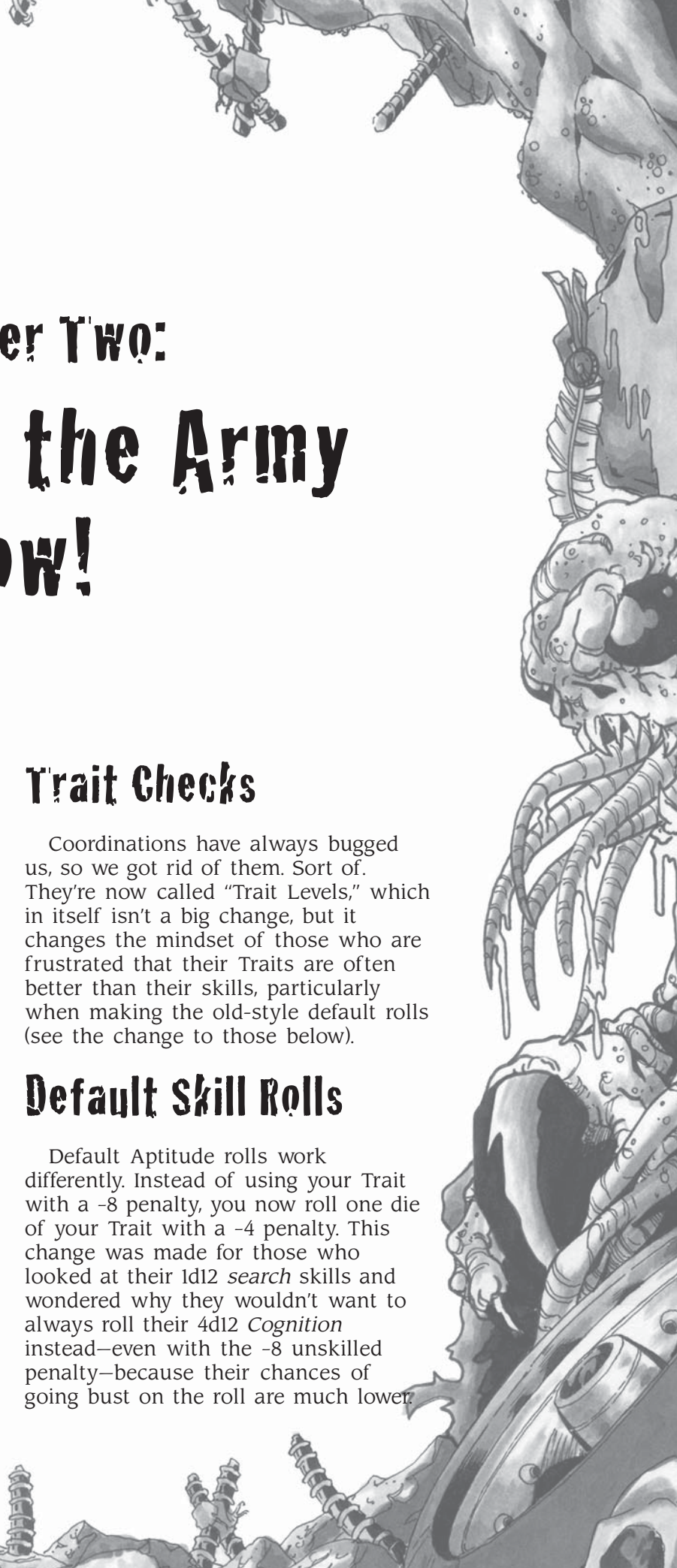
Hooyah!

Okay, that's enough theory for now. Now it's time to see if I can turn your fat, miserable, soft, civilian carcass into something resembling a soldier. I don't look hopeful. Grab your weapon and let's move, Misery! MOVE! MOVE! MOVE! GO! GO! GO!



Lesson 3 in how not to be seen.





Chapter Two: You're in the Army Now!

This chapter has all sorts of goodies in it. We've got updated rules, new rules, new Aptitudes, new Edges and Hindrances, and more new equipment than you can shake a dead cat at. Before we get into the new stuff let's update some of the old rules first.

Rules Update

Deadlands: The Weird West and *Deadlands: Hell on Earth* use pretty much the same game system. In order to standardize things and make travel between the settings easier, we've decided to change "pretty much" into "exactly." That means the Wasted West will now use the new rules that appeared in the latest edition of *Deadlands: The Weird West*.

Before anyone gets their knickers in a bunch, it should be said that this changeover won't cause many hassles. The new rules don't make any radical changes; they streamline gameplay. That's why they're being published in a supplement instead of being released as *Hell on Earth* 2nd Edition.

Trait Checks

Coordinations have always bugged us, so we got rid of them. Sort of. They're now called "Trait Levels," which in itself isn't a big change, but it changes the mindset of those who are frustrated that their Traits are often better than their skills, particularly when making the old-style default rolls (see the change to those below).

Default Skill Rolls

Default Aptitude rolls work differently. Instead of using your Trait with a -8 penalty, you now roll one die of your Trait with a -4 penalty. This change was made for those who looked at their 1d12 *search* skills and wondered why they wouldn't want to always roll their 4d12 *Cognition* instead—even with the -8 unskilled penalty—because their chances of going bust on the roll are much lower.



Edges & Hindrances

The way in which a few Edges and Hindrances work has changed.

Gift o' Gab

This Edge allows your hero to pick up spoken languages very quickly. Given a few minutes of conversation in a new language, your brainer can speak it as if he has an effective skill of 1. This doesn't give your waster any skill in writing the language.

Luck o' the Irish

Brainers with this Edge now simply get to draw an extra Fate Chip at the beginning of each session.

Night Terrors

Everyone hated the way this Hindrance worked and it was a pain in the keister to keep up with. The new *night terrors* works like this: Make an

Onerous (7) *Spirit* roll at the beginning of each session or lose your lowest Fate Chip. If you do lose a chip, however, your character receives a vision from the Hunting Grounds as before.

Movement

A hero's Pace no longer has to be broken up evenly between his Action Cards. He can move some, all, or none of it on any particular card, but he is still limited to a maximum movement each round equal to twice his Pace. A hero is considered to be running on any action in which he moves over his base Pace and he suffers the -4 running penalty.

Weapon Speeds

This is the big one.

We have eliminated weapon speeds for small arms and melee weapons. Speed 2 weapons were simply too much of a pain to keep track of and players generally forgot to apply the -2 hip shootin' penalty, so we decided to get rid of them. This means that a loaded weapon can now fire up to its ROF on each action. The ROF for typical weapons is listed in the ROF Table.

Weapons with an ROF of 2 fire doubletaps. These are two shots in rapid succession *at the same target*. As described in *The Wasted West*, a successful roll to hit with a doubletap means a single round hit. If your brainer gets a raise, the second bullet also hits.

This change in weapon speed does not effect arcane powers with a Speed greater than 1 in any way. A *nuke* still takes 2 actions to cast.

Not also that some large and/or complicated weapons may still take longer than one action to fire. Where this is the case, it will be noted in the weapon's description. Most large weapons like tank cannons and howitzers have an ROF of 1 (it doesn't take long to yank a howitzer's lanyard), but take a number of actions to reload.

Junker Powers

Okay, you're thinking, but what about the junker powers that are used to build weapons? How are they affected by this?

That's an easy one. Ranged weapons built with powers like *gunsmith*, *Flash Gordon*, and *rocketman* are built as normal. Those with a Speed of 2 or higher fall into the "large and/or complicated" category and take more than a single action to operate. Weapons with a Speed of 1 and ROF of 1 or better operate under the new improved rules.

Weapons made with the *weaponsmith* power all have an effective Speed of 1 for combat purposes, regardless of size. However, when adding increased speed enhancements to the weapon, use the Speed listed in the Weapon Frame Table. This means that larger weapons require more slots in speed enhancement to gain the Speed 0 DB bonus.

ROF

Weapon Type	ROF
Single-action Revolver	1
Double-action Revolver	2
Bolt, Pump, or Lever Action	1
Semiautomatic Pistol, Rifle, etc.	2
Double-barrel Shotgun	2
Fully Automatic Weapon	As Listed

You're in the Army 41

Fate Chips

The use of Fate Chips remains mostly unchanged, but there are a few differences:

Fate Chips can be spent on the *Strength* portion of a damage roll in hand-to-hand combat. They still cannot be spent on other types of damage rolls.

Legend Chips can now be used to reroll any die roll—including table results for things like Overloads and Brainburn.

Explosive Damage

The updated massive damage rules that appeared in *Iron Oasis* had the desired effect: They made explosions much more deadly—perhaps a little too deadly.

Since we feel that the new rules are more realistic (no more Wile E. Coyote type explosions), rather than change them again, we thought we'd tone down the damage caused by some of the explosives in the game and bring them in line with the new rules (also check out the new explosion vamoose rules on the following page).

The new damages are listed below in the Explosive Damage table. If a weapon or miracle doesn't appear on this table, its damage remains unchanged.

Explosive Damage

Weapon	Damage
Automaton Death	4d10
Frag Grenade (Thrown)	4d10
Frag Grenade (40mm)	4d10
Frag Grenade (20mm)	4d8
HEDP Grenade	4d10 (AP2)/4d6
M-200	4d12/3d6
Nuke Miracle	3d12

New Rules

That wasn't so bad, was it?

Okay, now that we've updated the old rules, it's time to add some new rules. The mine rules aren't entirely new, but since we're adding a bunch of new mines and mineclearing equipment later in the chapter, we thought we'd include them here for convenience.

Artillery

Up until now there hasn't been much use for the *artillery* Aptitude. Let's change that. *Artillery* is used for shooting the big guns: tank cannons, howitzers, rocket batteries, and the like. There are two ways to use this Aptitude: Direct Fire and Indirect Fire.

Direct Fire

Direct fire is used when your hero can actually see his target and aim his weapon directly at it. These shots are the easiest to resolve. Simply use the standard ranged attack rules, but instead of rolling your brainer's *shootin'* to hit, roll *artillery* using your hero's *Deftness* die.

If a round misses its target, use the standard deviation rules in the *Hell on Earth* rulebook to see where it impacts.

Indirect Fire

Indirect fire lobbs the shell in a high arc and can be used to target areas which are out of the attacker's sight.

Before your hero can rain death down on some poor brainer's head, he needs to know where he's firing. Your waster can fire indirectly at targets he can see (allowing him to do unfriendly things like dropping a round inside a fortified position rather than blasting through the walls), or at targets relayed

by a forward observer or picked off of a map. He can also simply drop rounds at a set range from his position and hope for the best.

Regardless of how the target point is selected, the base TN to hit it is 11 plus modifiers for range. Range modifiers are calculated using the weapon's Indirect Increment (this is usually much larger than its direct fire Range Increment). Roll your hero's *artillery* (based on *Cognition* as usual) to hit. Since the weapon is being fired at a position on the ground rather than a specific object (although there may be an object at that location) modifiers for target size do not apply to this roll.

If your artillerist succeeds at his roll, the round lands within 2d6 (reroll Aces) yards of the target. Each raise on the roll subtracts 2 yards from this distance.

If your brainer misses, roll 1d12 and read the result as a clock facing to see in which direction the round sails. Roll 1d20 for each point by which the roll was missed to determine how far off the mark the shot landed.

Moving Targets

Since the shell is being lobbed in a high arc rather than being fired directly at the target, hitting a moving target requires a certain amount of guesswork—your hero has to guess where the target will be when the shell lands. All indirect shots at moving targets suffer a -4 penalty.

Forward Observers

If someone can see where your waster's shots are landing, and can communicate that information back to him, your hero can adjust his fire onto the target (this person can be your artillerist if he can see the target and where his shells are impacting).

Spotting for an artillery attack requires an action, but, like driving, as long as the observer does nothing else, she can spot as a continuous action, allowing her to give constant updates to the firing battery. After a round lands, the spotter must make a Fair (5) *artillery* roll. A successful roll grants a +2 bonus on the artillerist's next roll to hit. As long as the weapon continues to fire on the

same location, bonuses from a spotter accumulate on successive shots up to a maximum of +6. If the artillerist is doing his own spotting, he doesn't need to spend any actions to adjust his fire.

Since the aiming point for a moving target constantly changes, indirect fire against a moving target cannot normally be adjusted in this way. The exception to this is a soldier using the Land Warrior system (see page 58). He can adjust fire as long as he keeps the laser on the target.

Hit the Dirt!

If your brainer is on the receiving end of an artillery attack, or if some unfriendly soul lobs a grenade in her direction, the best thing she can do is dive for cover.

If your hero has an Action Card remaining and is aware of the attack, she can sacrifice this card to vamoose. This allows her to dive behind cover within 5 yards (which only helps if it is between her and the spot at which the shell or grenade actually lands) and/or go prone.

When resolving damage from the attack against prone targets, ignore any hits to body locations which are pointed away from the blast. Normally this means that half of the waster's body is

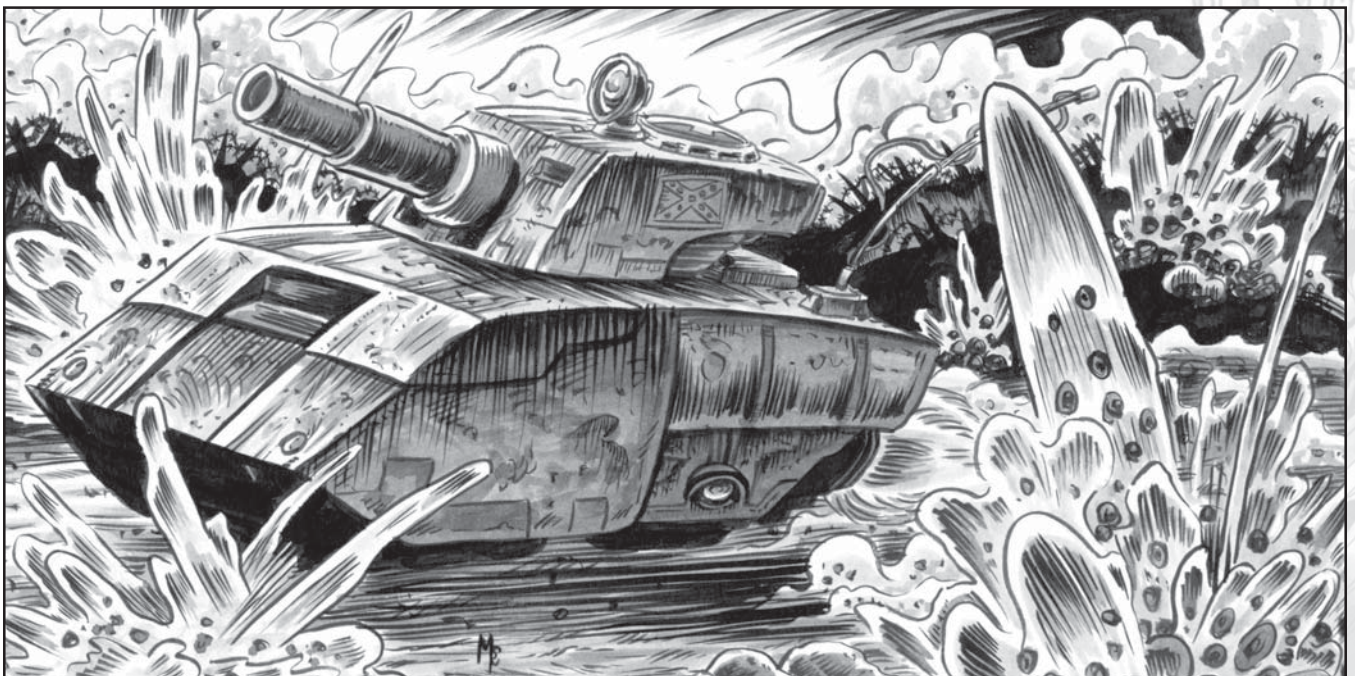
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not eligible to be hit. Which half of your hero's sorry carcass is in danger is entirely up to the Marshal.

To be eligible for this defense, your brainer must either see the attack coming or hear a warning from someone who has (Grenade!). Any heroes with the *background: soldier* Edge can make a Fair (5) *Cognition* roll to recognize the sound of an incoming artillery round.

Light Armor

Light armor (armor types with a -X rating) no longer provide any protection against armor piercing ammunition. AP rounds are designed to rip through ballistic nylon and steel, lesser forms of protection have little effect on them. This means that no damage is subtracted from the bullet's damage due to the light armor. The good news is that target's in light armor are considered unarmored when struck by AP rounds. That means the bullet still loses 1 die of damage.



Explosives

Heroes with the *demolitions* Aptitude can use this to both set and defuse explosive charges.

Basic Charges

Setting a basic charge requires only a Fair (5) roll. A basic charge is simply a bundle of explosives set to explode when triggered by the demolitionist via either a burning fuse or electronic detonation. A basic charge does the base damage for the explosives being used and its burst radius extends in all directions.

Defusing a basic charge requires a Fair (5) *demolitions* roll. However, if the person setting the charge doesn't want people undoing his handywork, he can use each raise on the *demolitions* roll made to set the bomb to add +2 to the TN to disarm it. Going bust on a disarming roll or missing the TN by 5 points or more sets the charge off. Hello, Stumpy!

Boobytraps

The *demolitions* skill can also be used to set boobytraps. A boobytrap is basically any charge set to be triggered by the victim's actions. This can be a

simple tripwire, a stuffed animal packed with explosives that goes when its arm is moved, or a charge connected to an infrared beam—whatever your mad bomber's imagination can dream up.

The TN to set a basic boobytrap is Onerous (7), although the Marshal can increase this for particularly elaborate or Rube Goldbergish traps: Opening the door pulls a wire that turns a faucet. The water from the faucet fills a can. Once the can has exactly 4.5 ounces of water in it, it activates a pressure switch that detonates the bomb. Each raise on the *demolitions* roll can be used to add +2 to either the TN of defusing it or the TN of *Cognition* and *search* rolls made to spot the trap (this is normally a Fair (5) roll). As with basic charges, going bust or missing the defusing roll by 5 or more points sets the bomb off—you should've cut the red wire!

Shaped Charges

Shaped charges let your demo expert get more bang for his buck by tamping and shaping the explosive. Tamping channels the blast, forcing more of the explosive's energy to move in one direction. Shaping the charge can focus the energy into a cutting jet of heat. This is the same principle used in most armor piercing warheads.

Setting a shaped charge requires an Onerous (7) *demolitions* roll. Each raise on the roll increases the charge's damage by +1 die (not die type) and gives the charge +1 level of AP. This increased damage is applied in a straight line selected by the person setting the charge. Damage in all other directions is reduced by 1 die and receives no AP bonus.


Raises on the roll can also be applied to hiding the charge or making it more difficult to disarm, but any raises used for these purposes don't give any damage bonus. Disarming (or failing to disarm) a shaped charge works just like it does for other explosives.

So, how much explosive does your brainer need to get the job done? Check out the Demolitions Table for some example Armor Values and Durabilities of common bomb fodder.

Demolitions

Item	Armor	Durability
Interior Wall (per 2'x2' hole)	0	8
Wooden Exterior (2'x2' hole)	1	10
Brick Wall (2'x2' hole)	3	12
Cinderblock wall (2'x2' hole)	3	15
Bunker Wall (2'x2' hole)	6	20
Armored Safe	6	10
Highway Overpass (single span)	2	60
Railroad Bridge (single span)	3	75
Major Bridge (single span)	2	90

Note that the listed damage doesn't have to be done by a single charge. If you're trying to drop a bridge span, inflicting 90 points of damage with several smaller charges is easier (not to mention safer for those nearby) than using one humongous charge.

 Colonel Greene is setting a shaped charge to blow through a wall. The basic charge does 3d8 damage. He gets a 17 on his *demolitions* roll. This means that the charge now does 5d8 AP 2 damage to the wall. Someone directly on the other side of the wall from the charge takes this damage, modified by the wall's Armor Value and their distance from the wall. Anyone else in the blast radius takes only 1d8 damage, modified by range.

Let's say the wall is made of brick. When the charge explodes it inflicts 5d6 damage to the wall and anyone directly behind it (5d8 minus 1 level of Armor). If the damage roll is 24 points, the charge blows a 4'x2' hole in the wall; that's 24 points of damage divided by 12 points of Durability per 2'x2' section. That's a plenty big enough hole for the Colonel to storm through.

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Mines

One of the most terrifying weapons of war for the average infantryman is the land mine. The thought that simply stepping in the wrong place may get your leg blown off or your body ripped to shreds is enough to make most people's skin crawl. Needless to say, lots of mines were used during the Last War. All the fear and terror they created gave the Reckoners a good chuckle at humanity's expense.

Many of those mines are still out there waiting for that misplaced foot. Most of them can be found near large battlefields along the border between the US and the Confederacy. Kansas in particular is littered with the things. They can also be found around the perimeters of most military bases and secure research facilities.

These rules aren't entirely new, but we thought since we were going to include some new mines and sweeping equipment in this book, it would be a good idea to include them here for easy reference.



Using Mines

There are a number of ways Marshals can use minefields. The most common, of course, is as an obstacle the posse must breach to reach their goal. You can also use them as a random event to give your heroes some gray hair. They can also be thrown in to complicate an already bad situation: as the posse flees an abomination, they run right into a minefield. Have a nice day!

Of course, clever heroes might be able to turn a minefield they discover into a weapon. If the heroes are attacked by the Alexander 9000 while they are fresh out of antitank rockets, their only hope may be to lure the mechanical monstrosity into a field of antitank mines.

Minefields

So, if you're feeling sadistic, Marshal, here's what you need to know:

All minefields have a Density rating. This is simply a number from 1 to 20. Simply roll 1d20 against this number for each 5 yards a hero travels through the field. If the roll comes up less than equal to the Density, that lucky brainer has found a mine. If he wasn't looking for one (see below), he found it the hard way.

Just to give you some idea, light-density fields have a Density of around 5 or 6, medium-density fields would weigh in around 9 or 10, and a high-density field would have a rating of 13 or 14. This means a lucky waster could stroll right through a small, low-density minefield and not even know it.

Just remember that actually killing people and destroying vehicles is actually the secondary purpose of a minefield. Their primary purpose is to slow down and disorganize an attack, channeling it through pre-sighted kill zones where the defenders can chop the attackers to pieces with massed fire.

Findin' Mines

Finding and marking a clear path through a minefield takes keen senses, steady nerves, and some knowledge of the various mine types. It's done using the new *Cognition*-based *mine sweepin'* Aptitude. Heroes with the *demolitions* Aptitude can also use this skill, but with a -2 modifier.

The brave hero doing the sweeping must make a *mine sweepin'* roll for every 5 yards of minefield marked. The TN for this roll depends on the type of mines being detected; some are more difficult to find than others. The Marshal rolls against the field's Density every 5 yards to see if there is actually a mine in that area. If the sweeper makes her roll she finds any mines. If she fails, the mine, if any, goes undetected and may blow her up. Roll against the field's Density again to check for this. Once detected and marked, anyone following the sweeper can normally avoid the blasted thing automatically. If your hero is being shot at or doing something else while moving through the minefield—like carrying a wounded buddy—your Marshal is within her rights to require some *Nimbleness* rolls.

Looking for mines in this way takes about 10 minutes for every 5 yard long and 2 yard wide section marked. When under fire, a hero can speed this up and search a 1 yard square area per action, but this increases the TN of all detection rolls by +6!

Specialized military equipment can speed things up and give bonuses to detect mines. Check out the descriptions on page 63.

Gettin' Rid of Them

Actually disarming a mine is a little trickier. This requires a *demolitions* roll against the mine's Disarm TN (see the mine descriptions on page 63 for the TNs). Unless the mine's a dud, this is one of those make the roll or go kaboom situations. When figuring damage apply it first to the waster's arms, then head, then torso. Going bust on the roll simply means your hero's face was too close and the first location damaged is automatically the noggin.

Suppressive Fire

Remember Colonel Greene's sermon about the advantage's of aimed shots and the uses of automatic fire? Well, this rule is for wasters whose weapons *do* have a full auto setting. Now when your hero's buddy yells, "Cover me!" your waster can do more than throw a blanket over him.

The whole point of suppressive fire is to force your enemy to hesitate, or fail to act completely, due to fear of getting shot. You accomplish this by throwing a whole lot of lead at him all at once.

Suppressive fire is a special attack that resolves all of your hero's fire in a single roll regardless of how many bursts are fired. To attempt it, your brainer needs an automatic weapon and a target. This target doesn't need to be a person, it can be a spot on the ground or an area in which your waster thinks someone might be hiding. Roll to hit with the normal modifiers for range and lighting. Add +2 to the total for each burst fired.

A successful attack suppresses an area 5 yards in *diameter*. Each raise increases the diameter of this area by an additional 5 yards. Everyone within this area, friend or foe, is affected by the attack. There's a catch though, you can't have more raises on the roll than

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you fired bursts. That means a ROF 6 weapon (2 bursts) has a cap of 2 raises, while a ROF 12 weapon (4 bursts) can have a maximum of 4.


Roll a handful of d6s equal to the number of rounds fired and use the innocent bystander rules to see if anyone in the affected area caught a bullet (or two, or three). Anyone in the area who is still alive after this must make a *guts* roll against a TN equal to the amount by which your hero beat the TN of the shot. If the target makes this total he suffers no penalty. If he loses, he suffers a -2 penalty on his next action due to hesitation. If your waster's total wins by a raise or more, the target loses one Action Card for each raise by which he lost. A target can't lose more cards than he has.

If an exposed target of a suppression attack has any Action Cards when the attack begins, she can vamoose to get behind cover and avoid the stray rounds or even jump clear of the attack's area. This doesn't require any roll. This may seem easy, but remember that it has forced the enemy to give up an action—which is the whole point of the attack.





Suppression attacks only affect those who can be injured by the attack or who *could be* injured if they move or attempt to act against the shooter. For instance, someone completely inside a tank can ignore such an attack, but someone who is exposed through an open hatch cannot.

 Colonel Greene decides to put the fear of God into some Black Hats he's up against. There are three of them behind a waist-high stone wall 40 yards away. One is standing, one is just peeking over the wall, and the third is kneeling behind it.

The Colonel aims at the middle of the three and lets rip with two bursts. His TN for the shot is 9 (5 plus 40 yards divided by a Range Increment of 10). He rolls a 14. To this he adds +4 (+2 x 2 bursts), for a grand total of 18. He hit with a raise, so the attack affects an area 10 yards in diameter (5 yards base + 5 yards per raise).

The attack was on target, so he rolls 6d6 for the Black Hat closest to his point of aim. One of these dice comes up a 1, indicating a hit. There are still 5 bullets looking for a home, so he rolls 5d6 against the second Black Hat—two more hits. There are 3 bullets remaining, but because the last target is completely behind cover that can stop them, they are just lost.

Jason rolls hit location for the first target and hits the upper guts. The Black Hat takes a heavy wound. The second target gets off lucky with an arm and a lower guts result. Since only the top half of his head is visible, the wall stops these.

Time for *guts* rolls. Colonel Greene's total of 18 beat the TN of 9 by 9 points. The first Black Hat rolls a 6. With the -2 modifier for his wound, his total of 4 misses by 5 points. That's a raise, so he loses his highest Action Card. The second bad guy rolls a 7. Since he failed by less than 5 points, he suffers a -2 penalty to his next action. The third Black Hat rolls well and gets a 9. Since this was the TN he was shooting for, he is completely unaffected by the attack.

New Aptitudes

Here are a few new Aptitudes.

Drivin': Battlesuit

While any brainer can get in a battlesuit and power it up, experienced users can juggle anvils while tap-dancing. This *Nimbleness*-based Aptitude is required if you want to do anything more complicated than walk or run on level terrain without having to worry about falling over, and it assumes you know how to get the most out of the onboard systems.

A waster without this Aptitude needs to make an unskilled check whenever doing any complicated maneuvers, he's struck by a heavy weight, or any time the Marshal thinks that the use of the battlesuit is too complicated. Those that have this skill can do anything they would normally be able to do in a normal suit of clothing. Rolls are only required for attempting extraordinary feats.

Fightin': Bayonet

This new concentration for the *fightin'* Aptitude allows your brainer to use his rifle as a melee weapon. It's always been possible to use the thing as club by grabbing it by the barrel, but now your soldier can keep his gun in a fire-ready grip and still knock the snot out of someone—this is especially important given the new melee rules on page 80.

A rifle with a fixed bayonet has a Defensive Bonus of 2, but only for those with this Aptitude. It takes one action to attach a bayonet. The rifle can be used to butt stroke an opponent for STR+1d6 damage (brawling or real) or your hero can jab the bad guy with the bayonet for STR+2d6 damage.

Minesweepin'

This *Cognition*-based Aptitude allows your brainer to find, mark, and defuse mines. It can also be used with *Smarts* to identify likely spots for minefield placement.

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New Edges

Background: Operation Damocles Soldier

5

Your hero was part of a Top Secret project just before Judgment Day. Check with your Marshal to see if she wants an individual of this type in her campaign. If she gives you the thumbs up, check out this section at the end of the chapter on page 71. The downside to this Edge is that such an individual cannot take the *arcane background* Edge.

Background: Soldier

5

Your waster was an experienced member (at least 10 years) of the military of either the North or South. That means your hero is at least 41 years old (or older for higher ranks).

Your brainer's years of service get her a few basic Aptitudes related to her specialty for free. The various specialties are listed on the following page. In addition your hero can buy these specialty skills up to a level equal to 5 plus their rank at no additional cost (level 6 costs 6 points). All soldiers begin with a free *rank* of 0. You must buy *rank* at its full cost if you wish to have a higher rank.

The last perk of this Edge is that some of the points your hero spends on *belongin's* count double as long as they're spent on military equipment. The number of points which can be doubled is equal to the brainer's *rank* level.

On the bad side, extended military service is bound to leave more than just the obligatory tattoo. Draw a card (two if your hero is Special Forces) and have your Marshal check out the Soldier Background Table tucked away in her section on page 125.



Airborne/Air Mobile

Climbin': rappeling 2
Flyin': skydiving 2
Shootin' 3
Sneak 2
Survival: any 1

Armor

Artillery: Missile Launcher, Rockets, or Main Gun 2
Drivin': hover, wheeled, or tracked 2
Shootin': SMG 2
Tinkerin' 2

Armored Infantry

Drivin': battlesuit 3
Shootin': any 3
Tinkerin' 2

Artillery

Artillery: Rockets, Howitzers 3
Professional: Computer Ops 3
Shootin': SMG 2

Combat Engineer

Demolitions 2
Drivin': tracked 1
Mine sweepin' 2
Scroungin' 1
Shootin': any 2

Infantry

Fightin': brawlin', bayonet 2
Shootin': rifle 2
Sneak 2
Survival: any 1
Throwin': balanced 2

Logistics

Professional : Computer Ops 1
Scroungin' 2
Shootin: pistol 1
All belongin's points count double.

Medic

Dodge 2
Medicine: general 3
Professional: Computer Ops 2
Sneak 2

Special Forces/MAG

Academia: occult 2
Area knowledge: any 2
Language: any 2

Leadership 2
Shootin': any 3
Sneak 2
Survival: any 2

Sniper

Shootin': rifle 5
Sneak 2
Survival: any 2

Ranger/Hunley's Devils

Fightin': brawlin', knife 2
Shootin': any 3
Sneak 2
Survival: any 2
Throwin': balanced 2

Rank

1 to 5

Your waster was a member of the prewar military of her home country and moved up through the ranks. It doesn't mean much to most brainers now (especially since at times it seems like every ex-soldier out there has promoted herself to colonel or general), but to someone from your old organization your rank might be important. A little assumed authority doesn't hurt when trying to get a struggling survivor settlement to help out, either.

An added perk of this Edge is that for each level of *rank*, your hero can take a free level of *leadership* or *professional: military*.

Military Rank

Cost	Rank
0	Enlisted Man: Private or corporal/specialist
1	Sergeant: squad leader, vehicle commander
2	Lieutenant: platoon leader
3	Captain or Major: company commander, staff officer
4	Colonel: battalion commander, special forces group leader
5	General: divisional commander

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New Hindrances

Here are a few new ways to squeeze out those extra few points your hero needs or to milk a few extra chips from your Marshal.

American Legion

2

Your soldier was a member of the US' expendable fighting force. Brainers taking this Hindrance must take the *background: soldier* Edge, but they cannot take an officer rank or Special Forces or Armored Infantry soldier packages.

Raise two combat-related skills from their *background: soldier* package by 1. Your hero's native language cannot be English and his default *area knowledge* cannot be an area in North America. Your hero also can take either *sand* or *tough as nails* at level 2.

These grunts were famous for their dislike of authority, so your brawler has *intolerance* of authority, as well as being a *ferner*.

Ferner

3

The militaries of the US/CSA's allies provided an influx of folks of different cultures into the Wasted West, as well as news crews and stranded tourists. Your character was one such person, trapped in the West when the bombs fell and the way home vanished. "Ferners" are outsiders to the culture central to your adventure or campaign. You speak with an outrageous accent, always compare the local ville to the pigsties of Pairee, or have customs that set you apart from the majority of inhabitants of the area. Whatever your "problem," you are likely to be shunned by most folks in the ruins for your differences.



Penitent

3/5

Your waster was a "volunteer" for one of the South's "special duty" battalions, or one of the few raised by the North at the very end of the War. Amazingly enough, he survived.

Penitent may only be taken if you have the *background: soldier* Edge, and by taking it as a Hindrance, you may not take *rank* as an additional Edge. Each *Penitent* is tattooed on the forehead with the *Penitent* symbol, as well as a bar code on the right shoulder that contains information about the soldier's identity, crimes, and serial number.

By taking either level of *Penitent*, your brainer may raise one combat-related skill from their specific *soldier* concentration by 1. For 3 points, as a result of your prior criminal record and service, you get the *Outlaw* Hindrance at 1. You must also take a combination of at least 3 points in Hindrances from the following list:

Bloodthirsty (2)
Enemy (1-3)
Greedy (2)

Hankerin' (1/3)
Intolerance (1-3)
Loco (1-3)
Mean as a Rattler (2)
Outlaw (additional 1-3)
Randy (3)
Vengeful (3)

Certain *Penitent* troopers were selected to be "special morale officers." This title did not confer rank. Instead, they had an explosive chip implanted at the base of their cranium, to be detonated if the squad faltered in their zeal to succeed in their mission.

If you have the 3-point *penitent*, have your Marshal draw a card without revealing it to you. If he draws a Joker, you've got a headbanger chip (and he doesn't have to tell you)! For the five point *penitent*, the Marshal draws five cards.

While the majority of the "boom boxes" that triggered these skull chips were lost during the war, the chip may still be set off accidentally if your brainer is ever in the area of an EMP (TN 11 for the Doomie) or takes a bullet to the head. Whenever your brainer is wounded in the noggin, roll 1d10. If the die roll comes up less than or equal to the number of wounds suffered...BOOM!

If the chip detonates, you don't have to worry about coming back as a Harrowed. Stay away from Doomies, trooper!

You Bastard!

1 to 5

Whatever the reason—pencil pusher, arrogant bastard, political appointee—your character was a horrible leader. Despite your troops best attempts, though, you survived the war. Your character was an unpopular officer who was never liked by his troops. This Hindrance gives you *rank* without the *leadership* and *professional* Aptitude levels normally associated with it. Each level of *you bastard!* taken gives your waster a level of *rank*, but he also gains an *enemy* of the same level—survivors of his old unit looking for payback. Your Marshal determines the size and frequency of appearance of this group.

New Equipment

As you may have guessed with all of this talk about the military, we've got some new goodies for your waster to play with.

Availability

Equipment can be categorized by its availability in the Wasted West. It is usually categorized as very common, common, scarce, rare, and very rare. The chance of finding a certain piece of equipment **for sale in working order** is determined by a *scroungin'* or *streetwise* roll, modified by the size of the settlement being searched. Of course, the Marshal is free to rule that a particular piece of equipment is simply not available. In general, if the TN to find a piece of gear exceeds 15, your hero needs to look elsewhere for it.

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New Weapons

What would an equipment section be without some new shootin' irons? Here is a selection of new weapons for the discriminating shootist.

Advanced Combat Rifle (R)

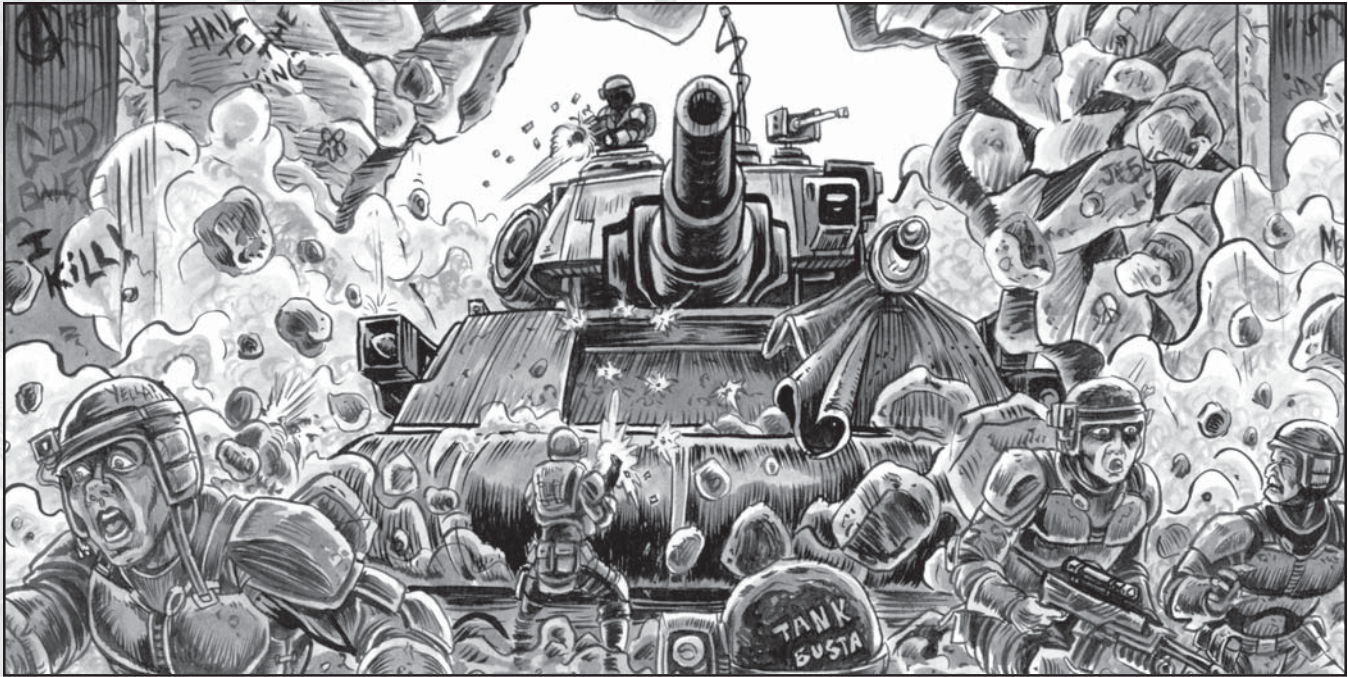
Developed shortly before Judgment Day and issued to select NA units, this heavy rifle combines an advanced targeting system with a dual barrel weapon system. The ACR was designed to negate the advantage of cover and protection afforded by urban terrain by firing a round designed to explode over or inside cover.

The primary barrel is a standard NA 5.56mm rifle. Attached to this, however, is the sight and barrel that make this weapon unique. The upper barrel has a laser sight that measures the distance to the target, analyzes the type of cover, and sets the 20mm round's detonation range to just over the cover (or just inside a window in the case of buildings). The 20mm round explodes just over or inside the cover, negating any protection.

If the user makes a successful *shootin'* attack modified for range but not for concealment or cover, the antipersonnel round has exploded in the right place, meaning that cover without overhead protection provides no Armor. Firing into a window or weapon slit

Equipment Availability

Category	TN	Settlement Size	Modifier to TN
Very Common	5	Less than 100	+6
Common	7	100-250	+4
Scarce	9	250-500	+2
Rare	11	500+	+0
Very rare	13	Junkyard	-2
Experimental	17		



requires a to hit roll against the opening (+2 TN for a window, +6 TN for a bunker slit), but if this is made the people inside receive no protection from the cover.

The microchip-controlled antipersonnel rounds for this weapon are *very rare* (TN 13) and cost \$20 each. The ACR can fire standard 20mm rounds, but these receive none of the benefits outlined above. It can also mount the NA Land Warrior II system

AK-47/RPK-47 (R/VR)

The Avtomat Kalashnikova Model 2047 was the standard issue assault rifle of both the Russian Army and the Warsaw Pact. Like most Russian designs, the new AK-47 focused more on rugged reliability than lots of bells and whistles. Unlike Russian designs of the late 20th century, the rifle was designed to fire the heavier 7.62mm x 39mm cartridge instead of the light 5.45mm round (the same as that fired by the CSA M-10 assault rifle). The AK-47 has an ammo capacity of 30 7.62 rounds stored in oversized detachable box magazines.

The weapon's only concession to modern weapon design was the inclusion of an integral laser sight mounted just below the barrel in the front handgrip. The AK-47 also has mounting studs for both a bayonet and bipod. Unfortunately, if either of these accessories are added, they block the laser sight.

Like its namesake, the AK-47 is an extremely simple, rugged design that it is nearly impossible to jam. It has a minimum of moving parts, making it easy to maintain in the field.

The RPK-47 is a squad automatic weapon based on the Model 2047 design. It has a heavier barrel that is designed to be easily replaced in combat (this takes 3 actions). It also has an integral bipod and flash suppressor. The AK-47's design flaw was fixed when the RPK went into production by moving the laser sight forward to just below the bipod. The RPK cannot mount a bayonet.

The RPK has a 50% higher sustained rate of fire than the AK. It can fire belted rounds of 7.62mm (usually in 100 round belts) or it can feed from the standard 30-round AK magazine or 50-round drum magazines designed specifically for this weapon.

Even though they use the same caliber ammo, AK-47 and RPK-47 magazines are not interchangeable with the magazines for the M-10.

Flamers (S)

Both the US and CSA deployed similar versions of this weapon. It was known as the FUA in the North (Flamer, Urban Assault) and the CQFW in the South (Close Quarters Flame Weapon). Most troopers simply called them "flamers." They were generally issued one per squad for close-in assault or urban operations.

Both weapons used pressurized gas to fire a cone-shaped arc of flame in front of the user. Maximum range for both weapons is only 5 yards. They were designed for close combat situations in which a flame weapon was needed, but the lingering effects of more traditional, napalm-firing weapons were undesirable. Besides being used by the armies of both sides, these weapons were favorites of Agency and Ranger teams tasked with dealing with abominations that were vulnerable to fire.

No roll to hit is necessary when using this weapon. All targets within a 5-yard long by 3-yard wide cone are automatically hit (although targets with Action Cards remaining can roll a contest of *dodge* versus the shooter's *shootin': flame weapon* to jump clear). This weapon inflicts massive damage.

The primary difference between the two weapons is their ammo supplies. The FUA houses a gas canister in the weapon's bulky armored stock (AV 2). The CQFW connects to an external fuel supply via a short, armored hose (AV 1). Most Southern troopers issued a flamer carried three or four small gas tanks (AV 2, about the size of a small propane cylinder for a Hibachi) on a special utility belt. The quick-release connector on the hose allows it to be switched between tanks in a single action. In contrast, it takes 2 actions to swap out the internal cylinder in the Northern weapon.

Since it's bound to come up: Yes, it's possible to target the gas tanks. Shooting at the tank on either weapon is a called shot with a -8 modifier. Shooting the hose on the CQFW calls for a -10 modifier. Simply shooting the tank is not enough to detonate it, because they were designed not to (score one for the weapon designers).

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The tanks on both weapons were designed with self-sealing rubber liners. The tanks are also double-cored. The outer portion of the tank is filled with chemicals that render the fuel inert when mixed with it. If the tank or hose is hit, adjust for armor and roll damage normally. If the damage is less than 20 points, the weapon simply loses a number of shots equal to the damage. If the damage is 20 or greater, the tank explodes doing 1d8 massive damage (Burst Radius 3 yards) for every 5 shots remaining in it.

Flamethrower (R)

The North and South also fielded traditional flamethrowers for use in neutralizing fortifications. Both weapons fire a stream of flaming fuel at the target. They were officially designated the FT-100 (US) and the FT-3Mk2 (CSA).

To use one of these weapons simply roll *shootin': flame weapon* using the standard system. Maximum range for both weapons is 50 yards. All targets within 3 yards of the point of impact suffer full damage. If the shot misses, roll for direction as normal, but the shot only strays by 1 yard for each point by which the shot missed.

Because the burning fuel flows into any openings on the target, only sealed armor provides protection against these weapons. The flame does its full (massive) damage against any targets it hits. At the beginning of each subsequent round each affected area takes damage again, but the die type drops by 1 level. Once the die type drops below d4, the fuel has burned out (although flammable objects may continue burning, Marshal's call).

The weapons were designed to fire napalm, but they can actually shoot nearly any flammable liquid. Napalm does 4d10 massive damage, gasoline and spook juice inflict 4d8 massive damage, and alcohol inflicts only 4d6 massive damage.

These weapons draw their fuel from large, backpack-sized tanks (AV3). Like those of the smaller flamers, these tanks were designed to be explosion resistant. Use the same procedure as outlined for the flamers to determine if a tank explodes. If a tank does brew up, it causes 4d12 massive damage (Burst Radius 5 yards) for every 5 shots remaining in the tank.

Unlike flamers, though, if the tank doesn't explode, use the innocent bystander rules against the wearer and anyone within 3 yards and roll 1d6 for each shot lost. On a 2 or better, the victim is doused with fuel. If the person comes in contact with any flame within the next hour, this sprayed fuel lights up and inflicts full damage.

Targeting a flamethrower tank is a called shot with a -2 modifier (the shooter must also be able to see the target's back).

The only difference between the US and CSA weapons is that the firing wand of the Northern design is equipped with mounting clamps that allow it to be mounted beneath the barrel of the standard M-21 assault rifle. This allows the user to switch between rifle and flamethrower as needed without losing actions. While mounted like this, the flamethrower wand extends beyond the end of the rifle barrel. This makes it impossible to mount a bipod, bayonet, or other muzzle-mounted accessory.

Flechette Gun (S)

This deadly little weapon was originally produced for corporate security forces. It's designed for combat that takes place in confined areas where sensitive equipment might be damaged, or for combat aboard spacecraft. It requires the *shootin'* SMG skill. The size of a submachinegun, the flechette gun fires slivers of ballistic plastic from a block inserted in the handle, propelling them with lethal force to the target.

The razor-sharp shards are deadly in close combat against unprotected flesh, but are easily stopped by AV 1 or better. When firing a burst, wounds should be rolled separately for location. Blocks of ballistic plastic are *rare*.

Fusil-20 (R)

The Fusil-20 was the standard assault rifle of the Mexican Army and most other LatAm forces. It fires a 5.45mm x 39mm cartridge from a 30-round, detachable, box magazine that's inserted into the stock. It's a bullpup design (the action has been moved back into the stock to shorten the overall weapon length) with a forward pistol grip. The weapon has an integral, fold-out, spike-type bayonet (STR+1d8, AP 1) and mounting studs for a bipod. The bayonet's position cannot be changed when a bipod is attached.

G-22 (VR)

The G-22 was the German Army's newest assault rifle. Production of this weapon was started only shortly before the war began and only a few units had been equipped with it. As an elite unit, the fallschirmjaegers sent to North America were one of the first units to receive the G-22.

The G-22 is a bullpup design that fires 4mm caseless ammo. It has a unique recoil mechanism that greatly reduces muzzle climb. This reduces the penalty for consecutive bursts to -1.

The weapon's small cartridge gives it a large ammo capacity: 50 rounds. It also means that the rifle lacks some of the punch of larger caliber weapons. Rather than up the size of the ammunition, the designers decided to do some engineering on the bullets to enhance their terminal ballistics (in English that means fixed them to rip bigger holes in people). Their efforts resulted in two types of ammunition for the weapon: a jacketed, armor piercing round and a soft-nosed frangible bullet for use against unarmored targets. These caseless bullets are packed into 25-round disintegrating magazines.

The G-22's stock has two magazine wells, each of which can hold a single clip. The rifle's feed mechanism can be

set to feed from either of the magazines in the weapon or it can alternate between the two—giving the shooter the best of both worlds.

Since the magazines disintegrate as they feed into the weapon, the shooter doesn't have to fool with ejecting empty clips. This gives the user a +2 bonus on *speed load* rolls to refill the rifle.

The G-22 can mount a bayonet or bipod.

M-10/M-4 (C/S)

This isn't a new weapon, it's the SA assault rifle listed in the equipment list in the *Hell on Earth* rulebook. Since "Southern Alliance assault rifle" is a mouthful, we've decided to go ahead and let you in on the official designation: M-10. The M-10 is a standard configuration rifle with the action forward of the stock. It has mounting studs for a bayonet and can also mount a bipod, flash suppressor, the M-230 grenade launcher, and the FT3-Mk2 flame thrower. It has mounting brackets on the upper receiver for the CSA Land Warrior II system.

The M-4 is a smaller, carbine version of the M-10. It has a shorter barrel and a telescoping stock. When fired with the stock retracted, the weapon suffers doubled burst modifiers, but it can be used one-handed. It can mount the same equipment as the M-10 with the exception of the FT-Mk2.

M-21/M-21A2 (C/S)

This also isn't a new weapon, it's the NA assault rifle from the *Hell on Earth* rulebook. In keeping with the North's greater emphasis on technology, this rifle is a bullpup design. The magazine well is designed to automatically eject empty clips. This gives the user a +2 modifier to *speed load* rolls made to reload the weapon.

The M-21 can mount a bayonet, bipod, flash suppressor, the M-720 grenade launcher. It also has mounting brackets for the US Land Warrior 2 system. The M-21A2 is a newer version with a heavier barrel assembly. This allows the weapon to use its longer Range Increment when firing on automatic.

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M-249A4 (S)

The M-249A4 is the NA SAW listed in the *Hell on Earth* rulebook. It normally feeds from a 60-round magazine attached to the side of the weapon, but it also accepts any magazines that fit the M-21. The weapon has an integral bipod and mounting brackets for the US Land Warrior 2 system. It cannot mount a bayonet but does have fittings for a flash suppressor.

M-260 (S)

The M-260 is the SA SAW listed in the *Hell on Earth* rulebook. It normally feeds from 30-round detachable magazines, but it can also use belted 7.62mm ammo. Due to the mechanism needed to use belted ammo, this weapon cannot use standard M-10 magazines. The M-260 has an integral bipod and mounting brackets for the CSA Land Warrior 2 system.

M-80 (S)

The M-80 is the SA officer's pistol from the *Hell on Earth* rulebook. It's a single-action semiautomatic pistol chambered for .50 pistol ammo. It has an ambidextrous safety and slide release. It also has a grip safety (this prevents the weapon from firing unless someone's hand is wrapped around the grip) and an integral compensator. The compensator's effect is already factored into the gun's stats; without it the powerful .50 ammo would impose an extra -1 penalty to firing doubletaps.

M-92 (C)

The M-92 is the NA officer's pistol from the *Hell on Earth* rulebook. It's a double-action, semiautomatic 9mm pistol with a staggered, double-column magazine. Like the M-80 it has an ambidextrous safety and slide release, as well as a grip safety.

Mauser '70 (VR)

The Mauser '70 was the standard sidearm of the German Army. It fires the same 4mm caseless ammo as the G-22. The weapon can be used as a single-action semi-auto pistol, or by flipping a selector switch, it can be fired on automatic. In addition to a recoil system similar to that in the G-22, the Mauser also has an integral compensator. This allows the weapon to fire on full auto with the standard burst modifiers. The pistol holds 25 rounds of 4mm ammo in the same disintegrating clips used by the G-22. These magazines extend slightly from the bottom of the pistol grip.

P-38 (C)

The P-38 was the standard sidearm of the Mexican Army. It's a double-action, semi-auto, 9mm pistol. It was sold commercially in both the US and CSA as the Mexican Eagle, so it can be found throughout the Wasted West. The civilian versions were sold with 10-round magazines, but can use the larger, 13-round military clips.

Saiga Mk3 (R)

The Saiga Mk3 is an automatic, 12-gauge, combat shotgun developed from the AK-47 design. It was issued to some of the Russian troops sent to North America, but it was also purchased by a large number of North American police forces for use by their SWAT teams.

The Saiga can be fired semiautomatically or on full auto. When firing fully automatic, the weapon suffers doubled burst modifier penalties. It was designed to fire shot rounds, but can fire slugs. When firing slugs in semiautomatic mode, the weapon works fine, but it is prone to jamming when firing slugs on automatic (the much heavier weight of these rounds tends to overstress the recoil mechanism).

When firing slugs on full auto, roll 1d20 with each burst. If the die comes up 20, the weapon has jammed. If the hero ever goes bust while firing slugs automatically, the recoil spring has broken and must be replaced before the shotgun can be used again.

The Saiga has a unique dual feed magazine system. It holds 6 rounds in a tubular magazine underneath the barrel and an additional 12 rounds in a detachable box magazine. The weapon draws ammo from the detachable magazine first, and then, once that's exhausted, it draws from the under-barrel magazine. Many SWAT teams loaded the tubular magazine with slugs and the detachable clip with buckshot. This allowed them to quickly switch ammo types when needed simply by ejecting the magazine (No action required if the hero makes a Fair (5) *speed load* roll).

SK-70/SK Sporter (R/C)

The SK-70 was the standard assault rifle of the PRC Army. Semiautomatic versions of this weapon, the SK Sporter series, were also sold in North America as hunting weapons.

The military version of the weapon can fire in both semiautomatic and full automatic mode. It holds 30 rounds of 7.62mm x 39mm ammo in a detachable box magazine. It can mount a bayonet or bipod. Instead of peep or post sights, the weapon has an adjustable scope as its primary sight that can be dialed between 0x and 4x power.

The civilian version is semiautomatic only and has a fixed 10-round magazine. If the proper parts are available, the magazine can be removed and the weapon fitted with a detachable magazine well with an Onerous (7) *trade: gunsmith* roll.

The action can also be easily modified to fire fully automatic. This requires another Onerous (7) *trade: gunsmith* roll. Once modified, however the weapon is no longer capable of semiautomatic fire; it always rocks and rolls. A hero can try to tap off a single shot with a light trigger squeeze, but for this to be successful, he must get a raise on his *shootin'* roll. If he doesn't get a raise, the rifle fires at its full ROF.

Weapon Accessories

What's a weapon without a few accessories? Here are a few new toys for the well-equipped shootist.

Bayonet (C)

Bayonet's come in all shapes and sizes. Unless a weapon's description says otherwise, a bayonet does STR+2d6 damage when mounted on a rifle. It does the same damage as a large knife (STR+1d6) otherwise. Most rifles can only mount the bayonet which was designed for that particular weapon.

Bipod (C)

This isn't a new accessory; it first appeared in the *Wasted West*. It appears here because it needed a little embellishment. In addition to negating the modifiers for firing multiple bursts in a single action, a bipod also allows the weapon equipped with it to use its longer Range Increment when firing on full auto.

Extended Magazines (C)

As the war progressed, both the US and CSA produced extended length magazines for their assault rifles. The

Shootin' Irons & Availability

Weapon Type	Ammo	Shots	ROF	Range	Damage	Cost	Availability
Pistols							
M-80	.50	6	2	10	4d6	\$100	Scarce
M-92	9mm	15	2	10	3d6	\$100	Common
Mauser '70	4mm AP	25	2 or 6	10	3d6, AP 2	\$500	Very Rare
	4mm Frangible				3d6+6		
Mexican Eagle	9mm	13	2	10	3d6	\$75	Common
P-38	9mm	13	2	10	3d6	\$90	Common
Rifles							
Adv. Combat Rifle	5.56mm	30	9	10/20	3d8	\$1000	Rare
	20mm	5	1	10	3d10, Burst 3		
AK-47	7.62mm	30	6	10/20	4d8	\$300	Rare
Fusil-20	5.45mm	30	6	10/20	3d8	\$200	Rare
G-22	4mm AP	50	9	20	3d8, AP 2	\$1000	Very Rare
	4mm Frangible				3d8+6		
M-10	7.62mm	20	6	10/20	4d8	\$200	Common
M-21	5.56mm	30	9	10/20	3d8	\$200	Common
M-21A2	5.56mm	30	9	20	3d8	\$300	Scarce
M-4	7.62mm	20	6	10	4d8	\$300	Scarce
SK-70	7.62mm	30	6	10/20	4d8	\$300	Rare
SK Sporter	7.62mm	10	2	20	4d8	\$150	Common
Shotguns							
Saiga Mk3	12-gauge shot	6+12	6	10	1-6d6	\$750	Rare
	12-gauge slug				6d6		
Submachineguns							
Flechette gun	Plastic block	40	12	10	3d8	\$500	Rare
Machineguns							
M-249A4	5.56mm	60	12	20	3d8	\$1000	Scarce
M-260	7.62mm x 54mm	30	9	20	5d8	\$1000	Scarce
RPK-74	7.62mm	30, 50, 100	9	20	4d8	\$1000	Very Rare
Other							
CQFW	Gas	30	1	5 yards	3d8	\$500	Scarce
FT-100	Fuel	10	1	10	Special	\$1500	Rare
FT-3Mk2	Fuel	10	1	10	Special	\$1800	Rare
FUA	Gas	20	1	5 yards	3d8	\$450	Scarce

new magazines increased the ammo capacity of these weapons by 50%: 30 rounds for the M-10 and 45 rounds for the M-21. Check out the Magazine Table for the price of these magazines as well as the costs for extra clips for some of the new weapons. The availability of these magazines is the same as that for the weapon they are intended for.

The extended magazines have one slight drawback: The added length of the clip makes it impossible to use a bipod while lying prone.

Magazines

Magazine	Cost
AK-47	\$30
Fusil-20	\$25
M-10	\$20
M-10 Extended	\$30
M-21	\$20
M-21 Extended	\$35
M-249A4 Drum	\$75
M-260	\$50
M-260 Belt links	\$0.10
M-80	\$15
M-92	\$12
Mexican Eagle	\$10
P-38	\$12
RPK-47 Drum	\$60
RPK-74 Belt links	\$0.20
Saiga Mk3	\$30
SK-70	\$30

Land Warrior II System (R)

The Land Warrior system was a combination sensor/targeting/command & control package first developed by the US in the early 20th Century. Once Southern generals realized the tremendous advantage the system gave Northern troops, they quickly convinced the Confederate government to cough up the R&D money to field their own version. The Confederate Armed Forces deployed a Land Warrior system only 5 years after the US had.

The systems went through numerous Mk's and Mods through the decades, and in the late 2060s both countries decided to upgrade the systems with the latest generation technology (both claim to have been the first to make the upgrade, but no one is really sure of the truth). This resulted in the Land Warrior II systems fielded by both sides during the Last War. The capabilities of the systems fielded by the US and CSA are similar; they only really differ in a few details.

The systems have three components: a helmet-mounted HUD visor and communications package, a sight/sensor package that attaches to the soldier's primary weapon, and a backpack-sized processor that contains a computer, more commo equipment, additional sensors, and the system's power supply.

The weapon sight combines a number of sophisticated functions. The electronic scope has both thermal imaging and low-light capability. These features negate all lighting penalties. The thermal imaging system is sensitive enough to detect residual heat in fresh footprints and vehicle tracks. This grants a +4 to all *trackin'* rolls made on trails less than 12 hours old. The system can also detect people and equipment by their heat signatures. A person or other hot object behind thin cover (an interior wall or less) is completely visible to the system. Likewise, a target behind heavier cover can still be detected by its heat plume. A person crouched behind a thick stone wall, for instance, would still be obvious due to the column of heated air rising off his body. This feature gives a +2 to all *Cognition* and *search* rolls made to detect hidden enemies. (Provided they're warmblooded. A room temperature zombie wouldn't give off any telltale heat.

The sight also contains a laser targeting device that is used by the computer to compute the weapon's point of impact (as well as that of any attached weapons like a grenade launcher or flamethrower) and display it on the helmet HUD. This grants a +4 bonus to all *shootin'* rolls made with the weapon itself and any attached weapons. The laser can also be used to

guide precision munitions like laser-guided antitank missiles, artillery shells, and bombs.

One of the features added to the sight as part of the Land Warrior II upgrade was a small, ultrashort wave radar system. The radar covers an arc 45° wide and 200 yards long in the direction the weapon is pointed. It has three modes: vision, targeting, and hi-power. In vision mode, the radar builds a picture of the objects around the soldier and displays this on the HUD. This allows the trooper to see within the radar's arc even in complete darkness. In targeting mode, the radar computes the path of any target designated by the user and displays the correct aiming point to hit it on the HUD. When combined with the input from inertial sensors in the backpack, this negates all penalties for both the target's and shooter's movement. In hi-power mode, the radar's cone narrows to 22.5°, but it can penetrate and detect targets behind cover up to 12 inches of concrete.

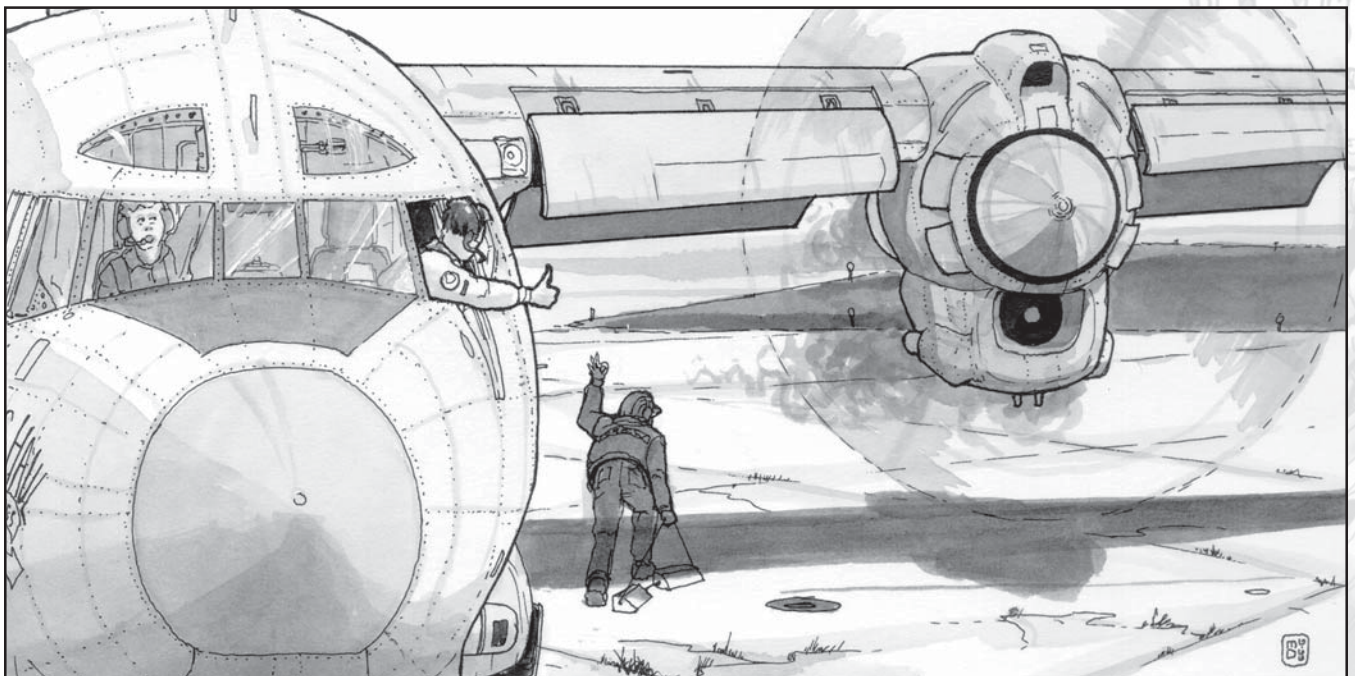
The data coming from the sight can be used to simply display targeting cues on the soldier's HUD or the raw feed can be displayed directly. This allows the trooper to look around corners and over cover simply by sticking his weapon out to take a look. The user can even fire the weapon in this way.

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Finally, the sight also serves as a scope that can be dialed to any magnification between 0X and 8x.

As mentioned, the helmet visor displays a HUD. The HUD can display targeting cues, raw sensor information, maps from the computer's database complete with the positions of all friendly forces in radio contact with the system and the positions of all detected enemy forces, intel data, and any other information stored in the computer or transmitted from HQ. NCOs and officers can call up the vital signs of any troops under their command (picked up by sensors found in all infantry battlesuits), and even dispense medications stored in the backpack (everything from painkillers and antibiotics to the latest combat drugs.).

The HUD also displays a small icon menu that is used to control the system. The visor tracks the soldier's eye movements and all that's necessary to activate a function is to look directly at an icon and "double-blink." The same functions can be activated by voice command through the helmet's radio mike.





The backpack contains a powerful computer, a multichannel, encrypted military radio with a range of 10 miles, an auto-injector, a GPS system, inertial sensors, and the system's power supply. The unit itself is about two inches thick and covers most of the upper back. It has an armored casing (AV 2) and attaches directly to the standard backpack connectors on the back of a standard infantry battlesuit. The casing itself has additional connectors that allow the combat pack (see page XX) to be worn over it.

The auto-injector system can hold up to 20 doses of various drugs. This was normally a mix of painkillers, antibiotics, and combat drugs. As mentioned earlier, NCOs and officers can activate this system by remote and they can also lock out access to certain drugs to prevent a soldier from overmedicating himself or from simply shooting up to get high.

The computer runs the software needed to integrate the data from the system's sensors and operate the HUD interface. It also runs command and control software that allows leaders to

pass information including maps with plans sketched on the fly to their subordinates. The computer has an additional 6 slugs of processing capability and 10 slugs of storage for mission-specific data and expert programs (Demo guy buy the farm? No problem. Just download a demo expert program from HQ.)

One computer feature that was used extensively was the FCM (Fire Control Manager). This system processed the targeting information coming in from friendly units using the Land Warrior system and placed "target engaged" markers over all enemy troops visible in a soldier's HUD that were being targeted by other troopers. This allowed a squad to maximize its firepower by making it possible for each soldier to pick a different target. This meant that no one wasted a shot putting lead into the same bad guy as his buddy.

Lastly, the system could be used to call in artillery and air strikes simply by lasing the target and blinking on the arty request icon. The request, complete with information on the target and soldier's position, rank, and situation would be automatically sent to a computer in the rear. The information was analyzed, and if deemed of sufficient importance, the computer would automatically forward the request on to any arty or air assets capable of engaging the target.

Should some waster ever have the opportunity to use this feature, treat the computer as having an *artillery* skill of 4d12. This function requires both the laser sight and inertial sensors to be working.

Although a few hundred thousand Land Warrior II units were deployed by both sides, getting your waster's hands on a working one can be difficult. For obvious reasons, those who have them don't want to give them up (and forcing the issue can be bad for your health). There's also not many left. Most were issued to frontline troops and a lot of them got vaporized on Judgment Day. Many of those that didn't get turned into superheated gas were knocked out by EMPs. Most of the units that still worked after Judgment Day haven't stood up well to 13 years of continuous use without repairs and recalibration.

A fully functional system costs \$8,000 dollars. You waster might be able to get a bargain on a system that has some of its functions knocked out or out of whack, but that's entirely up to your Marshal. It's also possible to buy the individual components cheaper, since a single piece is not worth much by itself, but again the price and functionality of these parts is up to your Marshal.

The Land Warrior II system runs off a special powerpack that provides enough power for one week of continuous use. Recharging a pack takes 24 hours hooked to a fusion-powered vehicle like the M-124, or 1d4 days when connected to a conventional source of electricity. Extra powerpacks cost \$500 each.

Although they have similar functions, components from Northern systems won't work with Southern components and vice versa. One of the biggest differences between the two units is that the sight on the Southern system is hooked into the computer via a short data cable. The Northern system transmits the data to the computer via pickups in the palm of the infantry battlesuit's gloves that are wired to the backpack connectors. Even of the wiring problem is addressed, the two systems used different data encryption methods that are unable to communicate with each other.

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Ammo

We covered most of the common ammo types in *The Wasted West*, but we've got a few new ones to discuss here.

4mm Caseless (VR)

This is the ammo for the G-22 and Mauser '70 (it also works in any ancient G-11 MK2s your waster may find). The ammo is always packaged in the disintegrating clips used by these weapons, so your hero will never find individual rounds of this type (although it is possible to find partially fired magazines).

The ammo is electrically ignited, so your brainer should be careful about sticking his fingers in light sockets while carrying this stuff.

Beanbag Rounds (VC/S)

This ammo was initially designed for nonlethal crowd control and police situations. Most bean bag rounds are designed to be fired from any 40mm grenade launcher. Rounds designed to be fired from a .50 caliber weapon are *scarce* (TN 9), but can still be found in the ruins of most major metropolitan police stations.

When fired, these devices expand to a flat "bean bag" which smacks into the target with stunning force. The rounds from either weapon do nonlethal damage to a victim and are totally ineffective against AV 1 or greater.

Ammo

Ammo	Range	Damage	Cost
4mm AP	20	3d8	\$5
4mm Frangible	20	3d8+6	\$5
40mm Bean Bag	10	6d8	\$5
.50 cal Bean Bag	10	4d8	\$4

Explosives

Here are a few bits of explosive goodness for all those who like bright lights and loud noises or who aren't afraid of losing a few fingers.

C-4 (S)

This is the old workhorse of military explosives. It's a malleable, plastic explosive that can be shaped as needed. It does 1d8 damage with a Burst Radius of 5 for each ounce of explosive used in a charge. C-4 is detonated with blasting caps. If lighted on fire, it burns, but does not explode.

C-20 (R)

C-20 is a newer explosive that gives more bang for the buck. Like C-4, it's a plastic explosive that can be shaped as needed. It does 1d12 damage with a Burst Radius of 5 yards for each ounce used in a charge. C-20 is detonated with an electrical charge. You can shoot it, jump and down on it, and smear it on your hair and light it, but it won't explode.

TNT (C)

TNT is short for Trinitrotoluene, a powerful explosive. It's more stable than the straight nitroglycerin used in old-fashioned dynamite and is usually found in sticks. Each stick does 4d12 damage with a Burst Radius of 10 yards. Sticks are detonated using a blasting cap. Unlike the plastic explosive, sticks of TNT can't be shaped; they can only be tamped. This adds +4 to the difficulty when attempting to channel a blast.

TNT can be set off by a heavy shock. Roll 1d6 whenever a stick is hit by a bullet. On a 6, the stick goes off. TNT exposed to an explosion detonates on a 3 through 6 on 1d6.

Blasting Caps (S)

Blasting caps are small charges that are used to set off larger ones by causing a shockwave that detonates the second explosive. They come in a variety of shapes, sizes, and ignition types, but they all function the same way. The two primary ignition methods are flame or electricity, but most can also be set off by sudden shock (like a bullet or explosion). A blasting cap does 2d6 damage to anyone within 1 yard.

Electronic Detonator (R)

These are small electronic timers that can be set to fire anywhere from 1 second to 1 month after activation. They can be attached directly to electrically ignited explosives or wired to a blasting cap.

Fuse (S)

Fuse is normally found in large spools. Sections can be cut off and attached to blasting caps to fuse a charge.

Cutting off the right amount requires a Fair (5) *demolitions* roll. Intricate fusing jobs, for instance, fusing a number of different charges to all explode at once, raises the TN. The exact modifier depends on how fancy the bomber is trying to be.

If the roll is missed, roll 1d6. On an odd roll, the fuse is 1d10 seconds (minutes) shorter than desired. On an even roll, it's 1d10 seconds (minutes) longer than desired. Going bust means that your brainer really screwed things up. Either the charge fails to explode or explodes immediately (Marshal's choice or roll a die).

Explosives

Item	Cost
C-4	\$10/oz.
C-20	\$20/oz.
TNT	\$10/stick
Blasting Cap, Electrical	\$25
Blasting Cap, Fused	\$5
Electronic Detonator	\$15
Fuse (50 yards)	\$20

Mines & Sweeping Equipment

There are literally scores of different mine types and designs. We can only scratch the surface here. Mines have four important statistics. *Cost* is the mine's relative worth in trade goods. *Damage* is self-explanatory; it's how much of a bang the thing makes. *Detect* is the TN for attempts to detect the mine under ordinary circumstances. *Disarm* is the TN needed for *demolitions* rolls to render the mine harmless.

Antipersonnel Mine (C)

Cost: \$100

Damage: 3d10, Burst Radius 3

Detect: 7

Disarm: 9

These nasty buggers have a pressure trigger, the sensitivity of which can be set when the mine is placed. Most are set to go off with as little as 30 or 40 pounds of ground pressure being applied.

Damage to the lucky sod who stepped on the mine is applied to a single hit location—the leg if walking. If crawling, roll hit location normally. Others in the Burst Radius take massive damage as usual.

Anti-vehicular Mine (S)

Cost: \$300

Damage: 5d20 AP 2, Burst Radius 3

Detect: 7

Disarm: 9

These work in the same way as the AP mines, but require 200 to 300 pounds of pressure to detonate.

Claymore (C)

Cost: \$250 basic/\$400 advanced

Damage: 4d12, Burst Radius 5

Detect: 7

Disarm: 9

The claymore mine has been around in various incarnations since the mid-20th Century. The mine is designed to be quickly emplaced in hasty defensive

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positions. When detonated, the mine's shaped charge fires out a cone of lethal fragments. This cone is half as wide as it is long.

The claymore can be triggered by a trip wire (which comes with the mine) or it can be connected to a handheld switch and detonated on command. The advanced versions have infrared tripwires and radio detonators.

Setting up a claymore requires a Foolproof (3) *demolitions* roll. Failing simply means that the mine fails to detonate. Going bust on the *demolitions* roll means that the brainer missed the "this side toward enemy" message written in big letters on the front of the mine and it's facing in the wrong direction.

Minesweeper (S)

Both the US and CSA deployed small, handheld mine detectors designed to be used by troops with no *demolitions* training. These are a combination of metal detector and chemical sniffer. Using one simply requires a Fair (5) *Cognition* roll for every 5 yards of minefield marked. Failing the roll means the mine was missed. Going bust on this roll means the sweeper found it the hard way.

Personal Armor

Here are a few new ways to keep your brainer safe when she puts herself in harm's way.

Civilian Executive Protection (S)

This was what the well-dressed businessman wore to protect himself from cultist or extremist threats. This ballistic bodysuit looks like thermal underwear, and is thin enough not to break the lines on that Armani suit. It grants AV -6 to the guts, arms, and legs.

Police Patrol Vest (C)

This is the typical body armor worn by most police officers at the time of Judgment Day. It's generally found with POLICE emblazoned in day-glo letters across the back, as well as a badge and ID number embroidered on the front. While not as robust as military armor, it is plentiful in the ruins, and gives full protection against melee weapons. This armor gives AV 1 to the upper and lower guts.

SWAT Tactical Armor (S):

This armor was used by paramilitary police units against heavily armed criminals and cults.

It provides not only protection against melee weapons and firearms, but it's also fireproof. It comes with a full-face hood (often cut off these days) that provides only fire protection to the head. A trauma-plate insert provides protection to the vitals: AV 1 to the upper and lower guts, arms, legs; AV 2 to gizzards. The armor grants AV 3 versus flames.

HI Resistweave Kinetic Armor (VR)

This armor was developed by the HI labs just before the War. The fabric stiffens on impact, spreading out the kinetic energy across the suit. The harder the impact, the more of the suit that goes rigid.

While this provides excellent protection against bullets and even some hand weapons, users are often knocked off balance by the suit's rigidity. When struck, the user must make a Foolproof (3) *Nimbleness* check. The TN of this roll is increased by +2 for each level the weapon's die type exceeds d4 (i.e. TN 3 vs. d4, TN 5 vs. d6, etc). Failure means that the user has fallen to the ground and loses her next action. This armor grants AV 3 (2 vs. hand weapons) to the upper and lower guts, arms, 50% legs.

Police Helmet (C)

This is the helmet worn by most police officers before the War. It is a full-face helmet, with mirrored visor, 0.5 mile radio (that can run indefinitely off the body's bioelectric field) and full respirator system. Unfortunately, most of the respirator filters have been removed and few of the radios work these days. The helmet grants AV 1 to head. If the filters are in place, it provides sealed protection against gases and inhaled toxins.

Infantry Battlesuit Helmet (R)

This is the helmet worn by active duty military units of the North and South before and during the War, and as such, most were destroyed. It is a full-face helmet, with mirrored visor, 0.5 mile radio (that can run indefinitely off the body's bioelectric field), connectors for the Land Warrior II system, and a full respirator system.

Unfortunately, most of the respirator filters have been removed and few of the radios work these days. The helmet grants AV 2 to head. If the filters are in place, the helmet provides sealed protection against gases and airborne inhaled toxins.

Sykoactive Helmet

The sykoactive helmet was issued to sykers of both sides. Ordinary helmets often interfered with sykers' abilities (particularly *brain blast*), so a special helmet was developed. This helmet was made of specially tempered ghost steel that allowed the arcane energies used by the brainburners to freely pass through it. The helmet has all of the features listed for the IBS helmet and grants AV 2 to the head.

The downside to this helmet is that continued use eventually causes the metal to become brittle. Roll a d20 each time a syker uses an ability while wearing the helmet. On a roll of 20, the helmet's Av drops by 1. It also tends to make brainburn effects nastier than usual. Whenever a syker experiences brainburn while wearing a sykoactive helmet, add +4 to the roll on the Brainburn Table.

Armor

Armor	Cost
Civilian Executive Protection	\$500
IBS Helmet	\$500
Police Patrol Vest	\$400
Police Helmet	\$250
Resistweave Kinetic	\$800
SWAT Tactical	\$900
Sykoactive Helmet	\$800

Medical Equipment

Although all the countries involved had scientists slaving away to find better and more efficient ways to destroy their enemies, they also had doctors hard at work looking for better ways to keep their own people alive. This had the benefit of not only preventing the loss of veteran troops, but it also boosted the soldiers' morale by letting them know they could expect the best medical care available in the event they were wounded.

Medchip

The US Army was the first force to adopt these chips, but others quickly adopted them.

A medchip is a small chip implanted under the skin that contains a soldier's entire medical history and scans his vital signs. This chip can be read by a handheld scanner carried by most medics or a medboard (see below).

Early chips were implanted in the upper arm, but it was quickly found that this could cause a problem if the patient had lost the limb. Later chips were implanted at the base of the skull just below the hairline (anyone missing the chip in this case was more than likely beyond any help a doctor could give).

Any hero possessing the *background: soldier* Edge may have a working medchip if they desire. A working chip grants a +2 bonus to all *medicine* rolls made to treat the soldier by anyone with a medchip scanner or medboard. The medchips of many soldiers who survived the war no longer work because they were fried by an EMP on Judgment Day.

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Medchip Scanner (S)

This is a small, handheld device about the size of a cell phone. It is used to read the information contained on a soldier's medchip. All information is displayed on a small screen.

Medboard (S)

This is metal stretcher with built-in sensors, auto-injector system, and a number of video displays. It can read the basic vital signs of anyone lying on the board. If the patient also has a medchip, the board can scan this and provide even more detailed information for the medic. This grants a +2 modifier to any *medicine* rolls made to treat patients without medchips and a +4 modifier when treating patients with a chip.

The auto-injector system can hold up to 30 doses of various drugs. The system can be voice activated, leaving the medics hands free to treat her patient.

Medkit (S)

This is the typical medical kit issued to most field medics. A fully-stocked bag contains a selection of scalpels, IV tubing, 4 bags of saline, a manual respirator, 100 yards of gauze, a stethoscope, inflatable pressure cuffs, suture needles and thread, 30 doses of painkiller, 30 doses of antibiotics, and a can of sprayskin.

Sprayskin (C)

Sprayskin comes in an aerosol can. It's a spray on medication that contains a disinfectant, an antibiotic, a coagulant and a painkiller. When sprayed on a wound, it forms a plastic skin over the affected area. The medications stop up to 2 points of bleeding damage and grant a +2 bonus to all *Vigor* rolls made to resist infection and perform natural healing. They also negate one level of wound modifiers for 6 hours. A full can holds 20 applications.

Medical Gear

Item	Cost
Medchip	Free
Medchip Scanner	\$50
Medboard	\$250
Medkit (full)	\$500
Sprayskin	\$200

Vehicles

Let's take a look at some of the fighting vehicles found in the Wasted West.

US Army

The US Army was the most highly mechanized force in the world and possessed more fusion-powered fighting vehicles than any other army. The fusion hover AFV had only become widespread in the 2060s, so much of the US' arsenal was still conventional wheeled and tracked vehicles.

M-26 Powell

Main Battle Tank (VR)

The main hovertank of Regular Army divisions for the US Army, the Powell was designed mainly for combat across the open plains of the Americas. Requiring a crew of three, the Powell is fully sealed against nuclear/biological/chemical agents.

The anti-aircraft laser can be used by the tank commander against ground targets or put in an automated air defense mode. In this mode, the tank's computer automatically tracks and fires at all flying targets identified as hostile as though it has a 3d8 *shootin'* Aptitude. The tank's commander can spend an Action Card as a vamoose

action to allow the AA laser to engage incoming missiles. The gunnery computer and sights on the main gun allow the gunner to ignore any penalties for movement of the Powell, the target, or light/smoke/fog. The main gun can fire either fin-stabilized, discarding-sabot, dual-purpose rounds (FSDSDP) against a variety of targets, or hyper-kinetic, depleted uranium, armor piercing (HKDUAP) rounds against armored vehicles.

One of the advantages of the new fusion vehicles was that they provided nearly unlimited amounts of power. All of these had numerous power hookups inside and out. The Powell for instance, has power ports on its upper deck that allow any infantry riding there to hook in and recharge or even fire their energy weapons off of the vehicle's powerplant. It also has a large power coupling on its stern that allows a heavy-duty cable to be run to a disabled tank. Both vehicles can run at half speed from a single tank's reactor. The deck ports are also useful when bivouacked; they can be used to run lights, stoves, razors, fans, pretty much anything electric.

The profile below updates the one that first appeared in the *Road Warriors* book.

M-26 Powell

Cost	Crew	Engine
\$1,000,000	3	Fusion
Gas Tank	MPG	Suspen.
n/a	n/a	Hover
Wheels	Top Speed	Pace
0	80 mph	200
Accel.	Durability	Armor
5 mph	100/20	See below
Handling	Size	Load Limit
-2	+4	100

Armor: Bottom 8, front 16, rear 12, left side 12, right side 12, turret 16

Weapon	Mount	Loc.	Arc
125mm cannon	Fixed	Turret	360°
10mm AA laser	Ring	Turret	360°
10mm AP laser	Artic.	Bow	Front 90°
10mm AP laser	Fixed	Turret	360°

M-124 Liberator Infantry Fighting Vehicle (R)

Designed to carry the standard US 10-man infantry squad, the Liberator was intended to get the squad to their objective, then support them with fire from the vehicle's weapons. It is equipped with a turret mounting a 15mm anti-vehicle laser and a dual LGAT launcher. The Liberator also has weapon ports along both sides (4 per side, two in the rear ramp) allowing the squad to fight while mounted within the vehicle. It can be sealed against chemical and biological agents. The Liberator's main drawback is its height, which made it a difficult vehicle to hide and easy to hit.

The interior of the vehicle contains a number charging racks for Land Warrior powerpacks and batteries used in various other pieces of equipment. The seats provided along each wall can be folded up to allow medboards to be mounted there. When rigged for transporting casualties, the M-124 can hold up to eight wounded soldiers strapped to medboards: three on each side wall and two on the bulkhead behind the driver's compartment. This leaves enough room in the rear compartment for two medics.

M-124 Liberator

Cost	Crew	Engine
\$450,000	3+10	Fusion
Gas Tank	MPG	Suspen.
n/a	n/a	Hover
Wheels	Top Speed	Pace
0	75 mph	188
Accel.	Durability	Armor
5 mph	60/12	See below
Handling	Size	Load Limit
-2	+4	100

Armor: Bottom 6, front 10, rear 8, left side 8, right side 8, turret 10

Weapon	Mount	Loc.	Arc
15mm AV laser	Fixed	Turret	360°
.50 HMG	Ring	Turret	360°
M-95 LGAT x2	Fixed	Turret	360°

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M-38 Sky Sweep Air Defense Vehicle (VR)

Taking advantage of the US' lead in the field of laser weaponry, the Sky Sweep was equipped with a high performance radar system for detection of incoming aircraft and a high speed turret mounting a 15mm beam laser. This laser differed from the usual laser in the US inventory in that it fired not a pulse of light, but a beam that could be tracked onto the aircraft it was attacking. Gunners firing the AA laser can ignore modifiers for aircraft speed, and can add +2 for each action that they keep the laser turned on and directed after the target. *Shootin': laser* rolls must be made each action to keep the beam on target.

The laser is temperamental and prone to overheating, though. The gunner must roll 1d20 each action that the beam is kept on. On a roll of 18 or more, the laser shuts down for 10 seconds (two rounds). For this reason, the Sky Sweeps were usually deployed in teams of two during the War.

M-38 Sky Sweep

Cost	Crew	Engine
\$750,000	3	Fusion
Gas Tank	MPG	Suspen.
n/a	n/a	Hover
Wheels	Top Speed	Pace
0	80 mph	200
Accel.	Durability	Armor
10 mph	50/10	See below
Handling	Size	Load Limit
-2	+3	100

Armor: Bottom 4, front 8, rear 6, left side 6, right side 6, turret 6

Weapon	Mount	Loc.	Arc
15mm AA laser	Fixed	Turret	360°
10mm AP laser	Artic.	Bow	Front 90°

Confederate States Armed Forces

The CSA was slower to adopt fusion-powered vehicles, but by the time of the Last War the CSAF had a number of reliable designs in its stable. The South had to play catch up at first so many of the country's vehicles were designed as specific foils to their Northern counterparts.

T-12 Lee Main Battle Tank (VR)

Designed by the venerable Tredegar Iron Works, the Lee was the South's answer to the hi-tech composite armor of the Powell. Tredegar engineers designed an ingenious dual gun system to crack open the Powell's armor. The first gun fired a baseball bat-sized, depleted uranium slug (the High Density Armor Fracturing Round), followed a few milliseconds later by the main armor piercing round (the Hyperkinetic Armor Piercing Penetrator). The slug carried enough force to crack the sheets of composite armor, allowing the second round to complete the penetration and achieve a kill.

A successful *shootin': cannon* roll indicates that both rounds have struck the target. The HiDAFR halves the armor value of the target, which is applied to the AP value of the HKAPP following a millisecond behind. In the event that the HiDAFR reduces the AV of the target to 2 or less, it has blown through the vehicle, doing 6d6 damage to the vehicle instead of its listed damage, while the HKAPP passes through the target without causing damage. The gunnery computer and sights on the main gun allow the gunner to ignore any penalties for movement of the target or light/smoke/fog, but not for movement of the Lee.

T-12 Lee

Cost	Crew	Engine
\$1,100,000	3	Fusion
Gas Tank	MPG	Suspen.
n/a	n/a	Hover
Wheels	Top Speed	Pace
0	50 mph	125
Accel.	Durability	Armor
5 mph	120/24	See below
Handling	Size	Load Limit
-3	+5	100

Armor: Bottom 8, front 15, rear 10, left side 12, right side 12, turret 14

Weapon	Mount	Loc.	Arc
140mm cannon	Fixed	Turret	360°
.50 M2HB	Ring	Turret	360°
.50 M2HB	Artic.	Bow	Front 90°
.50 M2HB	Fixed	Turret	360°

M-12 Stuart Armored Personnel Carrier (VR):

The Stuart APC epitomized the Confederacy's military doctrine of overwhelming the enemy with firepower to make up for their smaller numbers of troops. While not heavily armored, the Stuart was expected to provide a substantial amount of support to its dismounted infantry squad. The M-38 was the forefather of the M-40 Ripper developed for the Wolverine Battle Suit (see below for how the weapon works). The M-240GL is an automatic grenade launcher mounted in tandem with the M-38, and was usually loaded with a mix of linked HE and HEDP rounds. Its three ammunition hoppers can be loaded with different types of ammo and the ammo mix selected with a thumb switch on the gunner's controls.

A recharge rack is available in the troop compartment for the squad's XM-60s and Land Warrior II powerpacks (the XM-60 can mount the Land Warrior system).

The basic damage of the M-38 is 1d20, AP 2. Each action spent charging the weapon increases its damage by 2d20 (the fusion reactor allows the vehicle version to charge much faster

than the handheld version). The maximum charge that can be built up is 5d20. Unlike the M-40, it's not possible to override the safety and overcharge the weapon (the Stuart is way too expensive to risk blowing it up).

M-12 Stuart

Cost	Crew	Engine
\$750,000	3+8	Fusion
Gas Tank	MPG	Suspen.
n/a	n/a	Hover
Wheels	Top Speed	Pace
0	60 mph	150
Accel.	Durability	Armor
15 mph	60/12	See below
Handling	Size	Load Limit
-2	+4	100

Armor: Bottom 5, front 8, rear 5, left side 6, right side 6

Weapon	Mount	Location	Arc
M-38	Fixed	Turret	360°
.50M2HB	Ring	Turret	360°
Flamer	Artic.	Bow	Front 90°
M-240GL	Fixed	Turret	360°

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A-4 York Air Defense Vehicle (VR)

Named after the famous Southern hero of the First World War, the York was designed to provide close, battlefield, antiair defense of the Confederacy's forward elements. Its rapid-firing rail gun caused a huge drain on its fusion engine. When firing on the move, the rail gun's ROF is reduced to 3.

Its advanced radar negates any target movement penalties the gunner has when firing at moving aircraft. The York usually carried only 400 rounds for its gun, requiring frequent resupply for sustained firing.

This vehicle was found to be an excellent weapon in the ground support role, and surviving Yorks are found today almost exclusively in this mode (although the Junkyard Militia has a few it's planning on using against the Combine's Raptors, should they appear outside the city).

Military Vehicle Weapons

Weapon	Ammo	Shots	ROF	Range	Damage	Cost
10mm Laser	n/a	Unlimited	3	100	3d12, AP2	\$12,000
125mm	See below	1	1	250	6d20, AP8	\$5,000
	FSDSDP (R)				8d20, AP12	\$8,000
	HKDUAP (VR)					
15mm AV Laser	n/a	Unlimited	3	150	5d12, AP6	\$20,000
M-95 LGAT	LGAT missile	1	1	100	6d20, AP5	\$5,000
15mm Beam Laser	n/a	Unlimited	1	200	5d12, AP4	\$25,000
140mm	See below	1	2	225	5d12, AV halved	\$7,000
	DUSS (VR)				6d20, AP8	\$5,000
	HKAPP (VR)				Special	\$7,000
M-38	Special	Unlimited	1	30	Special	\$7,000
M-240GL	40mm	30	3	40	By grenade	\$3,000
8mm rail gun	8mm	200	15	100	4d12, AP4	\$8,000
.50 M2HB	.50	100	3	40	5d10	\$1,000
Vehicle Flamer	Fuel	50	1	20 (Max 100)	8d10	\$1500

A-4 York

Cost	Crew	Engine
\$500,000	3	Fusion
Gas Tank	MPG	Suspen.
n/a	n/a	Hover
Wheels	Top Speed	Pace
0	60 mph	150
Accel.	Durability	Armor
10 mph	50/10	See below
Handling	Size	Load Limit
-1	+3	50

Armor: Bottom 4, front 6, rear 4, left side 5, right side 5, turret 6

Weapon	Mount	Loc.	Arc
8mm rail gun	Fixed	Turret	360°
.50 M2HB	Ring	Turret	360°

Other Countries

Here are a few notable foreign vehicles that can be encountered in the Wasted West.

T-70

The T-70 was the main battle tank of Russia and the Warsaw Pact. The bow and coaxial machineguns have the same stats as the SA M-260.

T-70

Cost	Crew	Engine
\$500,000	4	Gas Turbine
Gas Tank	MPG	Suspen.
100 gal.	3	Tracked
Wheels	Top Speed	Pace
0	40 mph	100
Accel.	Durability	Armor
5 mph	70/14	See below
Handling	Size	Load Limit
-2	+4	100

Armor: Bottom 8, front 12, rear 8, left side 10, right side 10, turret 10

Weapon	Mount	Loc.	Arc
125mm cannon	Fixed	Turret	360°
.50 MG	Ring	Turret	360°
7.62mm MG	Artic.	Bow Front	90°
7.62mm MG	Fixed	Turret	360°

Type 47

The Type 47 was the most common form of armored personnel carrier in the Chinese Army. A large number of them were shipped over with the Prowling Tigers.

Type 47

Cost	Crew	Engine
\$250,000	2+10	V-12
Gas Tank	MPG	Suspen.
60 gal.	5	Tracked
Wheels	Top Speed	Pace
0	45 mph	115
Accel.	Durability	Armor
5 mph	45/9	See below
Handling	Size	Load Limit
-1	+3	50

Armor: Bottom 5, front 8, rear 5, left side 6, right side 6

Weapon	Mount	Location	Arc
M-38	Fixed	Turret	360°
.50M2HB	Ring	Turret	360°
Flamer	Artic.	Bow	Front 90°
M-240GL	Fixed	Turret	360°

Cromwell

The Cromwell was the main battle tank of the British Army. It was essentially the same as the T-12 Lee; it was actually produced under license in the United Kingdom. The primary difference is the addition of a ring of close defense explosives around the vehicle's skirt. These charges can be detonated against incoming missiles and enemy infantry that approach the tank too closely. Treat these charges as a claymore mine when fired. The few remaining operational Cromwells can be found in NorCal and in southern Canada near the Minnesota border.

FEBA

What's FEBA, you ask. It stands for Forward Edge of the Battle Area. In this case it's our code for being just short of No Man's Land. The following material wasn't big enough for its own chapter, and it doesn't belong with the Kung Fu rules, so we've placed it here. You should only read this material if you have your Marshal's permission or are the kind of person who sneaks a look at the Christmas presents in his parents' closet.

Operation Damocles

Operation Damocles was to be the United States' insurance policy in the event of a general nuclear exchange between the North and South. In the Spring of 2078, plans were drawn up for the stockpiling of weapons and equipment throughout the United States in underground bunkers and storage facilities. What set this apart from other, earlier Doomsday plans was the human element added. The 10th Special Forces Group was formed from soldiers of the other SF Groups who passed a battery of rigorous psychological tests and met certain personal criteria.

The program managers went to extreme measures to ensure that no would-be Ghengis Khans were placed into the Operation (someone obviously screwed up when it came to Basham and her cronies). Once accepted, they moved into the Damocles headquarters complex somewhere in Wyoming, where they were indoctrinated into the Operation and received additional training that focused on helping survivors of a nation-shattering disaster rebuild.

Sleep Tight

The volunteers were then cryogenically frozen and placed in storage vaults throughout the US along with equipment. In the event of a catastrophe, a coded signal was to be sent that would awaken the sleepers

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and brief them on the state of the world and their immediate mission. The mission would be twofold: defeat if necessary any would-be warlords and restore order, and help the survivors rebuild their communities and then the US. To this end, stockpiles of additional equipment were placed in each team's areas of operations, the locations of which would be sent along with the wake-up messages.

Damocles Soldiers

A character with the Operation Damocles Edge had just woken up to find himself in a strange new world. Maybe your freeze tube malfunctioned, or maybe a wandering road gang found your Vault and looted it, leaving you for dead, or maybe a computer glitch activated the thawing process. Whatever happened, you find yourself without any orders, equipment cache locations, or knowledge of what has happened. That's OK, though. You were trained to act on your own initiative within the parameters of your orders, and those orders were to help rebuild civilization. Move it soldier!

Operation Damocles gives the character the *background: soldier* Edge, with a Special Forces concentration. As an experienced snake-eater, you get to add three free levels to your trooper's starting Special Forces Aptitudes. The freeze tubes provided electrical stimulation to the hero's muscles, increasing their mass, and raising your brainer's Strength by a die type. Your hero has *belongin's* 5 (which can include factory-fresh vehicles and weapons).

Unfortunately, you have no idea what has happened in the world since you were frozen. You also have a -5 point *oath* to restore the US/civilization, and your hero is a *doubting Thomas*. Finally, a strange quirk of the freeze tubes has left you *rad-intolerant* at -5. Operation Damocles soldiers cannot take any arcane backgrounds.

Relics

Here are a couple of relics to reward/torment your posse with.

Lee Harvey Oswald's Rifle

Ever since winning Cuba from Spain in a short war in 1898 designed to stop the flow of voodooists from the island, the South had endured clandestine strikes by the Agency on the Cuban voodoo fields of Baron LaCroix and his successors. In 1963 the CSA began placing anti-ship missiles on its "protectorate" of Cuba with the intention of making the western Caribbean a Southern lake and placing a chokehold on commerce to eastern Mexico.

US President John Kennedy responded by making belligerent noises about Cuba and Southern aggression. This latest US provocation gave the Southern Congress an excuse to step up the pressure for action. The CSA's Department of Intelligence Affairs kidnapped and brainwashed a Northern cult member, Lee Harvey Oswald.

Oswald was placed along the path of President Kennedy's motorcade as it rode through Dallas on a goodwill tour. A CSA syker exploded Kennedy's head, and Oswald was quickly caught, but conveniently died in jail before he could be transferred to the North. Conspiracy theories abounded for years after the assassination, however, the most popular of which was that Oswald got three shots off in the time it would take a regular shooter to get off one. His rifle appears to be an ordinary bolt-action hunting rifle (Ammo .30-06, Shots 5, Range 20, ROF 3).

Power: There are no penalties for firing multiple shots in a single action. Each should be rolled for to hit as a normal shot (this is not automatic fire).

Taint: The bearer of the rifle is always blamed for anything negative that befalls a settlement. The bearer is also *intolerant* of authority.

Zaitsev's Mochalniy

Zaitsev was the top Soviet sniper of the Second World War, gaining his fame in the Battle of Stalingrad. It was here that he came into his own, officially killing 149 German invaders during the course of the battle. Unofficially, Zaitsev was also responsible for the elimination of several abominations that arose on both sides during the fierce "Rattenkrieg" of the doomed city. Zaitsev made his "mochalniy", or camouflage suit, from castoff bits of clothing, debris, and other material found in the rubble of the city. His determination, skill, and the bits of the city seem to have imbued his mochalniy with almost supernatural powers when used by others fighting the forces of the Reckoning. The suit was brought to America by a descendant of Zaitsev who served in one of the Spetsnaz units attached to the CSA Army.

Power: Zaitsev's mochalniy looks to be a homemade "ghillie" suit, such as used by snipers and other hunters the world over. Only when donned and used in the field do its powers become apparent. The suit blends in with whatever terrain it is in, giving its wearer a +4 to his *sneak*. The wearer also is aware of anyone (or thing) hunting them, gaining a *Cognition* check at +2 when anyone is about to make a ranged attack on him, giving him the opportunity to vamoose.

By spending Fate chips, the wearer can energize the mochalniy with the energy of Stalingrad. The suit gives the wearer the syker power *predator* for a number of rounds equal to the Fate chip spent (i.e. 1 for white, 2 for red, 3 for blue). During this time, the sniper is for all intents and purposes invisible. See *Brainburners* for more details on the *predator* power.

Taint: The damned souls of Stalingrad and a hundred other battlefields cry out to the mochalniy's wearer. The wearer gains the *night terrors* Hindrance, as well as a severe *intolerance* of Germans. The *night terrors* visit the owner each night that the suit is used, while the *intolerance* is in effect as long as the mochalniy is in her possession.

Damocles Soldier

Traits & Aptitudes

Deftness 2d10

Shootin': rifle 3
Speed-Load 2
Throwin': balanced 2

Nimbleness 3d8

Climbin' 1
Drivin': tracked 3
Sneak 1
Swimmin' 2

Strength 2d8

Quickness 4d6

Vigor 3d6

Cognition 2d12

Artillery 2
Search 3
Trackin' 3

Knowledge 1d6

Academia: occult 2
Area Knowledge: Home county 2
Area Knowledge: Columbia 2
Demolition 2
Language: Spanish 2
Medicine: general 2

Mien 2d6

Leadership 5
Overawe 3
Persuasion 1

Smarts 2d10

Scroungin' 2
Survival: mountains 2

Spirit 4d8

Guts 2

Wind 14

Pace 8

Edges:

Background: Soldier (Special Forces, draw twice on the Soldier Background Table) 5
Belongin's 8
Damocles Soldier 5

Rank (Captain) 3

Hindrances:

Big Britches -3
Doubting Thomas -3
Oath (Restore US) -5

Loco: claustrophobic -3

Rad Intolerant -5

Yearnin' (accomplish mission and retire) -4

Gear: M-21, Land Warrior II, Infantry battlesuit, infantry battlesuit helmet, 50 rounds of 5.56mm ammo

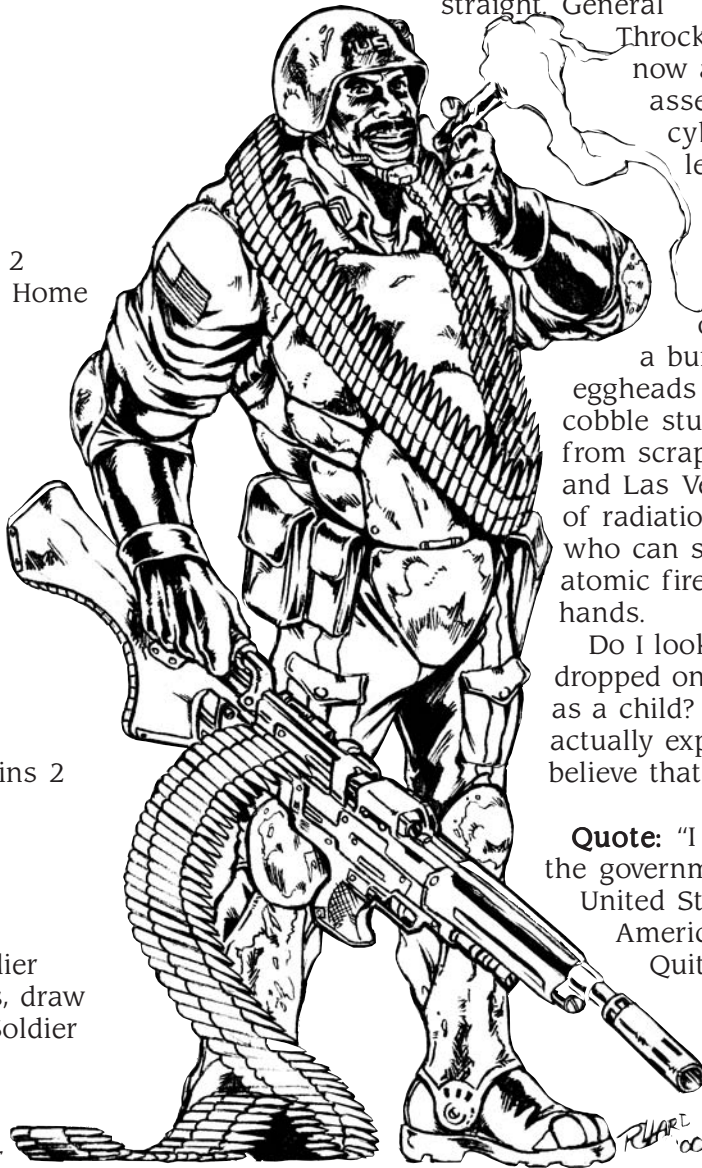
Personality

Okay, let me see if I've got this straight, General

Throckmorton is now a cyborg assembling cybernetic legions to conquer North America. He's being opposed by a bunch of eggheads who cobble stuff together from scrap metal. Oh, and Las Vegas is full of radiation priests who can shoot atomic fire from their hands.

Do I look like I was dropped on my head as a child? You don't actually expect me to believe that, do you?

Quote: "I represent the government of the United States of America. Hey! Quit laughing!"



Southern Veteran

Traits & Aptitudes

Deftness d12

Shootin': rifle 6

Nimbleness d6

Climbin' 2

Drivin': car 2

Fightin': brawl, bayonet 4

Sneak 2

Throwin': balanced 2

Strength d8

Quickness d10

Vigor d8

Cognition d10

Search 3

Knowledge d6

Area Knowledge 2

Demolition 2

Professional:

Military 2

Mien d6

Leadership 3

Overawe 2

Smarts d6

Survival: forest 2

Tinkerin' 2

Spirit d6

Guts 2

Wind 14

Pace 6

Edges:

Background: soldier
(Infantry, draw once
on the Soldier
Background Table) 5

Belongin's 2

Rank (Sergeant) 1

Hindrances:

Cautious -3

Grim Servant o' Death
-5

Stubborn -2

Gear:

Infantry

battlesuit, infantry

battlesuit helmet,

M-10, 3, full

extended

magazines of 7.62mm, bayonet 2 frag

grenades, M-80, 4 full clips of .50

ammo, 1 pound (16 oz.) of C-20, 2

electrical blasting caps, and 4

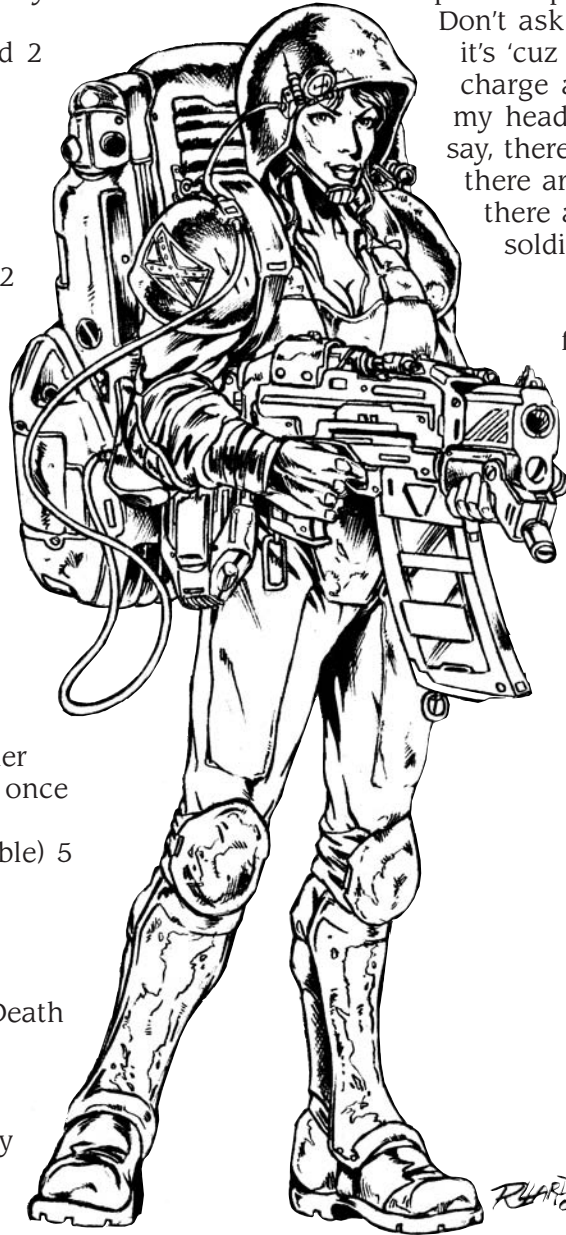
electronic detonators.

Personality

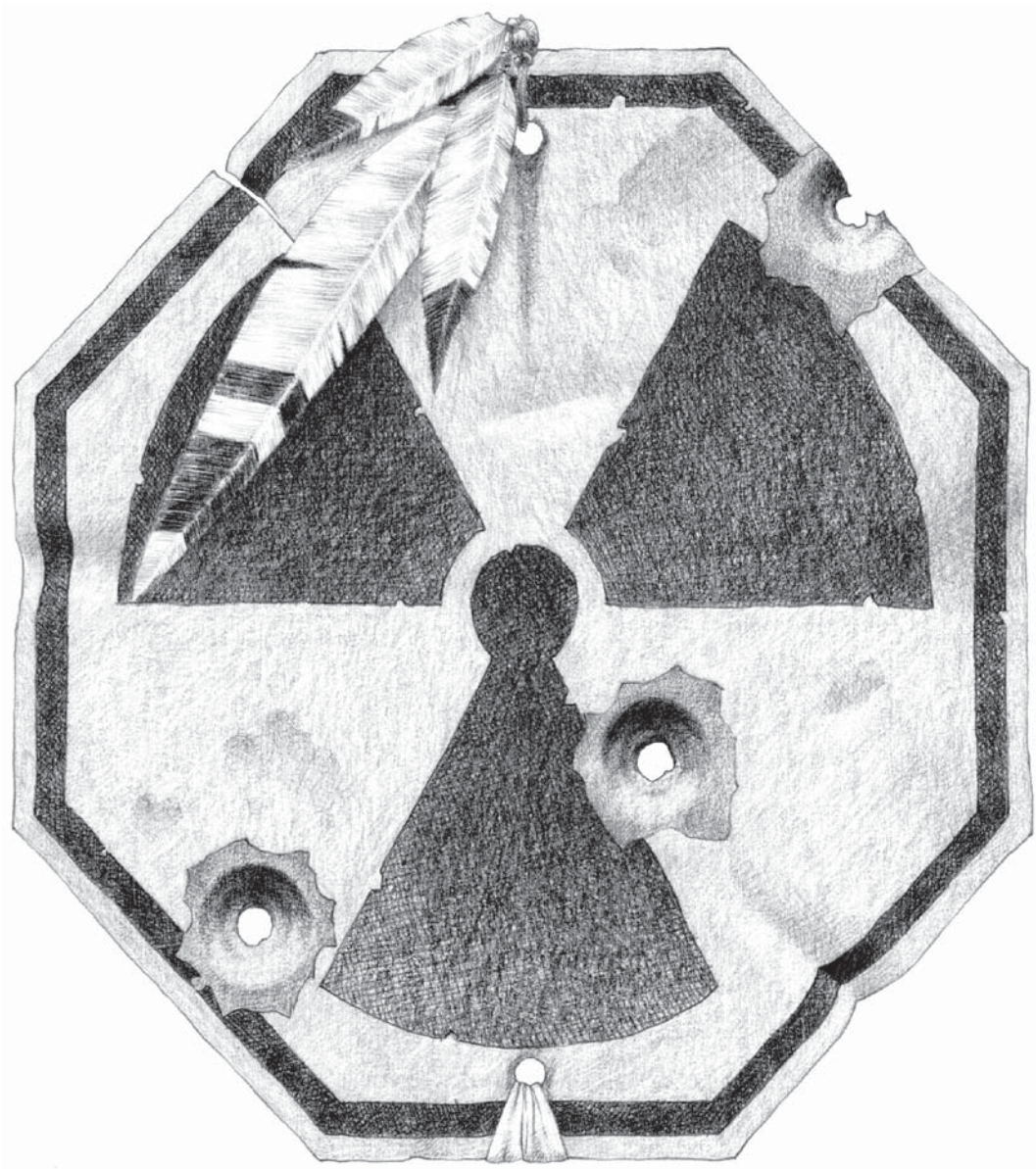
Sherman said that war is Hell. He didn't know the half of it. I've seen a lot of good soldiers cut down in the prime of their lives—a lot of good soldiers. Somehow I've managed to keep to keep drawin' breath.

Don't ask me how. I suppose it's 'cuz I know when to charge and when to keep my head down. Like they say, there are old soldiers and there are bold soldiers, but there are very few old bold soldiers.

Quote: "On your feet, soldier!"



No Man's Land







Chapter Three:

I Know Kung Fu!

The Chinese inhabitants of the Maze brought secrets with them from their homeland. The most famous of those secrets are those of their ancient fighting arts. For centuries, practitioners of kung fu and other Chinese martial disciplines have made extraordinary claims about their fighting traditions. According to legend, the most accomplished martial artists can perform acts of superhuman power. Since the Reckoning, those claims have been proven. Legendary powers are now within reach of ordinary folk and good students progress much faster in these disciplines than they ever did before.

We won't go into detail here discussing the background or beliefs of the Chinese immigrants in the Great Maze. Suffice to say it's a good deal different from the that of your ordinary survivor groups. If you *are* interested in that sort of information, you're in luck though. You can get some background on Chinese religion and culture in the *Great Maze* boxed set for *Deadlands: The Weird West*. Check out *Shattered Coast* for an update on the Chinese survivors sailing the Maze on the Turtle Isle.

The Times, They Are A-Changin'!

First off, if you're already familiar with the martial arts rules from *The Great Maze*, you're going to notice right away that we're handling them differently in this book.

In the 200 years or so since all Hell broke loose, many martial arts masters have found it easier and easier to access the supernatural energies that power their more fantastic powers. Since this method is a marked departure from the millennia of traditions that form the basis of most martial arts, more conservative masters are reluctant to deviate from the tried and true. However, few immigrants and inhabitants of the Maze are of the sort likely to be balked by mere custom. The system we present in this chapter depicts this new fu.

If you're a player reading this and find yourself all fired up to try the new rules,



as always, check with your Marshal first. She may have different plans for her campaign.

If you're a Marshal and want to incorporate the new system into your campaign, it's not a bad idea to talk it over with the players. Especially if you've got one or more martial artists already in the game!

But I Liked the Old Way!

If you've already been using the martial arts rules from *The Great Maze* and prefer them to the new incarnation, by all means keep using them! Like we said, this new incarnation represents the development of the fighting arts as they were refined over the years since the Reckoning, not a complete rewrite of the rules. The mental powers of modern sykers were developed from these new and improved martial arts.

Most masters—particularly on the North American continent—have embraced these advances, but there are still a few die hard traditionalists who cling to the old ways. It's possible to have *both* types of *enlightened* martial artists

in a *Hell on Earth* campaign. Be warned though, most traditionalists don't get along well with the "disrespectful upstarts"—even if they have been around for 200 years now.

I Love the New Way, But..

If you've already got *enlightened* martial artists in your campaign, you might be afraid you're going to run into trouble if you want to use the new system. That's okay—here's a few quick guidelines to make it as painless as possible.

Raise your character's *ch'i* score to the level of his highest *ch'i* power, if it's not already. Individual powers no longer have their own level; it's all based on the *ch'i* Aptitude—a lot like the *blastin'* Aptitude for sykers.

It's a whole lot cheaper to make a decent *enlightened* martial artist under the new system. Although the Edge *arcane background: enlightened* costs 1 point more than the old *enlightened* Edge, this is more than offset by the lowered cost of the powers.

You'll need to talk with the Marshal to figure out how many points are now left over for you to spend on your character's other Aptitudes or maybe new *ch'i* powers.

Making a Martial Artist

Okay, that's enough palavering. Here are the new rules for wannabe kung fu heroes.

A martial artist must have the *martial arts training* Edge (see page 84). He must also take the *fightin'* Aptitude with a concentration in one of the martial arts styles listed below. Once these minimum requirements are met, the hero can buy any of the martial arts Edges and Aptitudes listed in the following pages.

If you want your hero to be a fly-through-the-air, fist-through-a-wall, snatch-bullets-from-the-air type of martial artist, he's also got to buy *arcane background: enlightened* and at least 1 level in the Aptitude *ch'i*. We'll get into that in more detail soon, though.

Fightin' Styles

While most survivors in the Wasted West think there's only one way to fight someone—dirty—the Chinese have actually developed all sorts of subtly different styles. If your hero has taken the *martial arts training* Edge, then she must also pick up the *fightin'* Aptitude with one of the following Chinese-style concentrations.

Note that while each concentration has its own name, for purposes of rules descriptions, they're all considered *fightin': martial arts*.

Your choice of style doesn't restrict your choice of other Aptitudes or *ch'i* powers listed in this book. Each special Aptitude was discovered by members of a particular school, but techniques don't remain secret for long in the world of martial arts. Any martial arts teacher knows moves from a variety of different styles (you know, that old Sun Tzu thing about knowing your enemy being the key to victory, and all that). You may also have picked up some moves by observing other martial artists, even hated opponents, in the heat of battle.

I Know Kung Fu

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Martial Arts Concentrations

Drunken Style. You weave around like you're out of your tree on firewater, making your moves hard to follow and predict.

Eagle Claw. This is a fast, vicious style where you hold your hands like a claw and whale away on your opponent's pressure points.


Mantis. In this style, you hold your hands in a hook-like manner. You move from mesmerizing stillness to sudden striking.

Monkey. Based on the movements of apes, in this style you hunker down, screw up your face, and then move with sneakiness and speed. This surprises opponents who've underestimated you because you look so dang funny.

Shaolin Temple. Moves are based on five animal styles. In the Crane, you jab at people with your fingers pressed together in a beak-like manner—you also stand on one leg a lot. The Snake is sneaky and fluid. The Dragon is a punching style in which sheer force is used to exert good, old-fashioned crushing damage. The Leopard style is all knuckles. The Tiger style is all about ripping away at your opponent's muscles.

Shuai Chiao. This Chinese form of wrestling' discombobulates your eyes when you try to watch it. The practitioner grabs or throws his opponent, while sneaking in all kinds of highly-directed rabbit punches.

Tai Chi. You focus something called your *ch'i*, or internal energy, which then allows you to smack your opponent halfway to Philadelphia and back. Your internal organs are also in exceptional shape, and can move around inside your body to avoid taking wounds when you suffer a shot to the gizzards. (You gain no actual game benefit for this effect, but that doesn't stop you from constantly bragging about it.)



Tan Tui. In this style, you mostly kick your opponent. Some have taken to calling this kickboxing. Up in Shan Fan, where martial arts tournaments were held all the time, this style was very popular with the spectators.

Wing Chun. This style emphasizes power and big flurries of punches at your opponent. Its moves are both offensive and defensive at the same time.

Syker Fu

The mental discipline that allows an enlightened martial artist to tap into the power of the Hunting Grounds served as the basis for the development of syker powers. Modern sykers use slightly more refined methods to work their mojo, but the theory remains the same.

What this means is that sykers can use *ch'i* powers in addition to their regular powers. A fu-fighting syker must take the *martial arts training* Edge, but he is not required to take the *enlightened* Edge (the brainer's *arcane background: syker* covers that). The syker also doesn't need the *ch'i* Aptitude, he can use his *blastin'* skill to activate his kung fu powers.

So, you're asking yourself, what's the catch? Well, your hero's *blastin'* level determines how many total syker and *ch'i* powers combined your hero can start with. If your brainer has a *blastin'* level of 5, that means he can learn a total of 5 syker and/or *ch'i* powers. He can learn 3 syker powers and 2 *ch'i* powers, 4 syker powers and 1 *ch'i*, and so on. The *additional powers* Edge can be used to buy extra powers of either type. New powers in each discipline are learned as normal.

There's one additional catch. Since syker methods of tapping the Hunting Grounds differ slightly from traditional kung fu practices, all *ch'i* powers activated using the *blastin'* power have their Strain increased by +1.

Mano A Mano

Since martial artists spend more time fighting up close and personal than your average waster, we thought we'd better clarify and expand some of the fighting rules.

Armor and Bare Hands

Normally, a fellow's got to be a little touched in the head to go hitting a steel plate with his bare hands—but it happens.

Any normal sap that insists on bare-knuckle brawling with a locomotive (or any other target with Armor Value 1 or higher), does *no* damage whatsoever to the target. In fact, if the Marshal decides the target is tough enough, your hero actually may take damage himself! The numbskull rolls a *Strength* check and suffers that much damage to his fists.

Boxing gloves, boots (in the case of kicking), or the like protect the hero against this sort of self-abuse.

Martial artists are specially trained and toughened for this sort of fighting. They do their normal damage, adjusted down for the target's AV, but take no damage themselves. That bonus 1d6 damage lets them put a hurting on at least lightly armored targets!

Attacks From Behind

Generally speaking, fighters don't add their *fightin'* level to the TNs of opponents who are attacking them from behind. The same applies for cowpokes who are attacked in hand-to-hand while surprised. Most folks can't defend against an attack they don't see coming!

Your Marshal may make exceptions to this rule as he sees fit.

Noggins & Gizzards

Normally, bare-handed attacks by humans get no bonus dice for blows to the noggin or gizzards hit locations. Due to their special training, martial artists' attacks do get the usual bonus dice—sometimes.

It all depends on whether the fu fighter is making a brawling-type attack or if she's doing lethal damage.

For normal, nonlethal attacks, the martial artist does *not* get the bonus dice for the noggins or gizzard. However, if she's making a lethal attack, she does.

Prone

We covered the effects of being prone against *shootin'* and other ranged attacks in the *Hell on Earth* rulebook, but we didn't say much about how it affected people trying to stomp your hero's guts out. Laying down in front of unfriendly types is not a good idea!

Prone combatants suffer a -4 penalty to their own *fightin'* attacks, and if they do happen to connect, they subtract -4 from the hit location roll. By the way, they don't add the normal +2 for *fightin'* attacks either.

Fighters who have someone lying at their feet get a +2 to their *fightin'* rolls against the easy target. They get no bonus to the hit location rolls—not even the normal +2 for *fightin'*—though.

It doesn't take any movement to throw yourself to the ground, although your character can only do it on one of his Action Cards. Getting back on your feet does take an entire action, however.

I Know Kung Fu

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Stun

As you already know, stunned characters can't take offensive actions against an opponent. They are also at a disadvantage when it comes to defending themselves. Stunned heroes can't vamoose and do not add their *fightin'* level to their opponents' TNs.

Firearms in Melee

Shooting someone who is trying to knock your head in with a pipe can be hard. Unless the defending gunman has a melee weapon out, he can only defend with *fightin'*: *brawlin'* or *martial arts*. He can only attack a waster who is up close and personal with a pistol or other small firearm. He must use his *fightin'*: *brawlin'* to hit instead of *shootin'*.

The shooter can also back up for a shot. This requires the gunman to have Pace remaining and to win a contest of *fightin'*. If the shooter loses the contest, he still backs up, but his opponent gets to inflict melee damage on him as he does so.



New Aptitudes

To make all these nifty kung fu powers work, your character is going to need a few new Aptitudes. Most of these new skills are specifically for martial artists.

Ch'i

Associated Trait: *Spirit*

This Aptitude is a measure of the martial artist's ability to tap into the spiritual power of the Hunting Grounds. Without it, a fu fighter cannot generate the energy needed to use special ch'i powers described later in this chapter.

Whenever your martial artist wants to use one of his ch'i powers, he has to make a *ch'i* roll against the power's TN. If he's successful, he spends the Strain listed for the power and it works as described.

By the way, your hero must have the *enlightened* edge to take this Aptitude.

Fightin': Butterfly Knife

Associated Trait: *Nimbleness*

Butterfly knives are broad, flashy knives about the size of a Texan's Bowie knife, but with a much wider blade. Any cowpoke with *fightin': knife* can pick one up and use it like a plain, old Arkansas toothpick, but to get the full benefit of the weapon, a fighter needs this specific concentration.

With it, he attacks using one of the knives in each hand without the usual -2 penalty for attacking with both hands. He still suffers the standard -4 penalty for offhanded attacks, however.

A hero with *fightin': butterfly knife* can use a normal knife in combat as well, but he receives the special bonus noted above only with true butterfly knives.

To purchase this Aptitude, a character must have the *martial arts training* Edge and *fightin': martial arts*.

Fightin': Flying Claw

Associated Trait: *Nimbleness*

This Aptitude lets your fu fighter use the deadly flying claw—a nasty metal claw attached to a length of chain—as a normal melee weapon. While he can put a hurting on opponents up close without the ch'i power of the same name, with it your hero can realize the true powers of the weapon.

To learn this Aptitude, a character must have the *martial arts training* Edge and *fightin': martial arts*.

Fightin': Flying Crescent

Associated Trait: *Nimbleness*

This Aptitude allows your hero to use the flying crescent—a metal blade attached to a chain—as a normal melee weapon. It's somewhat similar to the flying claw, but different enough to require a separate Aptitude to master.

To use this weapon to its fullest fu, your hero also needs the *flying crescent* ch'i power. He can still cut folks to ribbons without the power, but with it, he can *really* reach out and touch someone! See the power description for details.

This Aptitude requires a character to have the *martial arts training* Edge and *fightin': martial arts*.

Fightin': Three-Sectional Staff

Associated Trait: *Nimbleness*

A hero with this Aptitude can wield a three-sectional staff in combat. The staff, at first glance, resembles a set of nunchakus with big britches; however, the staff is Chinese in origin while nunchakus are Okinawan. It consists of three 2' wooden sections joined by short lengths of chain. The two end sections swing freely from the middle. A skilled wielder can turn the weapon into a spinning, humming skull-cracker.

A fu fighter armed and trained with a three-sectional staff is very hard to defend against. As a result, she can ignore 2 levels of an opponent's *fightin'* Aptitude when figuring her TN to hit with the staff. So, for example, if her opponent had *fightin': brawlin'* 4, her TN to hit him would only be increased by 2 instead of the usual 4.

This special ability only works against modifiers caused by an opponent's *fightin'* score and can never reduce the modifier below zero. Remember, it's not a bonus to hit the target; it just offsets defensive modifiers.

Needless to say, it's quite a difficult weapon to use and an untrained fighter is as likely to crack her own skull with the weapon as she is that of her foe! A character armed with one of these who isn't properly trained in its use does not get to reduce modifiers to her *fightin'* TN as noted above.

To purchase this Aptitude, a character must have the *martial arts training* Edge and *fightin': martial arts*.

Medicine: Chinese Traditional

Associated Trait: *Knowledge*

This new concentration of the *medicine* Aptitude is not a martial arts Aptitude. Any character can take it, although your Marshal may expect you to explain how you learned it if it seems out of character with your hero's background history.

A practitioner of Chinese traditional medicine, like a general practitioner in the Western style, can heal anything up to a heavy wound, unless that wound was inflicted by or on a martial artist. In that case, the Chinese practitioner can heal a serious wound.

I Know Kung Fu

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Meditation

Associated Trait: *Spirit*

This Aptitude is only useful to a hero with *arcane background: enlightened*. A successful roll against a Hard (9) TN lets her recover 2 Strain an hour instead of the normal 1. She must roll each hour, however, and she must be absolutely still in peaceful surroundings to do so.

For more on Strain and how it's recovered, see the section on **Ch'i Powers** later in this chapter.

Throwin': Flying Guillotine

Associated Trait: *Deftness*

Many martial artists consider those who possess knowledge of this skill to be evil-on-a-stick.

This Aptitude doesn't do your hero a lick of good unless he also gets the associated ch'i power, *flying guillotine*. Then, of course, it's quite wicked. Like *throwin': bullet*, this concentration cannot be used by default and only characters with *arcane background: enlightened* can learn it.



New Edges

We've got a few new edges for your aspiring martial artist.

Arcane Background: Enlightened 3

Your hero has achieved the spiritual discipline necessary to focus and control his chi energy. *Enlightened* characters may purchase any of the chi powers listed later in this chapter. If you wish to be able to use these powers, your character must also buy at least one level in the *chi* aptitude.

A hero must have the *martial arts training* Edge to purchase this Edge.

Martial Arts Training 3

Your character has trained for years in the martial arts, under the tutelage of a *sifu*, or master. Her sifu may have been the head of a renowned school of martial artists or an enigmatic old man with a dirty car. He taught her the secrets of fighting, both standard and mystical.

He also taught her a spiritual philosophy that she can use to achieve harmony with nature and also to spout poetical-type proverbs that make her sound really wise and peaceful before she goes out to crack skulls.

To better enable her to crack those skulls, she deals additional damage when fighting hand to hand. She deals STR+1d6 damage when striking with her hand or foot. This damage may be brawling type damage or lethal damage—your choice.

In addition, for each level she has in the *fightin': martial arts* Aptitude, she knows one special maneuver, detailed a little later in this chapter.

A hero can't take this Edge without also taking the *fightin': martial arts* Aptitude, with one of the

concentrations described earlier. Each represents a different style of Chinese martial arts.

This Edge also entitles your brainer to pick up the *arcane background: enlightened* Edge.

Quick Thinker 2

Maybe your hero has been trained to avoid situations in which he might be surprised or maybe he just doesn't seize up under pressure like most. Either way, there's a tiny part of him that always expects an ambush.

When making *Cognition* rolls to see if your hero has been surprised, he never faces a Target Number higher than 5. Even if he fails that roll, he still gets 1 Action card during the round in which he was supposedly surprised. He is never surprised past the first round; don't even bother rolling to recover.

Anyone may buy this Edge.

Martial Arts Hindrances

The following hindrances are available only if you have *martial arts training*. They can be used to flesh out your martial artist's background or just help flavor the campaign in a more Oriental fashion. Remember, though, you can't take more than 10 points of Hindrances as a starting character.

The Cup Overflows 2

Your hero's *ch'i* energy is powerful. A mite too powerful, in fact. Whenever she uses any of the powers described in this book, her internal energy goes all external and wreaks high holy havoc on the surrounding terrain.

For example, if she uses *monkey goes to the mountain* to fly down a sandy hillside, clods of earth explode beneath her as if somebody's planted the hill with firecrackers. When she leaps into the air to kick a body, winds whip up all around her, whirling sand and leaves all over. Every time she lands a punch, it sounds like a thunderclap going off.

In short, she stands out like a circus clown at a funeral. Anyone who sees her in action knows there's something not right about her. If they're regular folks, they run in terror from her, as if she's some kind of abomination.

If somebody watching her knows about martial arts, he knows what she's all about, and likely targets her as the one to shoot first in a fight—and most inhabitants of the Great Maze are going to know all about martial arts.

“My Kung Fu is Superior!”

1-3

Your hero is easily challenged to a fight, especially if the challenger has the cojones to claim to be a better fighter than you. You're so proud of your martial arts abilities that you turn three shades of purple when anyone dares to question your vaunted prowess.

Worse yet, there's something about the way you carry yourself that attracts other similar hotheads with bone-headed attitudes similar to your own. And wouldn't you know it—challengers are extra likely to approach you at a moment of maximum inconvenience?

Your hero's ability to resist the urge to rise to a challenge is determined by how many points of this hindrance you select when you take this Hindrance.

I Know Kung Fu

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My Kung Fu Is Superior!

Value

1

2

3

Level

Onerous (7) *Smarts* to turn down any challenge to fight.

Incredible (11) *Smarts* to turn down a challenge.

Forget it—he's got to fight each and every time he's challenged!

“Sifu! Sifu!”

2-4

Your hero is still in contact with his *sifu*, the master who trained him. Whenever he sees her, he must bow before her and otherwise act as if he's a miserable bug and the sun shines out of her patoot. He shows this “respect” even in public or in front of his friends.

Although your hero can expect her to constantly castigate him for not living up to some impossible Confucian ideal



of behavior, he is not allowed to give her any lip, no matter what she says. There is no amount of humiliation he isn't willing to endure in order to show his devotion to the sifu.

The Marshal should know that it's okay to threaten your character's sifu, thus motivating him to go out and save her on a regular basis. On the other hand, he should try not to let your hero's sifu kick the bucket.

Sometimes, though, the Marshal can't keep an extra alive without losing his credibility. If your hero's sifu does take one too many assault rifle rounds to the head, your hero is required to go through a lengthy period of weeping and wailing. If you don't then buy off the Hindrance (see the *Hell on Earth* rulebook), the hero's sifu's sifu shows up and commences to bossing him around and otherwise making sure that he still gets the full kick out of this Hindrance.

Although the sifu has more kung fu in his little pinky than your hero has in his whole body, for some reason she never ends up helping your waster out much. If he asks for her assistance on a mission, she has other things to do. If she's along with your hero on a fight, she likely gets herself wounded in the first scene, and needs protecting throughout the adventure (This is when your hero cries "*Sifu! Sifu!*").

If she's still healthy by the time she meets up with the bad guys, she turns up her nose and refuses to engage such measly opponents. In other words, you can't use this Hindrance as a back door method of having your fu fighter's bacon saved whenever he gets into trouble. The sifu isn't the cavalry.

The value of this Hindrance tells how big a role the sifu plays in your hero's life. If you're thinking of taking a 4-point sifu, talk it over with your Marshal and fellow players first. If the sifu is forever showing up, that's going to affect the direction of the entire campaign.

The table below gives you a rough idea of how much trouble your fu fighter is going to have with his sifu.

Sifu! Sifu!

Value	Effect
-2	Sifu shows up infrequently. She rarely sends you on missions or requires rescuing.
-3	Sifu shows up once every couple of sessions. She requires a mission or rescue about one out of four sessions.
-4	Sifu shows up every session. Almost every adventure is a mission picked by your sifu, a rescue mission, or the like.

School Rivalry

2

There are countless schools of Chinese martial arts. These schools have long histories, and those histories almost invariably include a deadly, ancient grudge against another school. Entire adventures might center around the feuding between rival schools.

It's up to you to pick the name of your fu fighter's school. If you make up one of your own, you've got to come up with the name of a rival school as well.

Every member of that rival school is guaranteed to hate your hero's guts. They can identify her as a member of that school just by watching her moves when she's fighting.

And, wouldn't you know it, it just so happens that she seems to be constantly running into members of this rival school, no matter how rare it is. She isn't obligated to fight them, but they might feel obligated to fight her. In fact, you can just about count on it!

Style Vulnerability

1-3

Although your character may have learned moves from a number of disciplines, his sifu mainly trained him in one particular style of the Chinese fighting arts.

This adherence to tradition is a big part of the spiritual essence of kung fu. It also makes martial arts easier to teach to large numbers of students,

since it uses set formulas and techniques. The disadvantage of this training method is that you're a sucker for the classic moves associated with certain other schools.

Choose up to three styles described earlier. When your hero is fighting an opponent with a concentration in one of the styles you have chosen, his Target Number to hit your hero is reduced by 3. You get 1 point for each style you so designate. You can choose a maximum of three styles this way.

Martial Arts Maneuvers

Most martial artists worth their salt know more than just the basic moves of their school. A number of special maneuvers and weapons exist which, when used correctly, can give a fighter the edge she needs over her combat opponents.

Your hero learns one of the following maneuvers for each level she has in *fightin': martial arts*. The maneuvers themselves cost no additional points; they're part of the specialized training a fu fighter receives.

The only way to learn new maneuvers is to increase your hero's *fightin': martial*

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arts. You can't buy them separately at any cost. Mastery does have its price, after all!

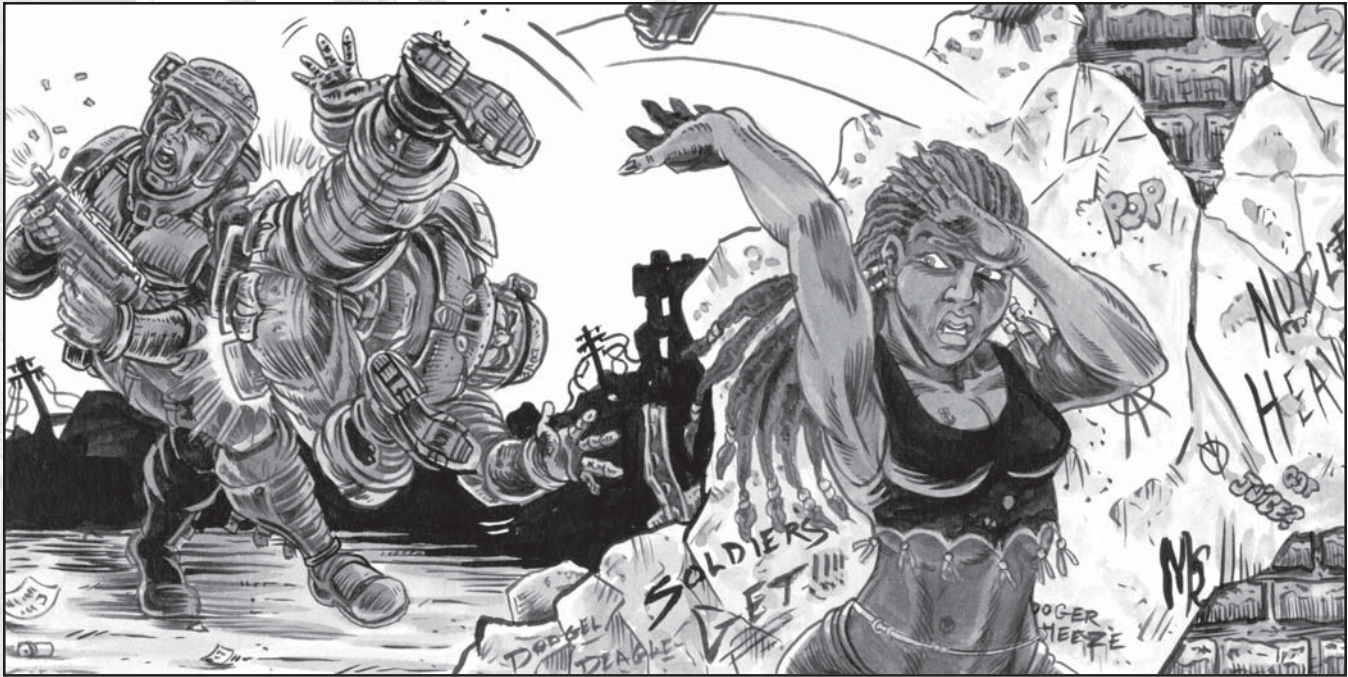
Your character must have the *martial arts training* Edge to learn any of these maneuvers.

All of the listed maneuvers are based on the martial artists *fightin': martial arts* Aptitude unless indicated otherwise. Also, unless the description says differently, you must declare when your hero is using a special maneuver *before* you make his *fightin': martial arts* roll.

Disarm

This is a special form of vamoosing. If your hero has an action card available when he's attacked in hand-to-hand combat by an armed opponent, you may spend the card to make a *fightin': martial arts* roll, but based on *Deftness* instead of *Nimbleness*. Compare your hero's total to his opponent's attack roll. If your enemy's roll is higher, she has hit your fu fighter. If your character's total is higher, the attack misses and your





opponent must make a *Strength* roll against a TN of 5, plus 2 for each raise your hero got on the *disarm* roll. If your enemy fails the *Strength* roll, she has dropped his weapon.

Eye Gouge

Your hero must hit with *two* raises to use this maneuver. If she succeeds, roll a contest of her *Strength* versus the defender's *Vigor*. If she wins the contest, her opponent takes 1d6 Wind and suffers a -4 to all rolls for the next hour due to his crybaby eyes.

If your opponent goes bust on his *Vigor* roll, he is permanently blinded in one eye.

Flying Kick

With this maneuver, your hero launches herself into the air at an opponent, leaping a distance equal to his Pace toward the target. He can't move a total distance of greater than his normal Pace in this fashion, but he can clear low intervening obstacles with the kick.

Your brainer is at -4 to hit with this attack, but if he connects, he does an extra 1d6 damage and adds an additional +2 to the hit location roll on top of the normal +2 for *fightin'*. If he misses, he must make a Fair (5) *Nimbleness* roll to avoid coming down hard and taking 1d6 Wind.

Get Up

If an opponent knocks your hero down, the fu fighter can use this maneuver on his next Action Card to pop right back up and take an action on the same card. This normally requires a Fair (5) *fightin': martial arts* roll, but the Marshal may adjust this for treacherous footing, high winds, etc.

Ground Fighting

The *get up* maneuver can be a lifesaver, but your hero's enemies probably aren't going to wait around for him to have a chance to get to his feet in a fight. Those low-down, ornery cusses are liable to try to stomp his head long before his next Action Card comes around.

Ground fighting isn't so much a maneuver as it is a method of fighting. If your fu fighter knows this maneuver, opponents don't get the usual +2 to hit your character when he's flat on his

back. Also, your hero suffers only a -2 to his own *fightin': martial arts* attacks, instead of the usual -4. He still subtracts -4 from his hit location rolls when attacking opponents from the ground.

Head Butt

Your hero really uses her head with this maneuver! She smacks her forehead into an opponent's face, causing him no end of pain and a couple of tears to boot.

She must get a raise on her *fightin': martial arts* roll to connect with the poor sap. If she does, roll a contest of her *Strength* versus the defender's *Vigor*. Don't add the usual +1d6 bonus for martial arts to this roll.

If she wins, her opponent takes the difference in Wind and must make a Hard (9) *Vigor* roll to avoid being stunned. If she loses, her opponent is unaffected by the attack.

Regardless of whether she wins or loses, she suffers 1d4 Wind herself for cracking her own skull.

Lock

This maneuver allows your martial artist to trap an opponent's limb in a painful hold. Your hero must win a contest of her *fightin': martial arts* versus her opponent's *fightin'* with at least one raise.

If she does, her opponent must roll a contest of his *Vigor* against your character's *fightin': martial arts*. Should he lose, he suffers a minus to any action he takes equal to the amount by which he lost the contest until he breaks the lock. While maintaining the lock, your hero can take only simple actions without losing her grip.

The victim can spend an action to attempt to break the lock by winning an opposed roll of his *fightin'* versus your hero's *fightin': martial arts*.

This maneuver only works on normal—and living—human opponents.

Spin Kick

This is a powerful kick with a lot of speed behind it. Your hero suffers a -2 penalty to hit with this attack, but if it hits, he does an additional 1d4 damage.

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Sweep

This is a non-damaging attack, but your hero gets +4 to hit with it. If it hits, your opponent is knocked off his feet and must spend an action getting back up.

This maneuver only works on roughly man-sized and two-legged (or less) opponents.

Throwin' (People)

This maneuver can be used to attack, or—if you have an unused action card—as an active defense. Either way, your hero must make an opposed roll of his *fightin': martial arts* against his opponent's *fightin'*. If he beats his opponent, he can chuck him to the ground anywhere within six feet of himself.

Your opponent must also make an Easy (3) *Vigor* roll to avoid being stunned by the impact with the ground. This TN is increased by 2 for every raise your fighter gets on his roll. Even if the thrown brainer is not stunned, he must spend an action to get back on his feet.

This maneuver only works on roughly man-sized and shaped opponents. No tossing Mojave rattlers over your shoulder!

New Hand-to-Hand Weapons

Chinese martial artists have brought with them a number of weapons not commonly seen outside the movie theater.

Each of these new weapons has its own *fightin'* concentration. The Chinese sword can also be used with good, old *fightin': sword*. Check out the Chinese Fightin' Weapons Table on the next page for details.

Ch'i Powers

Now that we've gotten the more mundane aspects of kung fu fighting out of the way, let's get down to the really powerful stuff! Truly wise martial artists (in other words, those with the *Edge arcane background: enlightened*) can tap into the power of the Hunting Grounds themselves.

With this supernatural energy to augment their awesome physical prowess, enlightened fu fighters are nothing short of living legends.

Starting Ch'i Powers: An enlightened martial artist knows one power for every level he has in the *ch'i* Aptitude.

New Ch'i Powers: After character creation, raising the *ch'i* Aptitude does not grant your hero any new powers. Instead, he must spend time in training and practice. Each new *ch'i* power costs 5 Bounty Points, but the only time requirement is how fast your character can accumulate Bounty Points.

The Marshal may decide your hero needs to find a teacher to learn a new *ch'i* power. If so, that can turn into an adventure in itself. However, fu fighters with the *sifu! sifu!* Hindrance at 3 points or higher get a little break here; it's safe to assume the sifu is willing to instruct his pupil (your character) in the new power.

Chinese Fightin' Weapons

Weapon	DB	Damage	Cost
Flying Claw	-	STR + 2d4	\$30
Flying Crescent	-	STR + 2d8	\$50
Flying Guillotine	-	special ¹	\$150 ²
Knife, Butterfly	+1	STR + 1d6	\$5
Pole, 10'	+3	STR + 2d4	\$2
Pole, 5'	+2	STR + 1d4	\$1
Staff, Three-Sectional	+2	STR + 2d6	\$10
Sword, Chinese	+2	STR + 2d8	\$15

¹ See description in *throwing: flying guillotine* Aptitude.

² These weapons can be very hard to find. They must be specially manufactured by an unscrupulous metalworker familiar with the cruel and ancient techniques of its manufacture. A hero may begin play with one of these weapons by buying the Belongin's 1 Edge.

Ki-Yah!

To the enlightened martial artist, *ch'i* is the name for a supernatural energy which all possess and can learn to focus and tap. Although it requires great stamina to use effectively, the energy itself comes from the Hunting Grounds, regardless of what the ancient masters might claim.

The spiritual and physical discipline learned through martial arts training is the key to using this power. There's a little more to it than that, but that's something only Marshals need to know.

Strain

Focusing supernatural energies and shaping them to enhance one's physical abilities is very taxing. When used successfully, a *ch'i* power causes an amount of Strain to your martial artist.

Once an enlightened martial artist's Strain has reached the breaking point (equal to his *Vigor* die type), he can no longer channel *ch'i* energy.

Reducing Strain

A hero's Strain is reduced by quiet rest and meditation. Every hour the fu fighter rests allows him to lower his Strain by 1 point. By "rest," we mean *no* physical or mental exertion.

Using Ch'i Powers

To use a power, you declare the power you want your martial artist to employ and make a *ch'i* Aptitude roll. If your hero makes the TN, mark off the Strain required and the power works just as described. If she fails the roll, nothing happens. Failed powers cost no Strain.

If the power's Strain would push the enlightened head-knocker past her breaking point, the power fails and she suffers no Strain.

If the fu fighter goes bust on her *ch'i* roll, she suffers a surge of energy from the Hunting Grounds. The Marshal has the details on this.



The Powers

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Below are the powers available to the enlightened. Here's an explanation of what all the mumbo-jumbo at the beginning of each power means.

TN is the Target Number the martial artist needs to make on a *ch'i* roll to activate the power. "Opposed" means your hero must compare his roll to one made by his opponent. Don't forget that in an opposed roll, the minimum TN is a 5. Even if your hero beats his opponent, if he doesn't get a 5, the power still fails.

Strain is the amount of stress the power puts on the martial artist. A hero doesn't suffer Strain for failed *ch'i* rolls.

Speed is the number of actions or time it takes to complete the power. Powers with Speed "0" activate instantaneously with no prep time.

Duration is how long the power stays in effect once activated. If the duration is 1 round, it lasts to the beginning of the next round, regardless of when the power was enabled during the previous round. "Concentration" means the power lasts only as long as the martial artist does nothing but simple actions. A number means the fu fighter can take that much Strain at the beginning of each round (or time period if otherwise noted) to keep the power in effect.

None of the *ch'i* powers have a range listed. That's because they only effect the martial artist himself. Some do enable the hero to make a ranged attack, but in and of themselves, they still only affect the martial artist, granting him a special ability. He still has to make the required rolls to hit his target.

Abundance of Pecking Birds

TN: 7

Strain: 1/arrow

Speed: 1

Duration: Instant


Robin Hood's got nothing on you! This ability allows your hero to string and fire multiple arrows simultaneously. The arrows may all be aimed at a single target or she may divide her arrows between multiple targets.

All targets must be within your normal arc of fire and range. Your hero can fire up to five arrows at five different targets if she wants with this power, but she gets a -1 modifier to her attack roll for each target after the first.



Make a single *bow* Aptitude roll and compare it to all the TNs for your hero's chosen targets to see which arrows hit and which miss. It's possible for some to hit and some to miss completely.

Even if your fu fighter fires multiple arrows at a single target, a separate hit location must be rolled for every arrow. It is possible to make called shots with some or all of the arrows, but don't forget to figure in the TN modifiers for each separate arrow.

 Li Ho knocks 3 arrows in his bow and takes aim at 3 bandits robbing a stage. Two are in his first range increment and the last is in the second. He decides he wants to hit their gun hands instead of causing a senseless waste of life. The Strain cost is 4, and his TN is 11 for the first two, but 12 for the last. He rolls an 11, hitting two of the outlaws, but the third arrow whizzes harmlessly into the desert.

Anticipate the Cobra

TN: 5

Strain: 2

Speed: 0

Duration: Instant

This power allows your hero to read his opponent's body language, anticipate where his next attack is going to land, and get the Hell out of the way (unless of course, your brainer is a masochist).

To use *anticipate the cobra* your hero must have an Action Card available to use as a vamoose. Once your waster sacrifices his highest card, make a *ch'i* roll to activate the power. If it succeeds, the TN for his opponent's attack is raised by +4, plus an additional +2 for each raise on the roll. Going bust on the *ch'i* roll actually lowers the attacker's TN by 4.

This ability works against both melee and ranged attacks.

Blood of Gold

TN: Special

Strain: Special

Speed: Special

Duration: Permanent

Your hero has such control over the inner workings of her body that she can use her *ch'i* to accelerate her own healing.

To use *blood of gold*, pick a wound location on your hero, make a *ch'i* roll, and pay the appropriate Strain. The TN, Strain, and time required to heal the wound are shown on the table below. Each success and raise against the TN for the wounded location heals one wound level.

The power only heals a single location at a time. Your hero has to roll her *ch'i* and pay the listed Strain for each location she wants to heal.

A martial artist cannot cure Maimed wound levels with this power. While she can recover wind with *blood of gold*, the power *closing the gate* is much quicker for that purpose.

Blood of Gold

Wound	TN	Strain	Time
Wind	3	1	1 minute
Light	5	2	5 minutes
Heavy	7	3	15 minutes
Serious	9	4	30 minutes
Critical	11	5	1 hour

Cobra Strike

TN: 5

Strain: 1+1/Action Card held

Speed: 1

Duration: Instant

Your hero's sifu taught him to wait patiently, conserving his energy, until an enemy presented an opening—then attack with a single, powerful, lightning-like strike.

When your martial artist activates this power, you must declare how many actions he's going to spend beyond the initial one to start the power.

At that time, he makes his *ch'i* roll to activate the *cobra strike*, but only pays 1 Strain. Once your hero begins a *cobra strike*, he may not perform any actions

other than simple ones on his action cards until he unleashes the strike. Instead, as each Action Card comes up, set it aside.

Your hero may unleash the strike on any of his action cards—new ones, not saved ones. At this point, he must pay 1 additional Strain for each Action Card he set aside to prepare the *cobra strike*. If he can't pay the required Strain, the power fails.

Once the Strain is paid, he lashes out in a lightning fast hand-to-hand attack that is +2 to hit and damage for each Action Card your waster set aside earlier—a great way to go for a quick knockout strike!

You may set aside as many Action Cards as you want, but don't wait too long. If the black Joker is drawn, he must surrender all his saved cards at the end of that round to be reshuffled and start all over again—although he doesn't have to pay any more Strain or make another *ch'i* roll.

If your martial artist takes any action other than moving at half Pace, all cards set aside are lost and he must begin again. If your brainer is attacked in hand-to-hand combat while preparing, he gets his normal defense, but he may not vamoose without negating the *cobra strike*. He must then start the maneuver from scratch, including a new roll and Strain point.

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Closing the Gate

TN: 5

Strain: 1

Speed: 1

Duration: Permanent

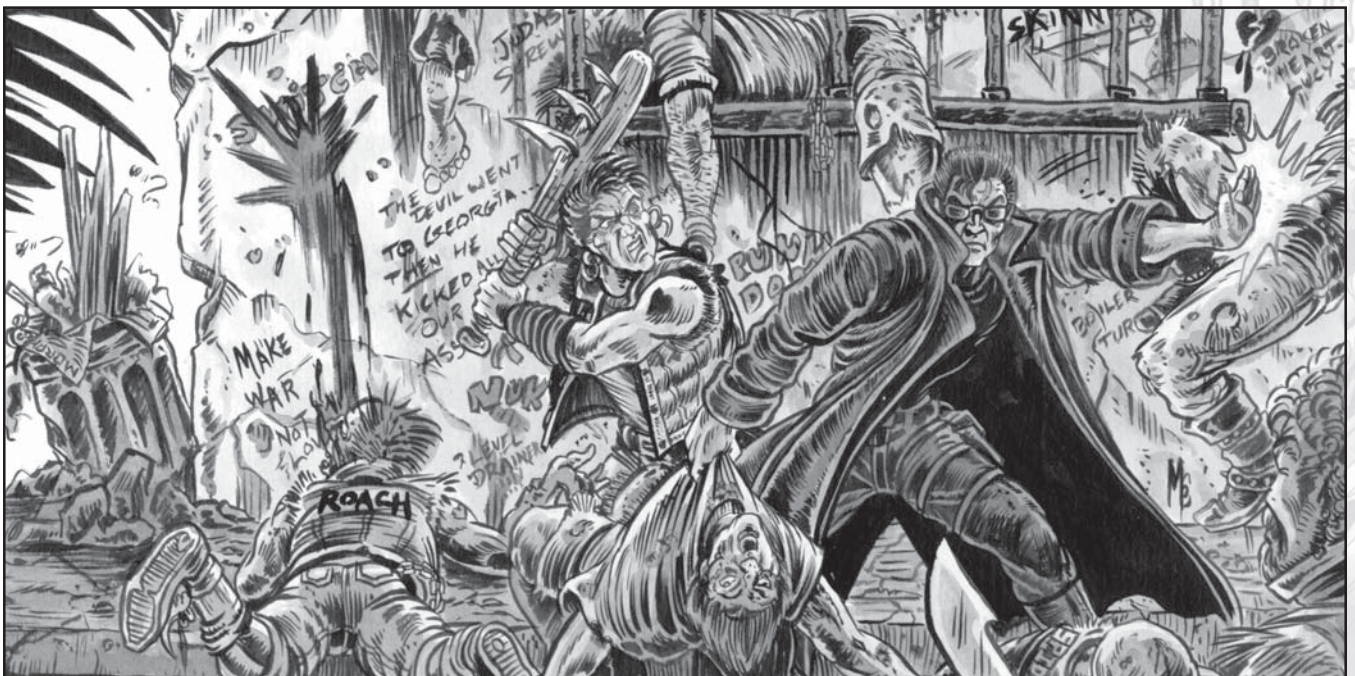
This ability allows your fu fighter to recover lost Wind very quickly so she can continue to battle her enemies. It's so embarrassing (not to mention dangerous) to be the first one knocked senseless!

While *blood of gold* can cure lost Wind, it's too slow to be practical to use in the middle of a brawl.

If your hero makes her *ch'i* roll, she recovers 1d6 Wind for every success and raise she received (by the way, don't forget to reroll aces). The total is the amount of Wind your hombre gets back.

This power is not without danger. Going bust on the *ch'i* roll to activate *closing the gate* causes your brainer to suffer an additional 1d6 Wind. Reroll aces as normal.

This may not increase your hero's Wind above her normal maximum.



Crane Guides the Arrow

TN: 5

Strain: 1

Speed: 0

Duration: Instant

Your martial artist has mastered the concentration necessary to be a true sharpshooter with certain ranged weapons. He's even learned how to focus the power of the Hunting Grounds to give him supernatural accuracy!

This power can only be used in conjunction with the *throwin'* or *bow* Aptitude. It can't be used with a gun, a hex, or any other kind of weird nonsense, nor, for some reason, does *crane guides the arrow* seem to function with the dastardly *flying guillotine*.

You have to activate *crane guides the arrow* before your hero makes his attack roll. In other words, you don't get to wait until you're sure he's hit the target before making the *ch'i* roll and spending the Strain!

For each success and raise, you may alter the hit location roll by 2 points in either direction, up or down. This is in addition to any modifications you receive for raises on the initial attack roll.

By the way, if the attack misses, your hero still spends the Strain—and probably should consider a few more lessons with his weapon!

Crumbling Dam

TN: Opposed

Strain: 2

Speed: 0

Duration: Instant

While most enlightened martial artists concentrate their extraordinary powers on feats of legend, some take a more roundabout method to defeat their opponents. *Crumbling dam* tires an opponent out in the same way that using a *ch'i* power does—by adding Strain.

To employ this power, your hero uses *fightin': martial arts* to hit her foe as normal. This attack does no physical damage, but if she makes contact, roll a contest of her *ch'i* against her opponent's *Spirit*. If she wins, her adversary loses 1d4 Strain for every success and raise she received on this roll. If she loses, there's no further effect from the attack.

While your fu fighter can use this power on anyone, it really only affects characters using special abilities (like chi powers) that rely on Strain. Besides other martial artists, this includes Doomsayers, sykers, and the like.

Devastating Ape Strike

TN: 5

Strain: 1

Speed: 0

Duration: Instant

This power allows your character to transfer *ch'i* energy to his foe's body, causing her no end of hurt.

Use *devastating ape strike* immediately before he attacks an opponent using *fightin': martial arts*. If he hits, make a *ch'i* roll to activate the power, but, if your hero is successful, add the result of that roll to his normal damage. Note that you can spend Fate Chips on the *ch'i* roll to activate the power.

Devastating ape strike can only be used with a bare-handed attack; your hero can't use it to augment a weapon's damage. Also, the damage is added *after* the effects of any armor; if your fu fighter can't penetrate the victim's armor, *devastating ape strike* doesn't cause any damage.

Dragon's Claw

TN: 5

Strain: 2

Speed: 1

Duration: 1/round

Few things are more frustrating to a master of kung fu than raining a dozen perfectly executed blows down on an automaton, and end up with only bruised knuckles to show for it. With *the dragon's claw*, a fu fighter doesn't have to worry about that sort of humiliation.

When this power is activated, the martial artist's hands (and feet) are charged with focused energy, allowing them to cut through wood, stone, and even metal.

Your hero's bare-handed attacks gain 1 level of armor-piercing for every success and raise he gets on the *ch'i* roll to activate *the dragon's claw*. So, a hero who gets an 11 on his *ch'i* roll gains AP 2 for his empty-handed attacks—enough to punch through an opponent's piddling little bulletproof vest!

This bonus applies only to attacks he makes with his hands or feet. In no instance does *the dragon's claw* affect a weapon of any sort. Your hero could use the power in conjunction with the *head butt* maneuver, but smashing one's head against really hard objects isn't usually a good idea!

A martial artist can also use this power to simply break through inanimate objects like a door, wall, or car windshield. If you've got access to *Road Warriors*, you can find detailed rules there.

If not, use the Armor Values in the *Hell on Earth* rulebook and assume every 10 points of damage done after adjusting for armor pounds a 2' x 2' hole in the target—your waster can be a one-man wrecking ball.

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Fangs of the Serpent

TN: Opposed

Strain: 4

Speed: 0

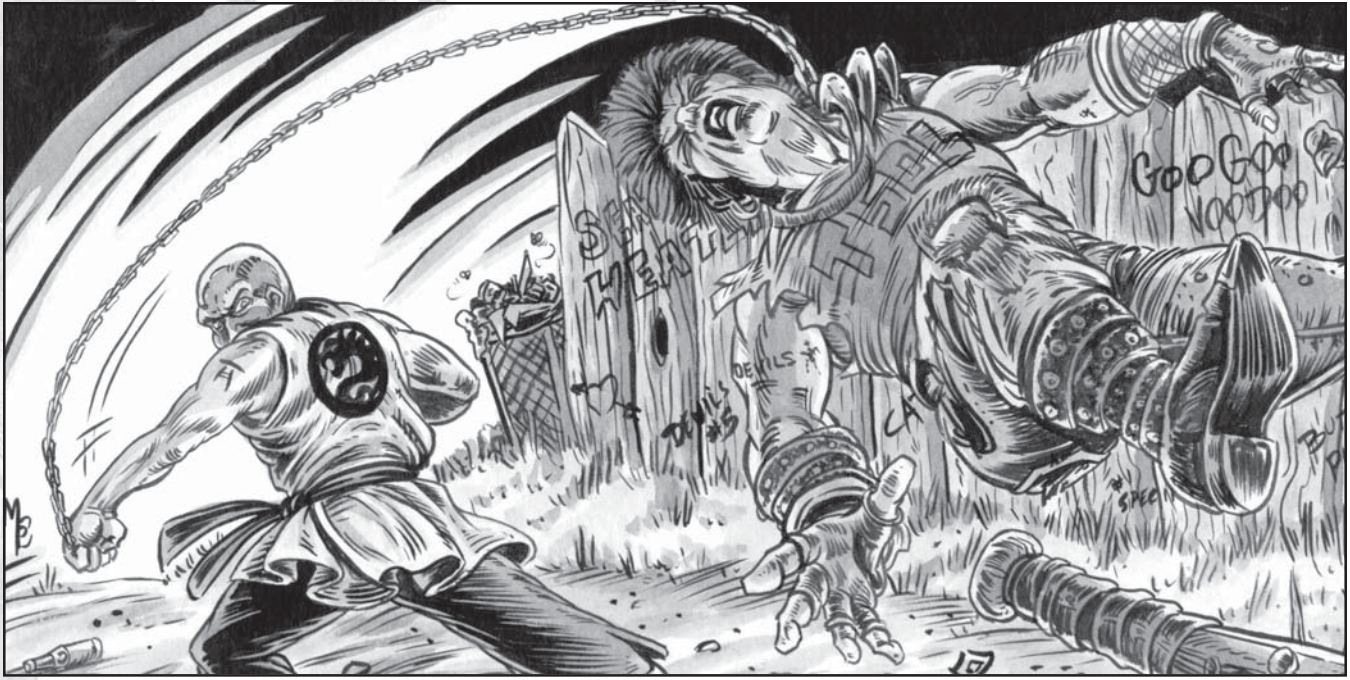
Duration: Instant

Crumbling dam lets a martial artist drain the fortitude of an opponent, but *fangs of the serpent* goes one better. It lets the fu fighter actually regain some Strain for herself while fatiguing her unfortunate foe!

To do so, she rolls *fightin': martial arts* to hit as normal. This attack does no physical damage, but if she makes contact, she then rolls a contest of her *ch'i* against her opponent's *Vigor*. Her opponent loses 1d4 Strain for every success and raise she gets on this roll. In return, she regains 1 Strain for every two which are drained from her foe.

Like *crumbling dam*, this power is really only effective against characters using abilities based on Strain. While she can use it against other victims, it has no game effect whatsoever if she does.





Flying Claw

TN: 5

Strain: 1

Speed: 0

Duration: 1/round

This power allows your hero to use the flying claw to its full potential. Your fu fighter must have at least one level in *fightin': flying claw* to purchase this power.

The flying claw is a metal claw on the end of a long chain. It can be used as a normal melee weapon against opponents within 10'. If your hero makes his *ch'i* roll and pays the Strain, he can propel it through the air at an opponent. There are no range modifiers, simply make a normal *fightin': flyin' claw* roll to hit. The weapon does normal damage when used in this fashion.

The TN to hit is modified by the target's *fightin'* Aptitude level, and the victim can choose to use either *fightin'* or *dodge* should she vamoose.

If the claw causes at least one wound to the target, your martial artist can yank on the chain on his next action. If he wins a contest of *Strength*

with his victim, he pulls the target back through the air to land at his feet, where he can lay a regular whipping on her. This special attack is completely optional; he can simply return the claw by itself and throw again on his next action is you'd prefer.

The flying claw, when powered by *ch'i* energy in this way, has a ROF 1 and your hero can hurl the weapon a maximum of 5 yards times his *ch'i* Aptitude level. There are no range modifiers to his attack roll.

Flying Crescent

TN: 5

Strain: 2

Speed: 1

Duration: 1/round

This is another weapon which requires some spiritual power to use to its fullest. Your character must have at least one level in *fightin': flying crescent* to purchase this power.

The flying crescent is a big pole-arm type blade on a chain. It can be used as a regular melee weapon against any opponents within 10'.

When powered by your hero's *ch'i*, she can chuck it at opponents, like a fisherman casting a fishing lure, and hit them with its huge blade and then whiz the blade back to her, so she can go a-chucking it again on her next Action Card.

Your hero's TN for the attack roll is modified by her opponent's *fightin'* level, if any. Due to the nature of the attack, however, targets may choose to use either *fightin'* or *dodge* to make an active defense.

The flying crescent has a ROF 1 when used this way. The maximum range your hero can hurl the weapon is equal to 5 yards times her *ch'i* Aptitude level, but there are no range modifiers to the hero's attack roll.

Flying Guillotine

TN: 7

Strain: 4

Speed: 1

Duration: Instant

Only martial artists who want to identify themselves as Pure Evil on a Stick use the dreaded flying guillotine.

The weapon consists of a wire mesh bag attached to a ring. Inside the ring are a series of telescoping, ultra-sharp blades. The ring is attached to a chain that the wielder holds. Using the guillotine is sort of like a razor-blade ring toss.

If your hero succeeds in chucking the ring over an opponent's head, he then yanks the chain tight, activating the blades inside the ring. The blades slice right on through his opponent's neck. The hero jerks the chain and is rewarded with a gruesome, severed head in his wire-mesh bag. The opponent, *sans* head, is left spurting great gouts of blood all over the surrounding rubble.

Your character must have at least one level in *throwin': flying guillotine* to purchase this power. All attempts to hit with a flying guillotine suffer a -6 penalty for the required called shot to the head, but each success and raise your martial artists gets on his *ch'i* roll reduces the penalty by one.

The Marshal may assess further penalties if the target is hiding under eaves, wearing a large sombrero, or otherwise impeding the flow of the ring over her head. The power only works on human-sized opponents, for obvious reasons.

If he fails the *throwin'* roll, he's out the Strain it took to activate the power and looks foolish tossing his fancy wire bag on the ground.

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If he succeeds with a flying guillotine hit, the character automatically suffers a level 5 wound to the head—and that's why they call him Evil.

Each time your hero wants to use this bit of nastiness, he must pay the Strain and roll his *ch'i*. He can't maintain *flying guillotine* like he could *flying crescent* or *flying claw*.

Recently, some martial artists who specialize in fighting undead have begun using the flying guillotine.

The weapon has a ROF 1 and a maximum range equal to five yards times your hero's *ch'i* Aptitude level; however, he doesn't receive any modifiers to his attack roll for range when using this power.

Fury Fans the Flame

TN: 7

Strain: 2

Speed: 0

Duration: Instant

This power lets your hero unleash a flurry of fists and feet on a single opponent. Some folks liken this attack to a gunslinger fanning his pistol and the analogy isn't too far off!

This is one of the very few powers that can be used *after* your martial artist determines if his attack roll was successful.


Any time your hero gets a raise on a *fightin': martial arts* roll using only his fists or feet (no weapons!), he can attempt to use *fury fans the flame* to follow up with another attack. All he needs to do is make a *ch'i* roll against the power's TN and spend his Strain.

If his *ch'i* roll is successful, he can immediately make another *fightin': martial arts* attack against the same foe. Like the original attack, however, the second attack cannot use a weapon.

The attack takes place on the same action and doesn't require him to spend—or even have—another Action Card to do so. If he gets a raise on his

second attack, he can once again attempt to use *fury fans the flame* and gain yet another attack. He can keep up this merciless rain of blows until he fails to get a raise on his *fightin': martial arts* attack or he runs out of Strain.

The attacks may do lethal or brawling-type damage and the fu fighter can switch between them if he wants, but he must decide before he rolls his attack. He can also make called shots and/or use any martial arts maneuver he knows while *fury fans the flame*, but don't forget to apply the appropriate modifiers to his TN.

 Li Ho is fighting one of Manchu's thugs. The goon has a *fightin'* Aptitude of 4, but Li rolls a 14, giving him a raise on his *fightin': martial arts* attack. Li then successfully activates *fury fans the flame*. On the same action card, he follows up with a spin kick. This gives him an additional -2 to his roll, but luck is with him and he gets an 11. That's enough to hit his foe with the devastating kick, but not enough for a raise, so he can't continue the assault on this action.

Gimmick Weapon

TN: 5

Strain: 2

Speed: 1

Duration: 1/round

Your hero is able to use an object not normally considered a hand-to-hand weapon when fighting. That weapon might be an umbrella, a suitcase, her own hair (assuming it's long enough), or any other odd weapon.

You have to be able to describe how your fu fighter is using it as a weapon to the Marshal, who is allowed to disqualify anything he finds simply too unbelievable or unduly silly.

Regardless of the item chosen, your hero uses her *fightin': martial arts* to wield it. The impromptu weapon does STR damage, plus an additional 1d8 for each success and raise your martial artist gets on her *ch'i* roll to activate the power. It provides a +1 Defensive Bonus for each success and raise as well.

Due to the nature of the power, your fu fighter might very well get drastically different results from the same gimmick weapon over time.

While almost anything is fair game, your hero can only use objects weighing up to 10 lbs. for each level she has in her *ch'i* Aptitude.

Hell's Thunderclap

TN: Opposed

Strain: 1

Speed: 0

Duration: Instant

Use this power immediately after your fu fighter makes a successful *fightin': martial arts* (unarmed) attack to his opponent's head. The attack can be the result of a called shot or just a lucky hit location roll—it doesn't matter.

Instead of causing damage, he flattens his palms and claps them over his opponent's ears. Not only does he set up a ringing in her ears, but he temporarily severs her connection to her ancestors, the source of her prosperity and good fortune.

Roll a contest of your hero's *ch'i* versus his foe's *Spirit*. She suffers a penalty equal to the amount by which your hero won the contest to all of her Trait and Aptitude rolls. This effect lasts 1d6 rounds, rolled secretly by the Marshal.

This power only effects living targets (human or not) that have a pair of ears your hero can easily clap his hands over. Undead are immune to its effects. This probably isn't your martial artist's best choice against a Maze Dragon, for example!

Warning: In some cases, the Marshal may have decided a character has been cursed by his ancestors. This most often happens when a Chinese person fails to engage in the rituals necessary to propitiate his ancestors. If your hero disrupts a character's ancestral curse, your *hell's thunderclap* level is applied as a positive modifier instead!

Jade King's Stance

TN: 5

Strain: 2

Speed: 1

Duration: 1/round

By striking the ancient and mystic pose of the Jade King, your hero can intimidate her enemies and make it difficult for them to attack her. This applies even to those inferior sorts who don't know the Jade King from a jackrabbit.

To activate this power, your hero must make a *ch'i* roll against a Fair (5) TN, but the higher she rolls, the better. While this power is active, any enemies wishing to attack your hero must make an Onerous (7) *Spirit* roll. That TN increases by +2 for every raise your hero gets on her *ch'i* roll.

If the opponent fails the roll, he is overcome by your character's awe and majesty and cannot attack directly. Indirect attacks, like causing an avalanche, stirring up a stampede, and the like are all fair game, however.

If he succeeds, he can attack but takes a negative modifier of -2 for every success and raise your hero got on the *ch'i* roll to activate the *Jade King's stance*. Again, if he chooses to make indirect attacks, he suffers no penalty.

As always, the Marshal has final say on what is direct or indirect.

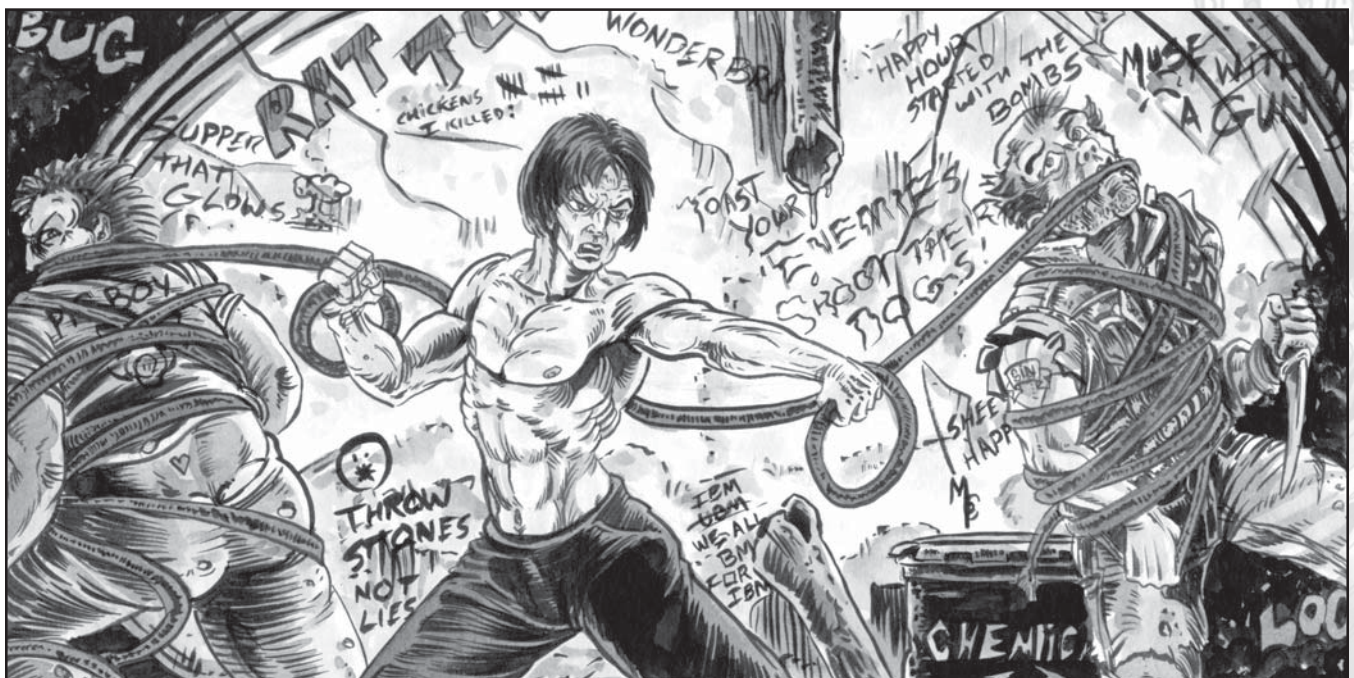
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Your fu fighter can speak and use other powers which don't require her to move in any way while *Jade King's stance* is in effect, but if she alters her pose in any way the effects of this power are immediately canceled. This includes taking an active defense or making any sort of *fightin'* or *shootin'* attack.

Jade King's Stance has one final use. While this power is active, your hero can use it to boost her *overawe* attempts against enemies within 30 yards. She adds +2 to her *overawe* total for each success and raise she got on her initial *ch'i* roll. All of her opponents must then roll *guts* against that number. This can be really handy for chasing off lynch mobs or a crowd of unruly mutants!

Regardless of the result or the number of folks she's cowed with her *overawe*, you can't gain a draw from the Fate Pot for achieving a *broken* result while using *Jade King's stance*. You've got to earn those chips the hard way, brainer!





Li finds himself facing a rowdy press gang looking to crew a ship to Lost Angels. He uses *Jade King's stance* to convince them to look elsewhere. He gets an 8 on his *ch'i* roll to activate the power. Any of the thugs trying to club him must beat an Onerous (7) TN on a *Spirit* roll to act against him. However, Li decides to take the offense and makes an *overawe* attempt against the group. He got only a single success on his *ch'i* roll, so he gets a +2 bonus to his roll to affect them. He rolls once for the entire group. Hopefully, the toughs aren't *that* tough!

Leopard and Her Cubs

TN: Special

Strain: 2 + 1/recipient

Speed: 2

Duration: 1/round

With this power, your enlightened hero can connect his *ch'i* energy with that of his companions in a field of

positive *juju*. It's often used by kung fu masters to aid their lowly students in a fight.

During a battle, choose any number of your allies and make a *ch'i* roll against a Foolproof (3) TN. The only catch is that the TN is increased by 2 points for every character you choose to include in the *ch'i* field. You have to choose at least one recipient by the way or the power fails.

If the roll succeeds, your hero has harmonized his *ch'i* with his chosen recipients, making them more resistant to damage. All those affected are treated as though they had a Size 8 when figuring damage; if a target already has Size 8 or larger, she only gets a bonus of +1 to her effective Size. The recipients don't actually grow larger, though, just tougher.

Your hero can include himself in this field and gain the benefits, but he must pay Strain and increase his TN by 2 just like he does for each other recipient. If he chooses to add himself in this fashion, he still must select at least one other person to harmonize with for the power to work. He can't activate it solely on his own.

A single person or group can only harmonize their *ch'i* with a single martial artist at a time. Any other attempts to use *leopard and her cubs* simply fail.

Mantis Pinch

TN: Opposed

Strain: 2

Speed: 0

Duration: 1/round

This particular attack does not cause damage, but instead hits critical nerve junctions and impairs the flow of *ch'i* energies through an opponent's body. By choosing which nerve junctions to hit, your hero can decide which of an opponent's Traits to temporarily put a hurtin' on.

To use *mantis pinch*, your hero must first make a successful *fightin': martial arts* attack. Then, pick a Trait and make an opposed *ch'i* roll against your foe's *Vigor*. For each success and raise you score, the opponent's die value in that Trait is reduced by one step. You can't reduce a Trait below a d4.

This reduction lasts for as long as your martial artist chooses to maintain *mantis pinch*—or until he runs out of Strain, whichever comes first.

Undead and other abominations are immune to this power.

Many Arms of the Spider

TN: 5

Strain: 1/attack

Speed: 0

Duration: Instant

Many Westerners aren't considerate enough to follow the unwritten rule that only one foe may attack you at a time—maybe because it's unwritten!

Many arms of the spider allows your hero to teach them some manners. With this ability he can crack multiple heads at once or one head many times.

He may activate this power on any of his Action Cards. Once activated, he may perform as many hand-to-hand attacks—with or without weapons—on that action as he has unused Action Cards. You must discard a number of Action Cards—highest first—equal to the number of attacks performed. Hole cards are considered your highest Action Cards, followed by the red Joker, by the way.

Your fighter may move up to his full remaining Pace to reach his opponents, but this power does not allow him any movement bonuses.

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Merciful Sparrow

TN: Opposed

Strain: 1

Speed: Vamoose

Duration: Instant

Is an opponent fixing to make a ranged attack on someone you'd rather not see perforated—including your hero? Well, *merciful sparrow* gives your martial artist the opportunity to intervene on their (or your) behalf!

With this handy ability, your hero can forfeit her next action—assuming she still has one this round—to kick or throw a nearby object between the opponent and his target, hopefully throwing off his aim.

You must be able to describe to the Marshal a suitable object that would logically be available to your hero. Sample objects might include floor tiles, rocks, tree branches, lengths of rope, spittoons, or even small woodland animals.

Roll a contest of your character's *ch'i* against her opponent's ranged weapon Aptitude. If your hero wins, the attack is blocked. If she fails, she still has to spend the Strain to make the attempt. Yes, that's an exception to the rule we mentioned earlier. She's still making the attempt, so, like *devastating ape strike*, she still pays all of her Strain up front.

The maximum die type this power can block is d12, no deflecting cannon balls! The power also only works against actual physical missiles; your hero can't block *soul blasts* with it.

Mind of Quicksilver

TN: 9

Strain: 3 + cost of copied power

Speed: 1

Duration: 1/round + special

When it comes to martial arts abilities, your fu fighter is a fast study. Her masters trained her to carefully observe other fighters and pick up their tricks.

Whenever she sees a character using a *ch'i* power or martial arts maneuver in an actual, we're-in-genuine-danger-here fight, she may use an Action Card to make a *ch'i* roll. If she succeeds, she gains the use of that special ability until she stops paying the Strain to maintain it. If she copies a *ch'i* power that has a cost to maintain it, she must pay that cost in addition to the 1 Strain/round for *mind of quicksilver*.

As a bonus, your hero can learn any power she copies through *mind of quicksilver* without having to find a sifu. She still has to pay the Bounty Points, but she can do so without having to find a teacher.

Monkey Goes to the Mountain

TN: 3

Strain: 3

Speed: 1

Duration: Instant

Your fu fighter can travel great distances in the course of a single action. Although it looks like he's literally flying, in actual fact he's leaping.

He has to occasionally touch down on objects as he leaps, although these objects don't have to be strong enough to support his weight normally. They can be treetops, branches, or lampposts, for example.

Doing this requires a *ch'i* roll against a base Foolproof (3) TN. That allows your martial artist to cover up to 5 yards up, down, backward, or sideways. The TN increases by +2 for every 5 yards (or fraction thereof) beyond the first 5 yards. If you succeed in the *ch'i* roll, he covers the distance and looks good doing it.

If you fail the *ch'i* roll, he runs out of juice in mid-leap and comes crashing back to Buddha's green earth. For each point of difference between the actual result and the Target Number, he takes 1d4 Wind. To keep him on his feet, you've got to also make a *Nimbleness* roll against the amount of Wind taken.

If your hero goes bust on the roll, he takes the damage above, lands flat on his back, and he has to make a *Vigor* roll against the amount of Wind he lost or be stunned!

Palm of Prevention

TN: 5

Strain: 2

Speed: 1

Duration: Instant

This power is especially preferred by pacifist monk-types. They use it to humiliate evildoers without actually hurting them. Although it makes for good karma, it also means the fu fighter has a lot of honked off bad guys gunning for him. Of course, if the humiliated evil ones persist in their wicked ways, there is nothing to prevent your martial artists from using other powers to put a holy slap down on them.

Using openhanded slaps, lightning-fast holds, and the occasional downright sneaky trip, your hero throws her opponent about, preventing him from taking hostile action against her or anyone else. She does no actual physical damage to her opponent with these maneuvers. His pride, on the other hand, may be severely injured.

Your martial artist must spend an action preparing *palm of prevention* before actually attacking her foe. Once she's ready, she must be within hand-to-hand range of her opponent. Make a normal attack with her *fightin': martial arts*. For each success and raise scored, her opponent loses his next remaining Action Card. Hold cards go first, by the way.

If, as the result of a single use of *palm of prevention*, her opponent is reduced to zero actions for a round—he must have had actions to lose in the first place—your fu fighter may immediately make an *overawe* roll against him. This does not cost her an action. On a broken result, her opponent is demoralized and decides to withdraw from combat. Other results have the normal consequences.

Should your martial artist—or anyone else—attack your foe while he retreats, the effect is canceled, and he may freely attack once again.

Plug the Hourglass

TN: 7

Strain: 2

Speed: 1

Duration: Instant

Heroes with this power can actually stop the flow of time! Okay, maybe it's not quite that powerful, but that's what it seems like to the fu fighter.

Invoking this power temporarily accelerates the hero's brain and senses, allowing him to process and evaluate information much more quickly. To the martial artist, it actually seems as if time has stopped for a few moments allowing him to analyze his opponent's stance and defences and actually plan his next strike.

This gives the hero a +4 bonus to hit his opponent with his next hand-to-hand attack. This bonus is increased by +2 for each raise your brainer gets on his *ch'i* roll.

This attack must take place on the Action Card immediately following the one on which *plug the hourglass* was used. That means if the power is used on a 9 of Spades, the attack must be launched on the 9 of Hearts. Since it's pretty hard to come up with consecutive Action Cards, *plug the hourglass* is normally used with a sleeve card just before one of the martial artist's regular cards comes up.

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Righteous Reversal

TN: Special

Strain: 2

Speed: Vamoose

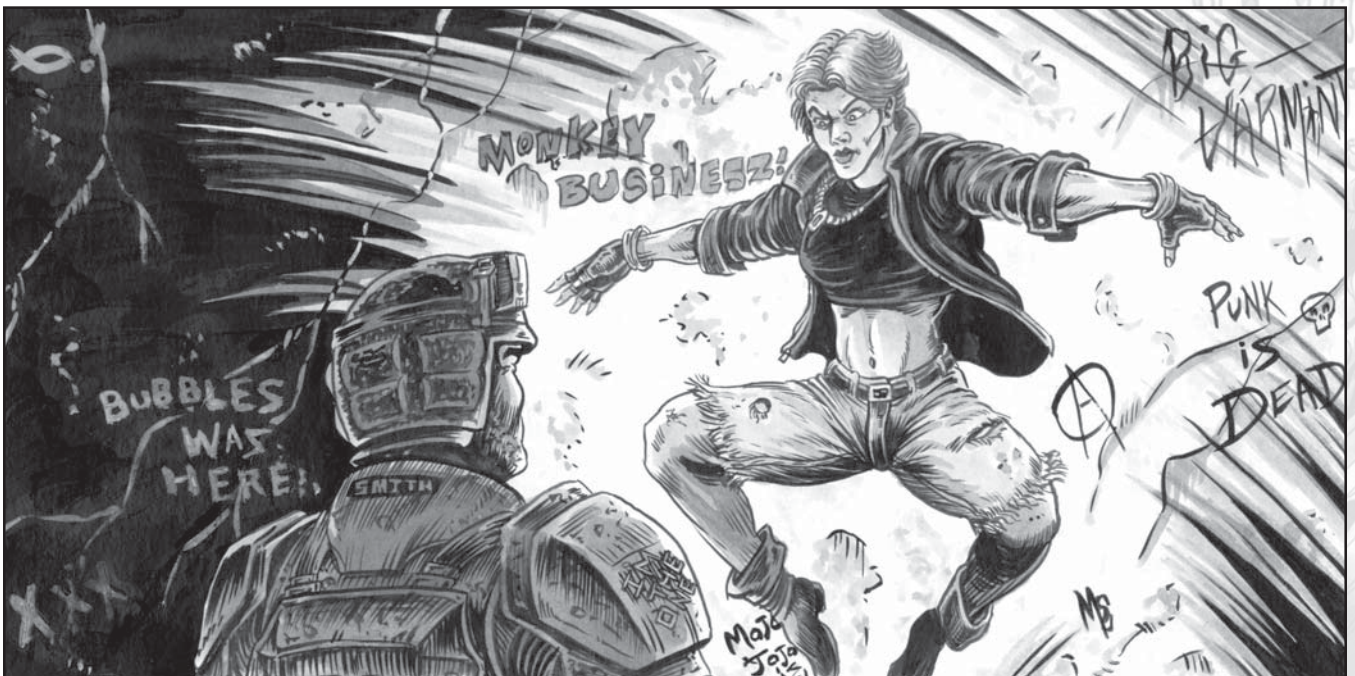
Duration: Instant

Your hero's *ch'i* is so strong that she can inflict a form of supernatural retribution on anyone rude enough to attack her!


Whenever your fu fighter is forced to make a stun check, if she has any Action Cards remaining, she may use this power to force her attacker to make the stun check instead.

Make a *ch'i* roll against the usual stun check TN for the wound your hero just received; however, you must add +1 to the TN for every 10 yards between your character and her target.

If your waster succeeds, the target must make the stun check instead of her. The TN for her opponent's *Vigor* roll is Fair (5), but with a +2 for every raise your hero got on her *ch'i* roll. If her adversary fails the stun check, he must make a recovery roll versus the same TN before he can take any other action.



Be careful, though—*righteous reversal* is not without its dangers. If your brainer fails the *ch'i* roll, she's stunned as normal and suffers an additional 1d6 Strain!

 An inconsiderate gunslinger wings Li Ho for a Heavy wound. Hoping to show the pistolero the error of her ways, Li uses *righteous reversal*. The target is 15 yards away, so Li's TN is a 9 (7 for the wound, +2 for range). He makes the roll with a 15. Li Ho avoids the stun from the wound, and, since he got a raise, his opponent must now make an Onerous (7) *Vigor* roll or be stunned herself.

River Flows Uphill

TN: 5

Strain: 1

Speed: Vamoose

Duration: Instant

Even the greatest fu-masters can't avoid every single hit. With *river flows up hill*, they at least get a say in where an unavoidable blow lands. Sometimes that makes all the difference between life and death.

When he is hit in combat, your hero can use this power to change the location of the damaging hit—and no, he can't move the location completely off his body! He must sacrifice his highest Action Card to do this. If you have no actions remaining, you can't use this power.

Once *river flows uphill* is activated, you can modify the hit location roll in either direction by 2 points for every success and raise your hero got on his *ch'i* roll.

Unfortunately, this power has no effect on called shots. It only works when an opponent is relying on luck to place the blow in a soft spot!

This power only works against hand-to-hand attacks; it does nothing to effect ranged attacks.

Seize the Pearl of Death

TN: Special

Strain: 2 + 1/missile caught

Speed: Vamoose

Duration: Special

Some martial artists prove the hand is not only faster than the eye, but even faster than a speeding bullet! If your hero is being attacked by a bullet or hurled ranged weapon, she can spend her highest Action Card to use this special active defense.

While using *seize the pearl of death*, it doesn't look like she's vamoozing. Instead, she's standing her ground and plucking any arrows, bullets, spears, or the like out of the air as they whiz towards her.

Announce your character's intention to use *seize the pearl of death* as soon as she's been hit, but before hit location or damage has been rolled. Make a *chi* roll against a Target Number based on the amount of damage dealt by the missile. See the table at the end of the power's description for details.

If she succeeds, she catches the bullet or other missile and is unharmed. If she fails, roll a d6. If it comes up odd, she takes full damage to her right hand (left, if she's a southpaw) in addition to taking full damage to the rolled hit location.

If your martial artist catches a bullet or other missile, she may immediately throw it back at an enemy. For most weapons, she uses *throwin': balanced* or *unbalanced* according to the missile. By the way, arrows are considered unbalanced for the purposes of this power. On the other hand, if it's a bullet, she specifically needs *throwin': bullet* to toss it back.

The returned weapon has a Range Increment of 5, regardless of its original one, and does its full normal damage. That's right—a Sharps Big .50 does 4d10! Missiles that do damage based on the wielder's *Strength* use your martial artist's *Strength* as a base.

The table below lists the TNs based on the damage die type of the missile. For weapons based on *Strength*, use the bonus die type, not the wielder's *Strength* when possible. If the weapon does not have a bonus die type, use the TN for d4s.

Your hero can continue to use this power until her next Action Card, or the beginning of the round, whichever comes first. She has to make a *ch'i* roll for each missile so caught, but she must only pay an additional 1 Strain for each of these. Once her next Action Card comes up or the round ends, she must pay 2 Strain to reactivate it, however.

Finally, your hero can't catch missiles created by a hex, spell, or other magic—no snagging *bolts o' doom!*—and she can't catch weapons with a die type of greater than d12.

This power was a favorite of many covert sykers because it allowed them to operate undercover without body armor or the obvious glow of the *shield* power. Many of the sykers who are still alive today owe their lives to this handy power.

Seize the Pearl o' Death

Missile Die Type	TN
d4	3
d6	5
d8	7
d10	9
d12	11

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The Serpent's Embrace

TN: Opposed

Strain: 2

Speed: 0

Duration: 1/round

Mantis pinch uses pressure points to disrupt an opponent's *ch'i* and weaken his body as a whole. *The serpent's embrace* uses those nerve junctions to cause a foe's muscles to constrict uncontrollably, immobilizing an entire limb.

Your fu fighter must make a successful attack against a human opponent's arm or leg, taking into account the usual modifier for a called shot. If he hits, immediately make an opposed roll of your hero's *ch'i* against your opponent's *Vigor*. If your martial artist wins, the limb goes numb and the victim can't use it for as long as your hero maintains *the serpent's embrace*.

This power has no effect on undead or any nonhuman creature, natural or otherwise. Their pressure points either don't work (in the case of the undead), or are different enough that your hero



lacks enough knowledge of them to make the power work correctly—the ch'i flow of a Maze dragon is much, much, different than that of a human being.

Finally, a victim can suffer only from the effects of a single *serpent's embrace* at a time.

The Slithering Eel

TN: 7

Strain: 2

Speed: 1

Duration: 1/round

Your hero can wrap a rope or other flexible cord around an opponent so that it entangles him. She can use just about anything from a belt to thick shipping rope, but she needs at least 3' of line, leather, what have you, to bind up a single opponent like an unraveling mummy.

Your waster doesn't tie the rope up or anything, she just runs up to a foe and uses her superior speed and manipulation abilities to wrap him up tightly.

If the attack hits, your hero's opponent is entangled in the rope and completely incapable of attacking or using any skill which requires the use of his arms or legs. This lasts until he takes an action to free himself of the rope.

At that point, make an opposed roll, your hero's *ch'i* versus the foe's *Nimbleness*. If he wins, he wriggles free.

If your waster has enough rope, and her opponents are within 3' or so of each other, she can entangle more than one brainer with this power. Your hero can catch one goon for every success and raise she gets on her *ch'i* power to activate *the slithering eel*. Each trapped opponent may attempt to get free on his own actions. If one gets free, all of the trapped thugs are freed.

If your hero stops maintaining the power the victims free themselves automatically.

Smoke Parts for Iron

TN: 9

Strain: 3

Speed: 2

Duration: 2/round

All the fu in the world is useless if your hero's enemy can only be hurt by magic. Well, all the fu except for *smoke parts for iron*. This handy power lets the martial artist channel his ch'i right to his fists and feet, making them, in effect, magical weapons capable of inflicting damage on supernatural critters.

As long as he maintains *smoke parts for iron*, he can affect beings normally immune to physical damage with his bare-handed (and -footed) attacks. If his opponent requires some special act or weapon to put it down for good, his pummeling *won't* send it to Boot Hill, although he may be able to temporarily drive it away or even pound it senseless. In other words, if your martial artist is facing a hangin' judge, he might chase it off, but don't expect to beat it to death!

Also, be warned that some creatures are immune to even magical attacks and only a very specific weakness can cause them harm. Apparitions are a good example of this, so don't go trying to start a fist fight with a ghost! As a rule of thumb, if *soul blast* affects the creature, *smoke parts for iron* does as well.

While your fu fighter can't use weapons with this power, he can combine it with martial arts maneuvers or other ch'i powers, like *fury fans the flame* or *ten-foot punch*.

Step Back to Ward Off Monkey

TN: 5

Strain: 2

Speed: 1

Duration: 1/round

Step back to ward off monkey is useful when your hero is being shot at, or when deadly objects are being chucked in his direction. It's a series of maneuvers which confuse the human eye, causing it to misjudge his location.

Once activated, the Target Numbers of all of his opponents' ranged attacks are increased by +2 for each success

and raise your martial artist got on his *ch'i* roll to activate the power. This even includes magical attacks that require an attack roll to hit the target, like *soul blast* or *bolts o' doom*.

Ten-Foot Punch

TN: 7

Strain: 3

Speed: 1

Duration: 2/round

Your hero's kung fu is so powerful she can beat on an opponent many feet away from her. With *ten-foot punch*, she can use her *fightin': martial arts* aptitude to attack opponents who are outside of normal hand-to-hand range—which can be pretty handy since so many folks in the Weird West are packing six-shooters!

The exact distance at which she can perform this feat depends on her *ch'i* roll. Her attacks affect targets up to 10 yards away for each success and raise she receives on her *ch'i* roll.

She can only use bare-handed (or barefooted) attacks with this power, although she can couple it with other powers like *devastating ape strike* or *fury fans the flame*.

Thunder Strums the Pipa

TN: 5

Strain: 1

Speed: 0

Duration: Instant

When your hero strikes an opponent in hand-to-hand combat, he may use this power instead of causing normal damage. This allows him to land a flurry of lightning-fast blows designed to sap his opponent's strength.

Roll normal brawling damage for your martial artist—including the bonus 1d6—but for every success and raise your hero gets on the *ch'i* roll to activate this power, add +1d4. Your opponent then rolls a *Vigor* check against that total and takes Wind equal to the amount by which she fails, if any.

She must also make a *Vigor* roll against a Fair (5) TN, +2 for every raise your martial artist got on his *ch'i* roll. If she fails, she's stunned and can't take any action until she recovers by rolling against that same TN.

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Tiger Shakes Its Mane

TN: 7

Strain: 2

Speed: 1

Duration: 1/round

Your hero has learned to manipulate the flow of *ch'i* energy through her body, allowing her to shake off the effects of pain and shock easier than regular folk. Whenever she is stunned, she may take an action to activate this power and automatically shake it off without making a *Vigor* roll.

As long as she maintains *tiger shakes its mane*, she may also ignore one level of wound penalties for each success and raise she got on the *ch'i* roll to activate it.

Veins of Iron

TN: 5

Strain: 1

Speed: 1

Duration: 1/round

Through his mastery of his *ch'i* and his own physical body, your martial artist is able to weather physical abuse better than the average cowpoke. He can't actually avoid wounds with *veins of iron*, but he can minimize the short term effects.

While this power is active, your hero can subtract 5 Wind for each success and raise he gets on his *ch'i* roll from any he suffers from wounds or the like. He still loses Wind normally from picking up the pace or severe weather conditions, and so forth.

And yes, this does make him one bad dude in a regular brawl!

Vengeance of Angry Monkey

TN: 5

Strain: 1

Speed: 0

Duration: Instant

Your hero has learned to mimic the vicious attack of an enraged monkey; however, instead of hurling merely fruit

or, uh, other things, she can turn nearly any small handheld item into a deadly missile.

The missile does her *Strength*, plus 1d6 damage for every success and raise she gets on her *ch'i* roll.

To hit, she uses her *fightin': martial arts*, but based on her *Deftness* Trait instead of *Nimbleness*. It has a Range Increment of 5 and a maximum range of five times her *ch'i*.

She can slap, headbutt, kick, or otherwise chuck the item at her foe; she's not limited to simply throwing it. The chosen item can weigh no more than 5 lbs. for each level of her *ch'i* Aptitude.

Venom Punch

TN: Opposed

Strain: 3

Speed: 1

Duration: Special

This power gives an opponent something to remember your hero by—and not fondly. When your hero punches an opponent with his bare hand (or, if he prefers, kicks her with his bare foot), he may introduce a small amount of his own *ch'i* energy into her system. His *ch'i* acts as an irritant, in effect becoming a poison that causes increasing harm to his victim over a period of time.

Your hero must spend an action concentrating his *ch'i* before attempting to use this power. Once activated, the attacking hand or foot crackles with visible chi energy. Use *fightin': martial arts* to hit the target as usual. For this power to work your hero must be able to penetrate your foe's armor level—if any.

If the attack hits, make an opposed roll of your hero's *ch'i* versus his foe's *Vigor*. If your brainer wins, he does his normal martial arts damage. However, the target also takes an additional 2d6 to the guts as your waster's *ch'i* energy begins to invade her system. The *ch'i* energy continues to burn in his foe's

guts for an additional round for each success and raise he received on the opposed roll.

As it lingers, it grow in intensity, gaining a die type each successive round. With a simple success, it burns one additional round, doing another 2d8 to her guts; with a raise, the damage lasts for two additional rounds, causing 2d8 the first round and 2d10 on the second. The maximum die type of damage caused by venom punch is 2d12, but that should be plenty sufficient to take out all but the toughest opponents!

If the attack misses, the chi energy dissipates and is lost. Your martial artist must spend another action to refocus it, but he doesn't lose any Strain. If he loses the opposed roll, though, he does lose the Strain, even though his opponent isn't affected.

Normal western medicine does squat against the effects of a *venom punch*. Even magical healing like *lay on hands* or the *medicine* favor is too slow to cancel a *venom punch*; however, a character with the *medicine: Chinese traditional* Aptitude can stop the effects of a *venom punch* by treating the victim for a round and beating a Hard (9) TN.

Wind Blows Over the Earth

TN: 5

Strain: 1

Speed: 0

Duration: Instant

If your hero successfully hits a foe using *fightin': martial arts*, she can elect to throw him a fair distance instead of doing damage to him. For each success and raise scored on her *ch'i* roll, your brainer can throw her opponent three yards. Unless she throws her opponent off a cliff or into a pit of alligators, he doesn't suffer any damage. He does take 1d6 Wind for each success and raise she got on the *ch'i* roll.

He's also knocked down and must make a stun check against a Fair (5) TN +2 for each raise your hero got on her *ch'i* roll. In those cases where the opponent *is* thrown onto or into something which may cause damage, it's up to your Marshal to determine how much damage is caused.

The Marshal's Handbook







Chapter Four:

The Art of War

History

Colonel Greene got pretty much everything right on target in his briefings. His theory about the Reckoners using the armies of the world to do his dirty work was correct. One thing he didn't know about, however, was the existence of Operation Damocles. The Tenth Group was created to staff Operation Damocles, and its members were farmed out to the various installations across the US just one week before Judgment Day. .

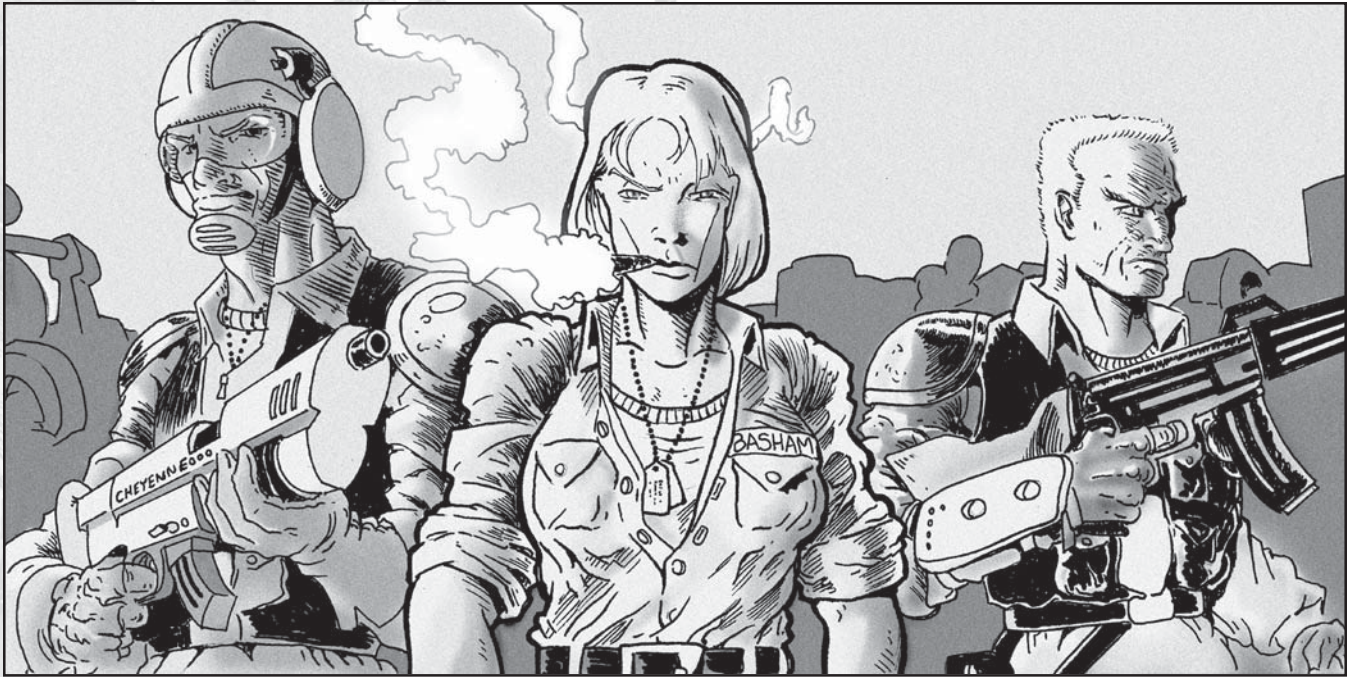
Operation Damocles

This was an example of a good idea gone wrong when done in haste. The teams were hastily trained and cryogenically frozen in their bunkers before equipment could be found to supply them. The Damocles soldiers went to sleep expecting to wake up fully supplied with weapons, vehicles, and equipment to help the survivors of the disaster rebuild their shattered

nation. Unfortunately, the War had stripped most warehouses bare, and the Damocles command was unable to stock all of the teams before the bombs fell. Another disaster befell the Operation when a minion of Pestilence moved through the area of the Central Command bunker, wiping out all the monitoring personnel within two months of Judgment Day.

Operation Oops!

This means that instead of waking up five years after the War with a bunker full of equipment these cryo-soldiers find themselves in a strange New World with a few possessions. Several bunkers have been looted by scavenger gangs, who have either killed the sleepers in their tubes, or left them in suspended animation to awaken from a random signal from their computer to an empty bunker. The tubes in a few bunkers have malfunctioned, turning their occupants into mummified popsicles.



The Sword of Damocles

Unfortunately, one team in Minnesota has actually started their own empire, ruling the region by force and abandoning their original orders in favor of their own version of a New World Order.

The warlord wannabes are led by Major Amy Basham, a hard-case veteran who spent most of her career in the steaming hellholes of Central America. These experiences fueled her bloodlust and led her to the conclusion that the US was an empire just waiting to fall, and that she had the vision to build a better system. Damocles has provided her with the perfect opportunity (so much for psychological screening tests).

Major Basham is assisted in her empire building by a team of six other Operation Damocles soldiers who act as her lieutenants (there were four other

soldiers in the bunker with Basham and her enforcers, but they met with unfortunate accidents once they made it clear they weren't interested in becoming ruthless fascist dictators).

Profile: Major Amy Basham

Corporeal: D:3d10, N:2d8, Q:2d10, S:1d8, V:3d10

Climbin' 3d8, dodge 3d10, drivin': car, hover 3d8, fightin': brawlin', knife 5d8, shootin': rifle, pistol, SMG 4d10, sneak 4d8

Mental: C:3d10, K:4d8, M:3d12, Sm:2d10, Sp:2d12

Academia: occult 3d8, area knowledge: Central America 3d8, guts 3d12, language: Spanish 4d8, leadership 6d12, overawe 5d12, persuasion 5d12, professional: military 2d8, search 4d10, survival: jungle 5d8

Edges: Operation Damocles soldier, rank 2, the stare, tough as nails 1, the voice (gratin')

Hindrances: Don't get 'er riled, mean as a rattler, loco (megalomaniac) -3, yearnin' (build own empire) -5

Pace: 8

Size: 6

Wind: 21

Equipment: Infantry battlesuit and helmet, NA M-42 with 3 full clips, S&W Model 85, large knife, M-124 Liberator IFV

Profile: Basham's Enforcers

More than one of these goons is looking to be the next person in charge. Basham is aware of their plans (at least some of them) and plays each of her subordinates off against the others.

Corporeal: D:3d8, N:2d8, Q:2d10, S:3d8, V:3d10

Climbin' 3d8, dodge 2d10, drivin' car, hover 4d8, fightin' brawlin', knife 5d8, shootin' rifle, pistol, SMG 4d8, sneak 5d8

Mental: C:4d8, K:4d8, M:3d8, Sm:2d8, Sp:2d8

Academia: occult 3d8, area knowledge: Minnesota 3d8, guts 3d8, leadership 4d8, overawe 4d8, professional: military 2d8, search 4d8, survival: woods 3d8

Edges: Operation Damocles soldier, rank 2

Hindrances: Yearnin' (build own empire) -5

Pace: 8

Size: 6

Wind: 18

Equipment: Infantry battlesuit and helmet, NA M-42 with 3 full clips, and a large knife

The Prowling Tigers

The town of Platina has about 40 inhabitants, not including Colonel Li and his 20 surviving Tigers. The Prowling Tigers, who numbered around 40 when they first arrived in the town, are the settlement's guardians and rulers. Colonel Li is a strict, meticulous man who does not like to be contradicted, but he is also a fair man. He holds both his soldiers and the townspeople to the same tough code of conduct to which he holds himself.

The town of Platina is one of the most orderly places heroes are likely to find in the Wasted West. The entire town has been cleaned up. There is not a single piece of rubble or debris to be found on the streets and all of the buildings have a fresh coat of paint. The inhabitants all bathe on a regular basis and the Tigers are probably the only combat unit that spit shine their boots on a regular basis. Some people grumble about all of the work that

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goes into keeping the place spiffed up, but this emphasis on cleanliness has had the effect which Colonel Li hoped for: There's an air of hope and optimism on the pristine streets of Platina that is sadly lacking elsewhere. The Fear Level in this settlement is only 2.

The Prowling Tigers live up to their name. They prowl the area around Platina looking for biker gangs, bandits, and abominations. Simply being one of these is a capital offense in Colonel Li's book—and the Tigers tend to shoot first and not ask questions! This could lead to a potentially hostile first encounter between the soldiers and the posse.

After 13 years in North America, most of the Tigers speak English well, but when greeting strangers they pretend to speak only Chinese so they can listen in on the newcomers' conversations.

The soldiers have two Type 47 APCs they've managed to keep running over the years. They've named them "Howling Dog" and "Diving Sparrow." One of these vehicles usually accompanies them on patrol, while the other remains behind to guard the village.

Shang Yin

One of the secrets to the town's success is an old man named Shang Yin. He's very old—231 years old, to be exact. Yep, that's right, he was born in 1863—the year of the Reckoning. He's also an honest-to-Buddha Chinese sorcerer.

Shang Yin does not flaunt his powers. All visitors to the town usually see of him is an old, slightly-hunchbacked, Chinese man wearing traditional clothing. When Colonel Li entertains guests, Yin normally acts the part of a servant, waiting tables, refilling glasses, and such, while he sizes up the visitors. After dinner, he meets with the Colonel and compares notes. Colonel Li is aware of Shang Yin's powers and greatly respects the old man's advice.

Besides aiding in the defense of Platina, the sorcerer also acts as a screener for the Ho Temple, a martial arts training facility established by Chung Min Liao, one of the Chinese masters who survived the war. He reveals this to any posse member who expresses interest in learning the martial arts and appears to be a suitable candidate. If the hero wishes to pursue this, Yin spends the next few days asking the brainer all sorts of cryptic questions and sending her on all types of nonsensical errands. The hero's answers or success at the errands are not particularly important, the sorcerer is testing her patience. If the hero becomes angry or impatient, she is told that she is not a suitable candidate.

If a hero is accepted, it's up to you Marshal, how you want to handle it. Simply learning the basic martial arts can take months, advancing to the enlightened level can take easily a year or more. Unless you want to run a campaign centered around the school, we suggest that the character simply disappear for awhile and reappear when her training is finished. Make sure you make it clear to the player that her character may be gone quite some time. The player also needs to be able to pay for her new Edges, as well.

Shang Yin also likes to wander the hills around Platina, playing the part of an old man in distress. Those who help him, he blesses; those who turn their backs on him or try to take advantage, he curses. Anyone who attacks him simply ends up dead.

Profile: Lt. Colonel Weng Li

Corporeal: D:2d8, N:3d10, Q:3d8, S:3d6, V:3d10

Climbin' 4d10, dodge 4d10, drivin': car, tracked 3d10, fightin': martial arts 5d10, shootin': rifle, pistol 4d8, sneak 4d10

Mental: C:3d10, K:4d8, M:2d10, Sm:4d8, Sp:3d10

Academia: occult 3d8, area knowledge: NorCal 3d8, guts 3d10, language: English 4d8, leadership 5d10, overawe 5d10, persuasion 2d10, professional: military 4d8, search 2d10, scrutinize 4d10, survival: desert, jungle 4d8

Edges: Martial arts training, rank 2, the stare

Hindrances: Habit (immaculate dresser) -2, scrawny

Maneuvers: Disarm, flying kick, get up, spin kick, sweep

Pace: 10

Size: 5

Wind: 20

Equipment: Helmet, M-92 with 4 full clips, ornate Chinese sword, riding crop

Description: Colonel Li is a short (5'3"), dapper Chinese man. He is always dressed in a uniform that looks as if it was pressed only minutes before and his boots are buffed to a mirrorlike shine. When irritated, the Colonel taps his leg with his riding crop (and those around him usually find a reason to be elsewhere).

Profile: Prowling Tigers

Corporeal: D:3d6, N:3d8, Q:3d8, S:3d6, V:3d8

Climbin' 3d8, dodge 4d8, drivin': tracked 3d8, fightin': martial arts 4d8, shootin': rifle, machinegun 5d6, sneak 4d6

Mental: C:3d6, K:2d6, M:2d6, Sm:3d6, Sp:2d8

Area knowledge: NorCal 3d6, guts 2d8, language: English 2d8, overawe 3d6, professional: military 2d6, search 3d6, survival: desert, jungle 3d6

Edges: Martial arts training

Hindrances: Intolerance (bandits)

Maneuvers: Disarm, get up, spin kick, throwin' (people)

Pace: 8

Size: 6

Wind: 16

Equipment: Helmet, armored vest, SK-70 or M-10 with 3 full clips, and 1 frag grenade

Description: The Prowling Tigers are some of the most spit-and-polish soldiers to be found in the Wasted West. While not as immaculately dressed as their colonel, the Tigers' uniforms are always neat and their equipment is well-maintained.

Profile: Shang Yin

Corporeal: D:3d10, N:3d10, Q:4d12, S:3d8, V:2d10

Climbin' 5d10, dodge 5d10, fightin': martial arts 7d10, ridin' 5d10, sneak 6d10

Mental: C:4d10, K:4d12, M:3d10, Sm:3d12, Sp:5d12

Area knowledge: Many 4d12, ch'i 7d12, guts 5d12, language: English 3d12, overawe 6d10, scrutinize 5d10, search 5d10, survival: All 4d12

Edges: Arcane background: sorcerer, martial arts training, enlightened

Hindrances: Big britches

Maneuvers: Disarm, flying kick, get up, ground fighting, spin kick, sweep, throwin' (people)

Pace: 10

Size: 6

Wind: 22

Special Abilities:

Blessing: Shang Yin can bestow a blessing upon those he chooses. This takes only an action. The recipient of the blessing receives a +2 bonus to all Aptitude rolls. This blessing lasts until the next new moon. (If you have no idea when this is, it lasts 1d20 days.) All of the Prowling Tigers have been blessed.

Curse: The sorcerer can likewise curse anyone who cheeses him off. The curse inflicts a -2 modifier to

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all Aptitude rolls. The curse also lasts until the next new moon (or 1d20 days).

Immunity: Shang Yin takes only half damage from normal weapons.

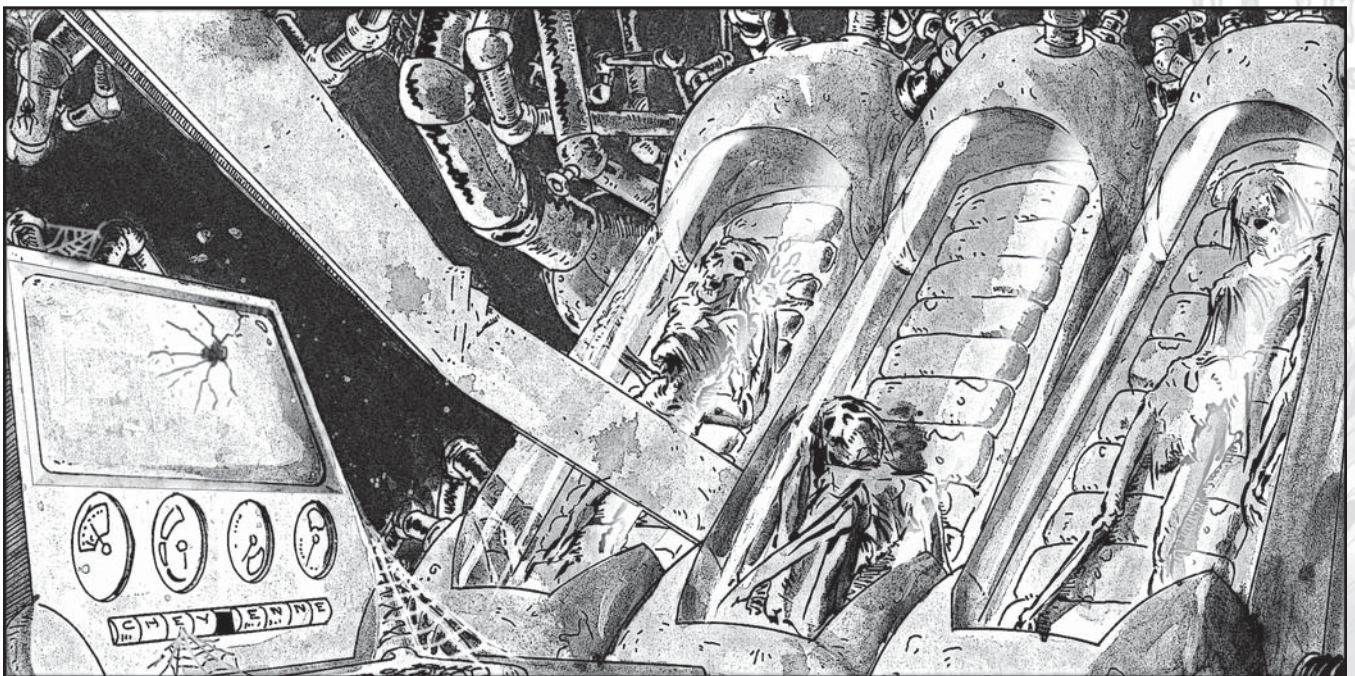
Lightning: The sorcerer can shoot bolts of lightning from his palm. These bolts have a ROF of 1 and Range Increment of 10. They do 3d8 damage, plus 1d8 for each point of Wind Shang Yin spends.

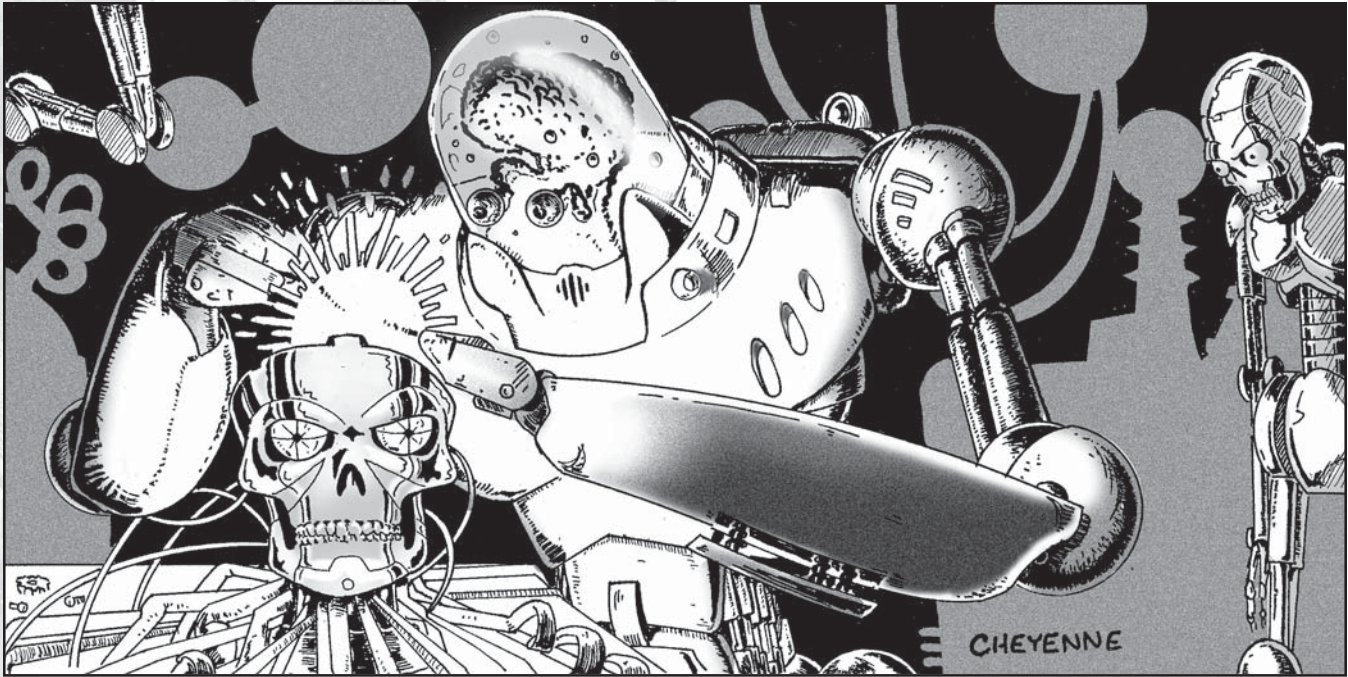
Martial Arts: Devastating ape strike, dragon's claw, fury fans the flame, merciful sparrow, palm of prevention, seize the pearl o' death, ten-foot punch, wind blows over the earth

Weakness: Shang Yin takes full damage from silver weapons.

Equipment: Traditional Chinese clothing, staff

Description: Shang Yin appears as an old man, bent with age. He has long white hair and a long beard. He has a small hump on his back that appears to pain him occasionally. This hump is actually a malformed face—the face of his twin brother whom he devoured while in the womb.





LatAm Troopers

There are numerous survivor communities throughout SoCal, southern Arizona, and southwestern Texas that are host to LatAm troops. As Colonel Greene observed, some are willing hosts, while others are ruled at gunpoint. In general, in areas in which the Latin community felt itself to be the target of discrimination and racism, the LatAm soldiers were welcomed as liberating heroes. In other areas, the Latin-Confederates were as loyal as any other Southern citizens and they resisted the LatAm invaders tooth-and-nail.

The two largest LatAm colonies are in Ajo, Arizona and Alpine, Texas. Alpine is controlled by a group of about 30 Argentinian soldiers that call themselves Los Guardiánes de la Gente (The Guardians of the People). They serve as the town's protectors. This group is led by a young Argentinian army officer named Teniente (Lieutenant) Juan Garcia.

In contrast, Ajo is ruled with an iron fist by a mixed group of Brazilian, Mexican, and Peruvian soldiers sprinkled with a handful of Confederate troopers. These sadists force the townspeople to wait on them hand and foot. Raiding parties from this town often attack nearby settlements and carry people off into slavery. The harsh conditions in town mean that the lifespan of the average slave is fairly short, so the conquistadores of Ajo also trade for slaves with many of the areas biker gangs.

Ajo is ruled by a mean SOB named Coronel (Colonel) Raul Rodriguez. His men simply call him El Jefe. The people who live under his iron heel call him El Bestio (the Beast).

Juan Garcia

Garcia had just received his commission as a subteniente (second lieutenant) when he was shipped north to fight on the Mexican Front. His bravery on the battlefield quickly won him a promotion and earned him the respect of his men. Due to heavy casualties among the officers above, he soon found himself commanding an entire company. When the bombs fell, he rallied his soldiers together and kept them alive while civilization disintegrated around them.

Garcia is a humble man who takes his responsibility to his troopers and the people they protect very seriously. The burden of his position has given him a serious manner. Despite his somber attitude, his good looks and dashing attitude on the battlefield has made him a favorite of the señoritas in Alpine.

Profile: Teniente Juan Garcia

Corporeal: D:2d8, N:3d8, Q:3d8, S:3d6, V:3d8

Climbin' 2d8, dodge 3d8, drivin': car, tracked 3d8, fightin': sword 4d8, shootin': rifle, pistol 4d8, sneak 4d8

Mental: C:2d10, K:2d8, M:3d10, Sm:3d8, Sp:2d8

Area knowledge: Southwestern Texas 3d8, guts 4d8, language: English 4d8, leadership 4d10, overawe 3d10, professional: military 4d8, scrutinize 4d10, search 3d10, survival: desert, jungle 3d8

Edges: Brave, purty, the voice (soothing)

Hindrances: Intolerance (bikers), stubborn, superstitious

Pace: 8

Size: 6

Wind: 16

Equipment: Helmet, armored vest, Fusil-20 with 2 full clips, P-38 with 2 full clips, officer's sword

Description: Juan is a handsome Hispanic man. He wears a custom-fitted uniform complete with a ceremonial officer's sword he uses to rally his troops in battle.

Coronel Rodriguez

Rodriguez served as a supply officer in the Mexican Army. He used his position to divert equipment intended for frontline troops and sold the stuff on the black market. Years of indulging his every vice have left him dangerously overweight and in failing health. He rules Ajo as an iron-fisted dictator and accepts no challenges to his orders. Anyone he perceives as a threat is eliminated by his personal bodyguards.

Rodriguez spends most of his time smoking thick cigars (a very expensive luxury in the Wasted West) and enjoying the pleasures of his "harem."

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Profile: Coronel Raul Rodriguez

Corporeal: D:3d6, N:2d4, Q:2d6, S:3d8, V:3d6

Climbin' 1d4, drivin': car 3d4, fightin': brawlin' 2d4, shootin': rifle, pistol 4d6

Mental: C:3d8, K:2d6, M:4d8, Sm:3d8, Sp:2d8

Area knowledge: Arizona 3d6, language: English 2d8, overawe 5d8, scrutinize 4d8, search 3d8

Edges: Thick-skinned, the stare, the voice (threatening)

Hindrances: Big 'un -2, bloodthirsty, mean as a rattler

Pace: 4

Size: 8

Wind: 14

Equipment: P-38 with 2 full clips, large knife,

Description: Rodriguez is an obese man who sweats heavily in the Arizona heat. He has a long, thick beard that is filled with food crumbs and ashes from his cigars. He wears an ill-fitting, sweat-stained uniform. He carries a pistol that he often uses against anyone who crosses him.

Profile: LatAm Trooper

Corporeal: D:3d6, N:3d6, Q:2d8, S:3d6, V:3d8

Climbin' 2d6, dodge 3d6, drivin': car, tracked 3d6, fightin': brawlin', knife 4d6, shootin': rifle, machinegun 3d6, sneak 2d6

Mental: C:3d6, K:2d6, M:2d6, Sm:3d6, Sp:2d8

Area knowledge: (SoCal, Arizona, or Texas) 3d6, guts 2d8, language: English 2d6, overawe 2d6, professional: military 1d6, search 3d6, survival: desert, jungle 3d6

Edges: Tough as nails 2

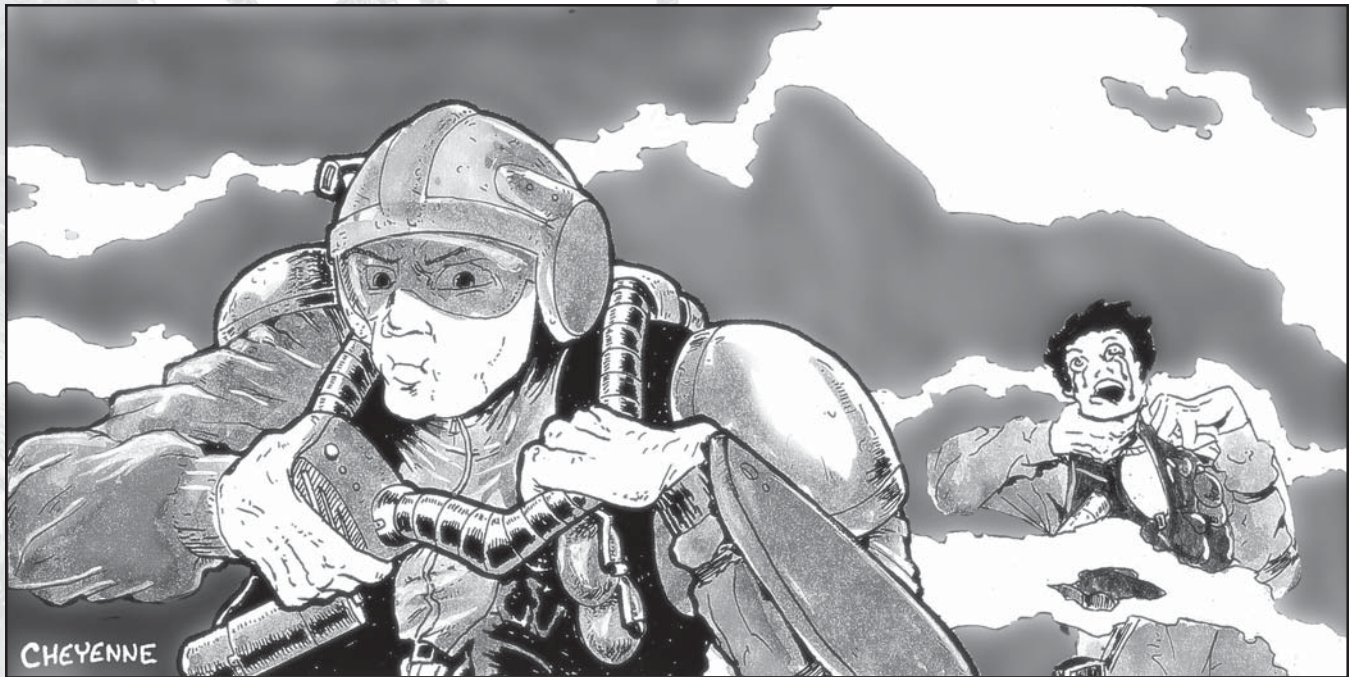
Hindrances: None

Pace: 6

Size: 6

Wind: 20

Equipment: Helmet, armored vest, Fusil-20 with 3 full clips, 1 frag grenade, and a canteen.



Profile: Major Pilzuski

Warsaw Pact

There are no large, organized groups of Warsaw Pact troops. Many have integrated themselves into nearby survivor communities; others simply wander in small bands working as mercenaries or, in some cases, making a living as marauders.

The most infamous of these raiders is the Krakow Legion. This is a band of Polish and Czech troops operating in northern Minnesota. They number around 30 and they are led by Major Thaddeus Pilzuski.

More than one Law Dog has attempted to raise a posse and put an end to this group's crimes. None of them have succeeded. Besides having numbers on their side, the Legion also has two operating armored vehicles: a T-70 tank that was part of their original unit and a captured M-26 Powell. Neither of these vehicles are in good repair and they are usually moved around on tank transporters—the tanks' guns work just fine, though!

Corporeal: D:3d8, N:3d6, Q:4d6, S:3d12, V:3d10

Climbin' 3d6, dodge 2d6, drivin': car, tracked, hover 4d6, fightin': brawlin' 5d6, shootin': rifle, pistol 5d8, sneak 4d6

Mental: C:3d8, K:4d8, M:3d8, Sm:4d6, Sp:2d8

Area knowledge: Minnesota 3d8, guts 3d8, language: English 2d8, leadership 4d8, overawe 5d8, professional: military 3d8, scrutinize 3d8, search 4d8, survival: forest 4d6

Edges: Brawny, sand 5, the stare, tough-as-nails 5

Hindrances: Mean as a rattler, vengeful, ugly as sin -1

Pace: 6

Size: 7

Wind: 26

Equipment: Helmet, armored vest, AK-74 with 2 full clips, Tokarev machine pistol with full 2 clips, 2 frag grenades

Description: Pilzuski is a big bear of a man who loves nothing more than to get into a bare knuckles brawl. He has a long, bushy beard and walrus-like mustache. His facial hair only partially covers the severe scarring on the right side of his face that was caused by being too close to a white phosphorus round when it exploded.

Profile: Pact Trooper

Corporeal: D:3d6, N:3d8, Q:3d8, S:3d6, V:3d8

Climbin' 3d8, dodge 4d8, drivin': tracked 3d8, fightin': brawlin, knife, shootin': rifle, machinegun 5d6, sneak 4d6

Mental: C:3d6, K:2d6, M:2d6, Sm:3d6, Sp:2d8

Area knowledge: Minnesota 3d6, guts 2d8, language: English 2d8, overawe 3d6, search 3d6, survival: forest 3d6

Edges: None

Hindrances: None

Pace: 8

Size: 6

Wind: 16

Equipment: Helmet, armored vest, AK-74 with 3 full clips, bayonet

The Black Watch

Culp Creek is home to about 30 members of the Black Watch and about 20 locals. The two groups have worked together to create a home in the midst of the chaos surrounding them.

Culp Creek is a small walled town. Outsiders are welcome to enter the town to trade, but they do so under the watchful eyes of the soldiers. The place is fairly well defended. Towers on the walls house .50 caliber machineguns and the group has a number of light antitank weapons to deal with more serious threats.

The town's biggest trading commodity is its supply of gyrojet ammunition. This ammunition is hard to come by and much in demand by those who favor using IW-91s or IW-40s. McDonald and the others charge a high price for it (\$6 a bullet for .45 gyrojet and \$8 a round for .50 gyrojet). They claim this is because they have very little left and they need to keep a reserve for their own weapons.

The truth of the matter is that the Black Watch has a few million rounds of gyrojet ammo squirreled away in caves and other hiding places. McDonald and his troopers tried to catch a boat back to England, but they were too late. They did, however, find a damaged supply ship that had run aground—it was one of the last ships to make the supply run down the coast

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before the bombs fell. It was chock full of ammunition, grenades, and milrats. McDonald and his boys scrounged up some trucks, off-loaded the ship, and hid their booty in the hills around Culp Creek.

McDonald and his troopers are big on tradition. Once a year they hold Highland games and compete in events like caber tossing, stone putting, and hammer throwing. They also maintain a small band complete with four bagpipers. The pipers sound reveille and retreat each day.

Profile: Sergeant Ian McDonald

Corporeal: D:3d8, N:3d8, Q:3d8, S:3d10, V:2d12

Climbin' 3d8, dodge 2d8, drivin': car, tracked 4d8, fightin': brawlin' 5d8, shootin': rifle, pistol, machinegun 6d8, sneak 4d8, throwin': balanced, unbalanced 4d8

Mental: C:4d8, K:2d6, M:3d12, Sm:3d8, Sp:2d10

Area knowledge: NorCal 4d6, guts 4d10, language: English 3d8, leadership 5d12, overawe 4d12, professional: military 4d6, scrutinize 4d8, search 4d8, survival: forest 3d6

Edges: Brave, dinero (stashed loot) 5, luck o' the Irish

Hindrances: Curious, heavy sleeper, yearnin' (return to Scotland) -3

Pace: 8

Size: 6

Wind: 22

Equipment: Helmet, infantry battlesuit, IW-40 with 4 full clips, IW-91s and 30 .45 gyrojet rounds, 2 frag grenades, and 2 improved smoke grenades

Description: McDonald is a lean, muscular, ruddy-faced Scotsman. He keeps his fiery red hair cropped close in a short buzz cut and a neatly-trimmed beard covers his jaw. His infantry battlesuit is primarily covered with a standard woodland camouflage pattern, but the shoulder pads have been painted with the Black Watch's tartan.



Profile: Black Watch Trooper

Corporeal: D:3d8, N:2d6, Q:4d6, S:2d8, V:3d8

Climbin' 3d6, dodge 3d6, drivin': car, truck, tracked 3d6, fightin': brawlin', knife 4d6, shootin': rifle, machinegun 4d8, sneak 4d6, throwin': balanced 3d8

Mental: C:3d8, K:2d6, M:2d6, Sm:2d8, Sp:2d8

Area knowledge: NorCal 3d6, language: English 3d8, overawe 3d6, professional: military 2d6, search 3d8, survival: forest 3d8

Edges: None

Hindrances: Yearnin' (return to Scotland) -3

Pace: 6

Size: 6

Wind: 16

Equipment: Helmet, infantry battlesuit, IW-40 with 4 full clips, and 2 frag grenades, 2 improved smoke grenades

Description: Like their sergeant, many of the troopers have decorated their body armor with their regimental colors.

The Kali Cult

Colonel Green was right about the existence of the Kali Cult.

At the moment there are roughly a few hundred mutants who have taken some of the cultists' beliefs to heart. This has led to some bizarre quasi-religions among different groups. Some of the more violent groups have tried to emulate the cultists and practice various sorts of random violence—from random attacks and murders to human sacrifice.

There are only about 20 core cultists and they are very selective about who they allow into their "club." Joining the group requires going through an elaborate initiation ritual that more times than not kills the prospective member. Before a wannabe whacko is even considered for inclusion in the group he must stalk and kill a target.

Those who have been inducted into this dark cult have found favor with the Reckoners. They have developed powers that make them even more formidable assassins. Fortunately for their potential victims, the cult has run into a bit of a snag when it comes to inducting new members. A ceremonial dagger necessary for completing the final induction rites has been stolen. The dagger was originally by a Ghurka soldier, but it has since changed hands

a number of times. If you want your posse to become involved in thwarting this cult, you could have them encounter the dagger's current owner or simply take possession of it in some way. It won't take long for the cultists to come calling.

Profile: Kali Cultist

Corporeal: D:2d8, N:3d8, Q:2d10, S:4d8, V:3d10
Climbin' 5d8, dodge 5d8, drivin': car 3d8, fightin': brawlin', knife 6d8, shootin': rifle, pistol 5d8, sneak 6d8
Mental: C:3d8, K:2d6, M:2d6, Sm:3d8, Sp:2d10
Academia: occult 4d6, area knowledge: NorCal 3d6, disguise 5d6, guts 2d8, language: English 2d6, overawe 3d6, ridicule 4d6, scrutinize 4d8, search 5d8, survival: forest 3d8, trackin' 5d8
Edges: Thick-skinned, tough as nails 5
Hindrances: Bloodthirsty, grim servant o' Death, oath (to cult) -3
Pace: 8
Size: 6
Wind: 30
Special Abilities:
Cloak o' Darkness: Darkness is the cultist's friend. Whenever there are any shadows that can be used as concealment, the cultist gains a +4 bonus to all *sneak* rolls.
Cloak o' Evil: All attacks directed at the cultist suffer a -2 penalty to hit.
Regeneration: The cultist regains one wound for each wound he inflicts on a target.
Stun: Only the more experienced members have developed this ability. They have a shocking touch that stuns their targets. Anyone hit by this attack must make a Hard (9) *Vigor* roll or be unable to act for 1d6 rounds.
Equipment: Normal clothing, cult knife (STR+1d6), garrotte (STR+1d8), some sort of firearm, rope, and a grappling hook.
Description: Almost all of the original cultists were Indian. Since the end of the war, the group has inducted ten new members of various races into its inner circle. Except when wearing their ceremonial garb, cult members look like your average survivor.

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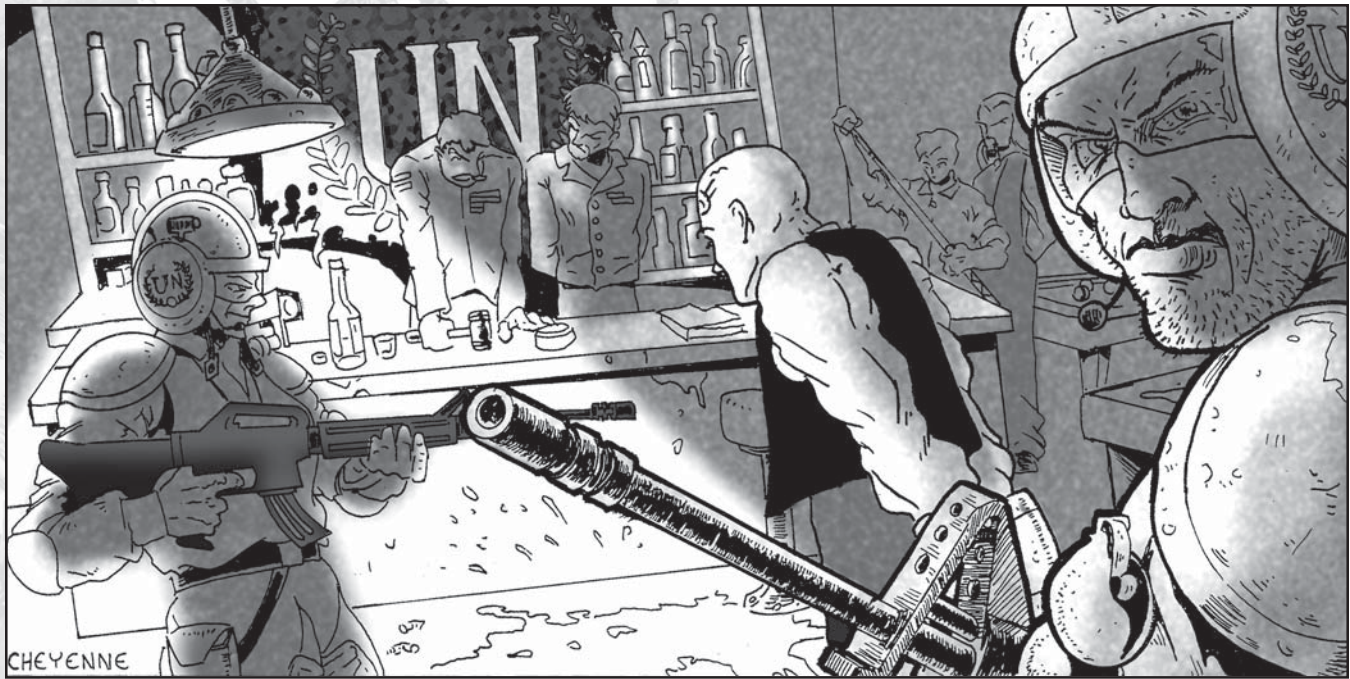
Fallschirmjaegers

There are about 40 or so of these German paratroopers living along the shores of Lake Conro. There are also about another 40 or so locals in the town, most of them the spouses and children of the paras, making this one of the largest survivor settlements in Texas. The only ones that are bigger are Oil Town and some of the larger OPEC settlements.

After a few brushes with the local biker gangs, which the fallschirmjaegers won hands down, the group has been left to live in peace. They've had a few brushes with abominations and lost a few of their number to a large scale walkin' dead outbreak back in 2090. This "peaceful" life didn't suit many of these thrillseeking troopers, so they often hired themselves out as mercs. They most often do work for Colonel Meadows of Oil Town.

Recently, though, trouble has come looking for them in the form of Combine patrols. Throckmorton has stepped up his scouting in this area because he is considering launching an attack south to capture the oil fields before he takes on Junkyard. He has plenty of manufacturing capacity in Denver, but one of the raw materials he is running short of is petroleum.

Hauptmann Kleiber has also been in contact with Major Dwight "Raptor" Price of Junkyard. Raptor is planning an airborne attack against certain targets near Denver once the shooting starts and he wants the Germans' help. Kleiber has tentatively agreed to participate. Many of his men are looking forward to the possibility of making another combat drop; they've gotten "soft" sitting around like fat miserable civilians. Kleiber knows the location of a warehouse on the outskirts of Houston that holds a few hundred AIC capsules.



Profile: Hauptmann Kleiber

Corporeal: D:2d8, N:3d8, Q:3d6, S:3d6, V:2d8

Climbin' 4d8, dodge 4d8, drivin': car, hover, tracked 4d8, fightin': brawlin', knife 5d8, shootin': rifle, pistol, machinegun 5d8, sneak 4d8

Mental: C:3d8, K:4d8, M:3d10, Sm:3d10, Sp:2d10

Academia occult 3d8, area knowledge: Texas 3d8, guts 4d10, language: English 4d8, leadership 4d10, overawe 4d10, professional: military 4d8, scrutinize 4d8, search 4d8, survival: desert, forest, mountains, jungle 4d10

Edges: Level headed, rank 3, two-fisted

Hindrances: Big britches

Pace: 8

Size: 6

Wind: 18

Equipment: Helmet, infantry battlesuit, G-22 with 3 full clips, Mauser-70 with 3 full clips, night vision goggles, and 1 frag grenade

Description: Kleiber is a tall, blonde man in his mid-forties. He walks with a slight limp from a hip injury suffered during an AIC drop.

Profile: Fallschirmjaegers

Corporeal: D:3d8, N:2d10, Q:4d8, S:3d8, V:3d8

Climbin' 5d10, dodge 4d10, drivin': car, hover, tracked 3d10, fightin': brawlin', knife 4d10, shootin': rifle, pistol, machinegun, shotgun 5d8, sneak 4d10

Mental: C:3d8, K:3d6, M:2d6, Sm:3d8, Sp:2d8

Area knowledge: Texas 3d6, guts 2d8, language: English 3d8, overawe 3d6, professional: military 2d6, search 3d8, scroungin' 4d8, survival: desert, forest, mountains, jungle 4d8, tinkerin' 3d8, trackin' 3d8

Edges: Mechanically inclined, nerves o' steel

Hindrances: Big britches

Pace: 10

Size: 6

Wind: 16

Equipment: Helmet, infantry battlesuit, G-22 with 3 full clips, night vision goggles, and 1 frag grenade

Description: The intense unit pride of these paratroopers has kept the group intact during the 13 years since the war ended. Many of them are looking forward to the war with the Combine because they've gotten "soft" fighting the biker rabble in Texas—what do you expect from someone willing to be dropped into combat in a bombshell?

The New United Nations

This organization does indeed exist. Organized by Colonel Lionardo Acquistapace, an Italian liaison officer serving with the Confederate military just before the Last War, it is made up mainly of ex-soldiers of all nationalities. Most of the non-soldiers in the group possess important skills needed by the organization: computer repairmen, mechanics, and even a junker are part of the UN.

This organized group tries to follow the tenets of the UN and hold with the ideals of pre-war government, but attempts to go about this in a "hearts and minds" approach as opposed to the iron fist method of Throckmorton. Concepts such as service, duty, and rank still hold very strongly with this group, and it is this sense of belonging to a greater whole that has attracted so many veterans.

Based in the small town of Globe in eastern Arizona, Colonel Acquistapace's men have raided the Phoenix maelstrom for military gear with which to increase the range of their "peacekeeping operations." The rank and file are dressed in scavenged military uniforms of various nationalities, and carry a variety of weapons. They do, however, all wear light blue hats (mostly baseball caps), and any helmets are painted a matching blue. All of the hats are embroidered with the old UN symbol, courtesy of a still functioning embroidery machine found in Globe.

Protection Racket

Towns that accept their offers of aid are protected, while those that turn down the UN are left to their own devices. Currently the UN forces number around 100 ex-soldiers, stationed mainly in Globe, with small units deployed in "peacekeeping" operations in several smaller survivor settlements around Globe. They do have several scavenged armored personnel carriers, along with a single functioning T-12 Lee.

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Military Justice

Despite their altruistic intentions, Acquistapace and his soldiers do have a dark side. This otherwise benevolent group is searching for Banshee Sykers—specifically those that took the Oath of Unity. Under the Uniform Code of Military Justice, this group views Sykers that took the Oath to have performed an act of treason, breaking the oaths of service they made prior to leaving for Faraway to their own governments and the UN. Oath takers are therefore wanted for trial, court martial, and possible execution (Apostates, however, are usually just dandy).

Uncle Lionardo Wants You!

Surviving military from the NA, SA, and Mexico may be part of this group. The group even has a few Earth Sykers. In fact, the second in command, Brent Rachel, is an old, very experienced, Earth syker. Rachel is the real mover and logistician of the organization, a quiet professional who never talks about his experiences in the War and gets the jobs done while Acquistapace does the planning and dreaming. This group is trying desperately to bring back an organized, civilized way of life and is strongly opposed to both Throckmorton and Silas.

In order to accomplish this, the New UN needs more soldiers. Anyone with military experience or mission essential skills is welcome to join. New recruits are on probation for the first few months of their service. They're not included in any important missions or entrusted with any sensitive information until they have proven their dedication to the organization's ideals. Due to the group's stand on Oath takers, the New UN (NUNs to those who dislike them) is especially cautious when recruiting sykers. There are quite a few brainburners who would like to see Acquistapace and Rachel take a long dirt nap.



Profile: Colonel Lionardo Acquistapace

Corporeal: D:2d8, N:4d8, Q:2d6, S:3d6
V:3d10

Climbin' 2d8, dodge 3d8, fightin':
brawlin', sword 3d8, shootin': rifle,
pistol 4d8,

Mental: C:2d8, K:2d10, M:2d12, Sm:3d10,
Sp:1d10

Area knowledge: Arizona, guts 4d10,
language: Italian 4d10, English 2d10,
leadership 6d12, persuasion 5d12,
professional: military 5d10, scrutinize
4d8, tale-tellin' 3d12

Wind: 20

Pace: 8

Size: 6

Edges: Keen, level-headed, rank 4, the
voice (soothin')

Hindrances: Ferner, loyal, oath (bring
sykers to justice) -5, yearnin' (rebuild
UN) -5

Gear: HI Resistweave Kinetic Armor, HK
MP-20 with 2 full clips

Description: Acquistapace is a thin
man of average height. He has a thin,
well-trimmed mustache that looks as
if it were drawn on in pencil.

Profile: Sergeant Major Brent Rachel

Corporeal: D:3d8, N:1d6, Q:2d10, S:3d6,
V:3d12

Climbin' 2d8, drivin': car, motorcycle 3d6,
fightin': brawlin', bayonet 4d6,
shootin': rifle, pistol 5d8,

Mental: C:2d10, K:4d12, M:3d8, Sm:3d8,
Sp:4d8

Academia occult 4d12, area knowledge:
Arizona 3d12, blastin' 6d12, guts 5d8,
leadership 4d8, overawe 4d8,
professional: military 2d10, scroungin'
4d8, scrutinize 3d10

Size: 6

Wind: 20

Pace: 10

Edges: Arcane background syker,
overkill, steel trap mind 5

Hindrances: Heroic, loyal, oath (bring
Banshee sykers to justice) -5,
yearnin' (rebuild UN) -5

Special Abilities:

Strain: 17

Syker: Specialty pyrokinesis. Arson,
brain blast, chameleon, detonate,
fire proof, force field, here doggie,
mind reader, mind scan, pyro, slow
burn

Gear: Infantry battlesuit, syker helmet,
TSAR, 30 TSAR gyrojet rounds, M-80
with 2 full clips.

Description: Rachel is a battle-scarred
veteran in his mid-fifties.

Your Kung Fu is Weak!

Going bust on the *ch'i* roll costs the martial artist the normal Strain for the power plus 1d6 Wind for every point his highest die missed the TN. Yes, it's possible for him to actually make or beat the TN and still go bust. If that's the case, he loses the Strain and 1d6 Wind.

Interdimensional Loons

The tale about the martial artist having conquered other dimensions was a cover story concocted by the Rangers for the benefit of the Special Forces troops aiding in the bust. The truth is that the kung fu master was a fugitive who had eluded the Texas Rangers for over 100 years. Kang Hsi, a son of the warlord Kang, escaped capture back in the 1800s by stepping through a portal to the Hunting Grounds and traveling to the future.

He escaped from prison just before Judgment Day and is still on the loose.

Profile: Kang Hsi

Corporeal: D:3d10, N:3d10, Q:4d12, S:3d8, V:2d10

Climbin' 5d10, dodge 5d10, fightin': martial arts 5d10, sneak 6d10, throwin': flying guillotine 4d10

Mental: C:4d10, K:4d12, M:3d10, Sm:3d12, Sp:5d12

Area knowledge: Great Maze 4d12, *ch'i* 5d12, guts 5d12, language: English 3d12, overawe 4d10, search 5d10

Edges: Arcane background: enlightened, martial arts training

Hindrances: Loco (megalomaniac bent on world domination) -5

Pace: 10

Size: 6

Wind: 22

Special Abilities:

Ch'i Powers: Devastating ape strike, flying guillotine, fury fans the flame, seize the pearl o' death, ten-foot punch

Martial Arts Maneuvers: Disarm, flying kick, get up, spin kick, sweep, throwin' (people)

Equipment: Flying guillotine

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Soldier Background Table

The Marshal should draw a card for the lucky vet (two if they had a SF/MAG background):

Two—What? The soldier spent too much time around artillery and other things that went "boom." His eardrums have been permanently damaged. He has *bad ears* 3 and tends to speak louder than necessary (-2 to all friendly *persuasion* rolls).

Three—Wheezy. Some time in the past, the soldier was caught on the wrong end of a toxic gas attack without a protective mask. Breathing just hasn't been the same since. Treat this as the *ailin': chronic* Hindrance, with the following additional "bonus" when he fails: Anytime he takes or expends Wind, multiply the result by 2.

Four—I Can't Take Any More! The soldier spent way too much time in stressful combat situations and his nerves are shot. Anytime the soldier is in combat, he gets the shakes. Treat this as being at -2 to all *Deftness*, *Nimbleness*, and *guts* checks.

Five—"It Hurts When I do That": The soldier has an old wound that never healed correctly and it gives him trouble from time to time. At the start of each session, make a Fair (5) *Vigor* roll. If he fails, all of his Corporeal checks are made at -2 for the day. If the day happens to be a damp or cold one, the TN is raised to Onerous (7). If he busts on the roll, the wound reopens again: the soldier takes a wound to an appropriate location (along with 1d6 Wind) in addition to the penalty to corporeal rolls. This wound may not be prevented with chips. The condition remains even once the wound heals.

Six—Outbreak: That biological warfare can be a bitch. The soldier was exposed to something in the field that radically messed with her body's immune system. To the bafflement of the medics, she now seems to get hurt more often than other grunts and is slower to heal. Reduce her Vigor by a step. When resolving damage, treat her size as one less than normal (i.e. if she's size 6, she takes wounds as if she were as size 5). For natural healing, treat all Target Numbers as one step higher.

Seven—"Is That Blood?!?": Most soldiers become numb to the sights of death on the battlefield, but some, after overexposure, become just the opposite. They actually become phobic over it. The sight of blood and gore (especially their own) sends the soldier into fits. Treat this as having the *squeamish* Hindrance. In addition, each time the soldier takes a wound that involves bleeding, they must make a *guts* check with a Target Number equal to the Stun and Recovery number. If this is failed, roll on the Scart table, with the TN of the wound determining the number of dice to use.

Eight—Ol' One Eye: Somewhere along the line the soldier lost an eye. His overall vision and depth perception is seriously affected. Subtract -4 from all rolls made to see and from all rolls to affect things at greater than 20 yards away (this modifier doesn't apply to aimed weapons fire, one eye works just fine for that). Unless he has a glass eye or wears a patch or shades all the time, he's also got *Ugly as Sin* at -1

Nine—Bad Luck Betty: The soldier has been assigned to many units over her career—that's because time after time she was the only member to come back alive. This is because she's a jinx - treat all of the soldier's companions as if they had the *bad luck* Hindrance. Additionally, any time a targeted attack misses the soldier and it is feasible to hit one of her companions (Marshal's call), it does.

Ten—Flashbacks: Some soldiers experience horrible things, or are ordered to commit atrocious acts in the line of duty, which they try to forget with varying degrees of success. The soldier's conscience is perhaps stronger than most, and his memories are harder to suppress—he sometimes experiences flashbacks at times of great stress.

Each round the soldier is in combat beyond the first, he must make a *Spirit* roll at the beginning of the round. The TN for this roll starts at 3 on the second round and raises a step for each subsequent round of continuous combat. The maximum TN for the roll is 11.

If the roll is failed, the soldier experiences vivid flashbacks that terrifyingly intermingle with current events. This mental kaleidoscope of reality and remembered images gives him a negative modifier to all actions equal to the total number of combat rounds so far. For example, if he is in the fourth round of continuous combat, the TN for his *Spirit* roll is 7 (3+2+2). Failing this roll gives him a -4 modifier to all actions. If he goes bust on the roll, he loses all actions for the round, freezes in place, and mentally experiences his worst nightmare (as per the back of the character sheet). He can do nothing but be an excellent target until the end of the round.

Jack—Captain Hook: An accident in the field or the result of a combat wound has maimed the soldier's dominant hand, taking some meat and its last two fingers. Besides only being able to count up to eight with his boots on, the soldier receives a -4 modifier to any *Nimbleness* or *Deftness* rolls involving the use of the single hand. Any single action that uses both hands receives a -2 modifier. The soldier may use his still whole "off hand" with the usual penalties. Buying the *two-fisted* Edge allows his handedness to be switched; the maimed off-hand would continue to have the -4 modifier, however.

Queen—Gimp: The soldier took a bad hit to one of his arms or legs. While the medics were able to save the limb, it suffered some muscular and nerve damage and he's never gotten back complete use of it.

The Marshal picks left or right and whether the limb is an arm or a leg (or you may allow the player to pick). If the limb was an arm, all *Deftness*, *Nimbleness*, and *Strength* checks done solely with the weakened limb receive a -4 modifier (-2 if the check involves the use of both arms). If the limb was a leg, all *Nimbleness* and *Strength* checks done solely with the limb receive a -4 modifier (-2 if the check involves the use of both legs) and the soldier's Pace is reduced by 2. In either case, the soldier walks with a pronounced limp or favors the stronger arm when lifting things. On the plus side, because of the nerve damage, the arm or leg is slightly deadened to pain—the soldier may ignore one level of wound penalties to the limb.

King: Addict: Some soldiers resort to a chemical means of escaping the horrors of war, whether from boredom, a desire to forget, or as a means of slow suicide. The soldier has a severe *hankerin'* (read as addiction) to alcohol, tobacco, or to a specific drug. The stuff is slowly killing him, giving the lucky soldier the *ailin': chronic* Hindrance.

Ace: Twitchy: The soldier is very high strung and her nerves are stretched perhaps a bit too taut; "jumpy" would be a polite description—picture someone downing No-doze pills with a cappuccino.

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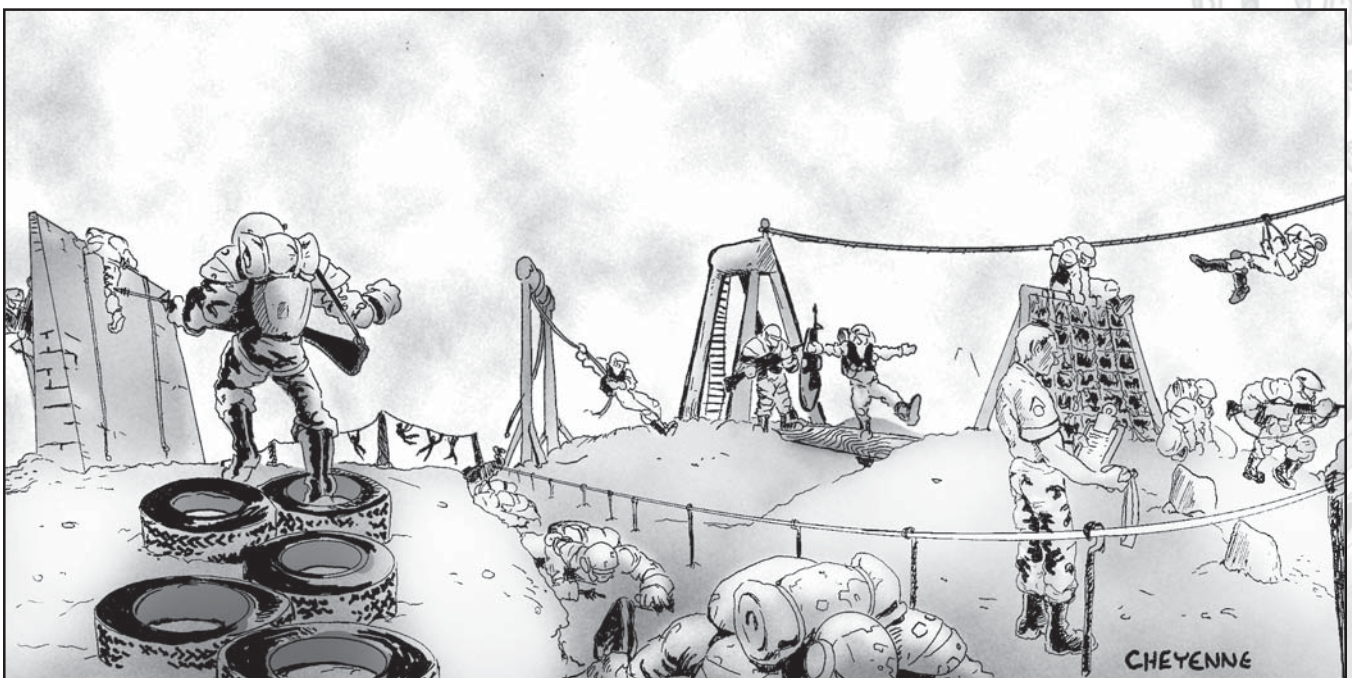
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Her *Spirit* is lowered a step and whenever she is surprised, she must make a Fair (5) *guts* check (modified by Fear Levels where appropriate). Failure prompts an immediate roll on the Scart Chart. If surprised by "something" that has a Terror rating, the soldier's TN is raised a step above the normal value in addition to any other modifiers.

Being a bit tense does have some benefits, however: she's a *light sleeper* and gets a +1 modifier on all *Cognition* checks.

Black Joker: Something is Horribly Wrong!: Your brainer was a guinea pig for the super-soldier program in the early days when the formula was still being worked out. Besides dropping your *Knowledge*, *Smarts*, and *Cognition* by a die type, your body also wasted away, lowering your *Strength* and *Vigor* by a die type. You are also *thin-skinned* and *scrawny*.

Red Joker: I Live! Again!: Your waster was a member of Operation Damocles whose cryo tube failed. Somehow, you woke up anyway! You are Harrowed, but get all the benefits of the *Operation Damocles Edge*.



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